

DAVE ARNESON'S
BLACKMOOR[™]

PLAYER'S GUIDE TO
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Dave Arneson's Blackmoor Player's Guide

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Introduction

Hail Blackmoorian!

You hold in your hands the most in-depth exposition on the world of Dave Arneson's Blackmoor from the player's point of view. After many weeks of toil, this tome has been compiled to deliver a myriad of options for players of all styles, from headstrong fighters to pious clerics to secretive wizards and sorcerers.

Presented in this book are a number of new game options sure to find their way into the hearts of serious Blackmoor players. New prestige classes, spells, magic items, and organizations lie within these pages, and even the most discriminating fans of Blackmoor will find material to help them guide their characters through long adventuring careers.

Those of you who have long been fans of Blackmoor will be happy to see many of the finer details of the campaign setting finally expanded upon, including the King's Companions and the thieves' guilds. At the same time, we have enlarged the world of Blackmoor to include additions and innovations reflecting the ever-changing demands of modern RPG gamers from Dave Arneson's point of view.

The two questions that I am most often asked regarding Blackmoor are: "What is it like to work with Dave Arneson?" and "How do you guys make product decisions"?

What's it like to work with Dave Arneson? That's probably the easiest question to answer. IT'S GREAT! Dave continues to explore new ideas regarding the concepts of game play and role-playing in particular. He is often involved in computer projects, including consulting and reviewing beta versions of games for top publishers. He has a lot of wisdom, and it's fun to hear him bring things that seem innovative and new back into perspective when he tells stories about the old days when they "did it first."

"How do you guys make product decisions relating to Blackmoor?" is another interesting question. It is important to note that Dave's fingerprints are everywhere in a book like this. He's involved at every stage, from approving the outlines and design concepts to reviewing the finished product before it heads to the printer.

Each writer, editor, artist, and developer deeply desires to create something that will pass Dave's muster and truly enhance the legend of Blackmoor. Those of us lucky enough to work in this magical world consider it a true privilege to participate in the First Fantasy Campaign's resurgence, and we sincerely hope that as the caretakers of Blackmoor, we are able to do a job worthy of its place in role-playing history.

Now it's time for you to make your own mark on that history. Whether you become the first kill in your party or the greatest legend the land has ever seen, make it fun—and remember that Blackmoor will always be for and belong to the players!

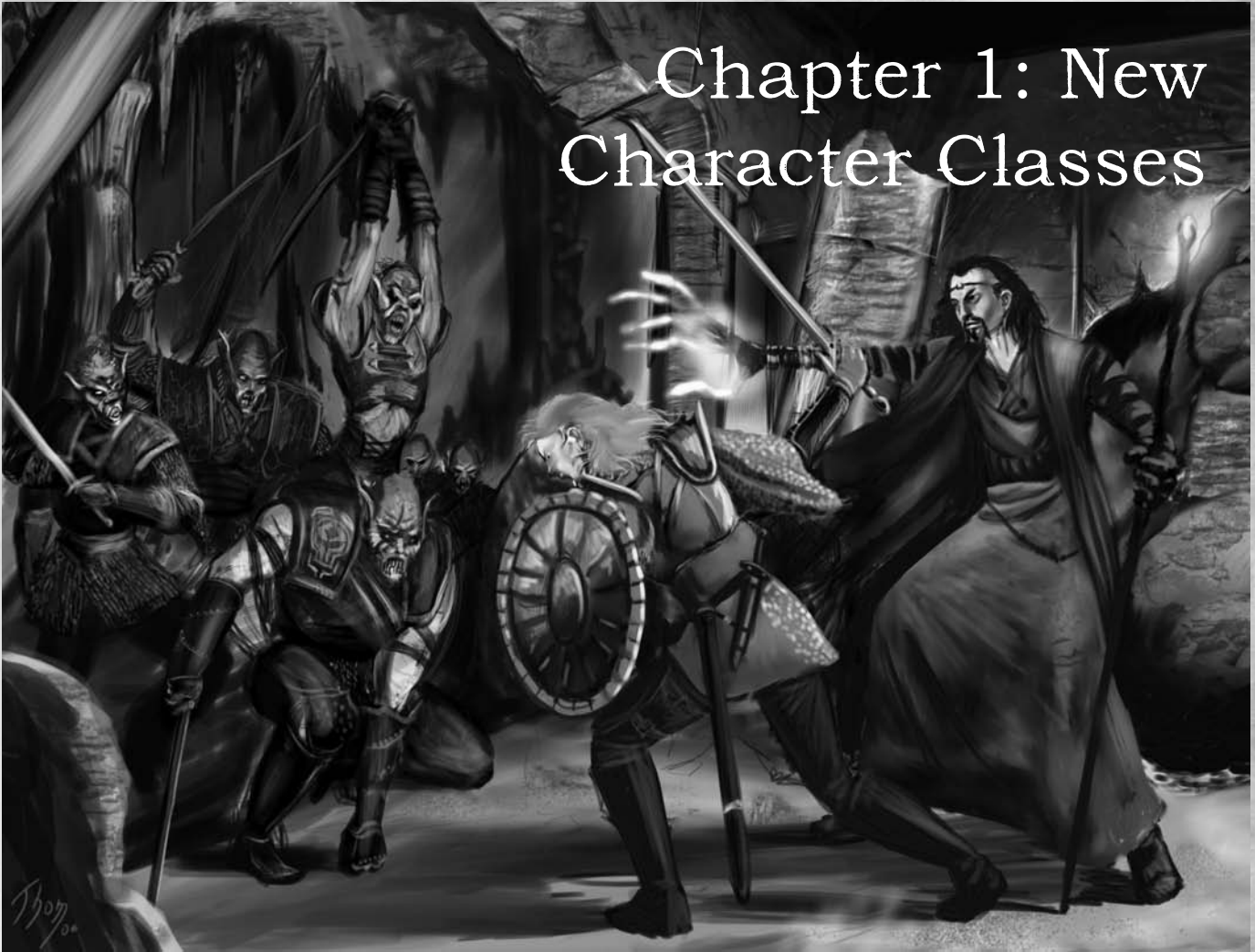
UTHER ONCE AND ALWAYS!

Dustin Clingman

Oviedo, Florida

June 2006

Chapter 1: New Character Classes



While there are a great many options available to the players within the *Player's Handbook*, there are several character classes that are unique to the world of Blackmoor. Three of these new character classes are presented in this chapter.

ELDERKIN

Some people are in such close touch with the spirits of the dead, that the world of the living and the world of the dead are one and the same. The Elderkin, or Shi Nodri as the Peshwah call them, act as physical mediums between the living and the dead. The Elderkin attracts patron spirits, often close relatives, but just as often saddle mates and close friends of his or her own or of the Elderkin's family. The Elderkin is never alone, and travels with true friends. The Elderkin augments what his or her guardian spirits can do, giving them a means to affect and influence the physical world.

Adventures: Elderkin find themselves on adventures more than seeking them out. Elderkin are usually motivated out of a desire to protect their family, clan, tribe or village and will act aggressively to do so. Elderkin are consumed by a world of spirit and their motivations may seem odd to those not on consort with the dead.

Characteristics: Elderkin practice the arcane arts in ways alien and strange to other casters. They are effective in combat and also in collecting information, but can be overpowered quickly by divine casters working in concert.

Alignment: Elderkin can be of any alignment although many tend towards law and neutrality.

Background: As an Elderkin progresses in his or her power, more and more spirits are able to enter into alliance with him or her. As a result, the effect the spirits can have on the physical world advances and the powers the Elderkin has at his or her disposal. In adventuring bands, Elderkin can perform wildly different functions depending upon the spirits that ally with them. What choices the



Elderkin makes in the alliances he or she forms with her ancestral spirits determines the path the Elderkin walks.

Races: Among the races of Blackmoor, Peshwah, elves, dwarves and docrae commonly have Elderkin among their number. It is more of a rarity among the other races. Both the Peshwah and the Westryn revere the Elderkin and place these individuals in a position of privilege within their culture. Other races have no formalized support for the Elderkin and it is not unusual for a docrae or dwarf connected to the spirits of his or her ancestors to live a life of a hermit.

Other Classes: Elderkin get along well with other classes and are non-judgmental. Many Elderkin have an innate distrust of arcane warriors and members of the Wizard's Cabal. At times, Elderkin have been persecuted, sometimes being easily mistaken for sorcerers. Elderkin occasionally have difficulty with some priesthoods. Priests of Pacuun have an innate distrust of the relationship Elderkin have with the spirits of the dead.

Role: Elderkin have an effective and forceful pool of offensive and defensive magic at their disposal. They can perform a central role in any party, as they are capable of dishing out both healing and curative effects as well as some potent offensive effects.

Game Rule Information

Elderkin have the following game statistics.

Abilities: Charisma determines how powerful a spell an Elderkin can cast and wisdom determines how effectively the Elderkin can recruit spirits. Charisma determines how hard it is to resist the Elderkin's spell effects. Wisdom determines the number of bonus spells that the Elderkin gets as he or she advances in level.

Alignment: Any

Hit Die: d8.

Starting Gold: 3d6 x 10 gp

Class skills:

The Elderkin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Dex).

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

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

Class Features

All of the following are class features of the Elderkin.

Weapon and armor proficiency: Elderkin are proficient with simple weapons. They are also proficient with light armor and shields.

Spells: The communion that the Elderkin has with its spirit guides manifests itself as magical spell effects and in game terms can be understood as spell casting. However, Elderkin do not use normal material components when casting their spells. Elderkin spirits are drawn from the Elderkin spirit power list in the spell section of this book (page 43). An Elderkin has a number of allied spirits who travel with the Elderkin and will assist the Elderkin when he or she calls upon them for aid. Some spell effects are the result of spirits acting in concert. Some are the provenance of an individual spirit. For ease of reference, players may refer to spells when they are talking about mechanics and spirits when talking in character.

To cast a spell, the Elderkin must have a Charisma score equal to at least 10 + the spell level (Char 10 for a zero level spell, Cha 11 for a 1st level spell, etc.). The Difficulty class for a saving throw against the spell effect is equal to 10 + the spell level + the Elderkin's Charisma modifier.

An Elderkin can only summon the spirits a specific number of times a day. The base number of spells that can be cast is listed in the table above, spirit guides. In addition, an Elderkin gains bonus spells based on his or her Wisdom score.

Table I-1: The Elderkin

Level	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Eschew Materials, Spirit Guides, Knowledge of Flesh	5	3	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Detect Undead	6	4	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3		6	5	-	-	-	-	-	-	-	-
4	+3	+1	+1	+4	Spell Penetration	6	6	3	-	-	-	-	-	-	-
5	+3	+1	+1	+4		6	6	4	-	-	-	-	-	-	-
6	+4	+2	+2	+5		6	6	5	3	-	-	-	-	-	-
7	+5	+2	+2	+5		6	6	6	4	-	-	-	-	-	-
8	+6/+1	+2	+2	+6	Greater Spell Penetration	6	6	6	5	3	-	-	-	-	-
9	+6/+1	+3	+3	+6		6	6	6	6	4	-	-	-	-	-
10	+7/+2	+3	+3	+7	Bonus Metamagic Feat	6	6	6	6	5	3	-	-	-	-
11	+8/+3	+3	+3	+7		6	6	6	6	6	4	-	-	-	-
12	+9/+4	+4	+4	+8		6	6	6	6	6	5	3	-	-	-
13	+9/+4	+4	+4	+8		6	6	6	6	6	6	4	-	-	-
14	+10/+5	+4	+4	+9		6	6	6	6	6	6	5	3	-	-
15	+11/+6/+1	+5	+5	+9	Bonus Metamagic Feat	6	6	6	6	6	6	6	4	-	-
16	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	5	3	-
17	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	6	4	-
18	+13/+8/+3	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+6	+6	+12	Bonus Metamagic Feat	6	6	6	6	6	6	6	6	6	6

The Elderkin's selection of spells is limited per level. In effect, the Elderkin can only bond with a finite amount of guardian spirits. An Elderkin begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new Elderkin level, he gains one or more new spells, as indicated on Table: Elderkin Spirit Guides. (Unlike spells per day, the number of spells a Elderkin knows is not affected by his Charisma score; the numbers on Table: Elderkin Spells Known are fixed.) These new spells can be common spells chosen from the Elderkin/wizard spell list, or they can be unusual spells that the Elderkin has gained some understanding of by study. The Elderkin can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Elderkin level after that (6th, 8th, and so on), an Elderkin can choose to learn a new spell in place of one he already knows. In effect, the Elderkin "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Elderkin spell the Elderkin can cast. An Elderkin may swap only

a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, an Elderkin need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Spirit Guides (Su): An Elderkin's magic is powered by ancestral spirits and the special relationship the Elderkin has as a medium for those spirits. Elderkin's powers cannot be disrupted by *dispel magic* or counter spell-ing. Likewise, they cannot be detected by *detect magic*. Instead of using a *detect magic* to determine the force and present of an Elderkin's sprits guides, *detect undead* works in the same way, and uses the rules for *detect magic* to determine the effects.

Additionally, an Elderkin's spells can be disrupted by successful turn or rebuke attempts by clerics. A cleric or paladin attempting to disrupt an Elderkin's spirit guides simply uses the rules for casting *greater dispel magic* instead and consequently make a dispel check. This simu-

Elderkin Spirit Guides

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	3	2
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

lates the divine casters ability to drive off the spirits allied to the Elderkin and temporarily disrupts their power. An Elderkin's allied sprits cannot be bolstered by an allied cleric nor can they be assisted by magics like *unhallow* or *hallow*. Their special relationship with the Elderkin removes them from such interference or assistance.

Because of an Elderkin's special relationship to spirits, several spells have a different effect on the Elderkin's spells.

Disrupt Undead cast on an Elderkin functions as daze, although Elderkin above fourth level are not immune to this spell.

Command Undead functions as a *Dispel Magic* but with a maximum caster level of +5. That is, when *Command Undead* is used against an Elderkin, the spell is disrupted with a caster check of 1d20 + caster level, maximum +5. *Halt Undead* when cast on an Elderkin functions as *Dispel Magic*.

Undeath to Death functions as a *Greater Dispel Magic* when cast against an Elderkin.

Eschew Materials: As the spirits cause the spell effects to come into being, an Elderkin needs only the most valuable and rarest of components for his or her magic to

take effect. This feat is gained as a bonus feat at first level.

Knowledge of Flesh: An Elderkin's heal or inflict spells do not reflect channeled energy of any sort. An Elderkin does not channel energy when a healing or inflict spell is cast. Rather, the sprit guides allied with the Elderkin either work their will to knit and repair damage or to destroy and maim. Elderkin inflict spells are evocations force effects. Elderkin cure spells are transmutations

Detect Undead (Sp): At will, an Elderkin can use *detect undead*.

Spell Penetration: As the Elderkin advances in experience, his relationship with his guardian spirits becomes more potent and he is better able to penetrate the defenses of creatures with spell resistance. An Elderkin gains spell penetration as a bonus feat at 4th level, and greater spell penetration as a bonus feat at 8th level.

Bonus Feats: At 10th, 15th, and 20th level, an Elderkin gains a bonus feat. At each such opportunity, she can choose a metamagic feat, or an item creation feat. The Elderkin must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Peshwah Elderkin Starting Package: Armor: Studded Leather and Light Wooden Shield (speed 30 feet). Weapons: shortspear (1d6, crit x2, 3 lb., piercing), Sling (1d4, crit x2, range inc. 50 ft., 0 lb., bludgeoning) Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ability	Ranks	Armor Check Penalty
Concentration	Con	4	-1
Craft	Int	4	-1
Diplomacy	Cha	4	-1
Heal	Wis	4	-1
Knowledge (arcana)	Int	4	-1
Knowledge (local)	Int	4	-1
Knowledge (religion)	Int	4	-1
Listen	Wis	4	-1
Spellcraft	Int	4	-1
Spot	Wis	4	-1
Use Magic Device	Dex	4	-1

Feat: Improved Initiative

Gear: Backpack with waterskin, Four day's rations, bedroll, sack, flint and steel, 4 torches, pouch with sling stones. Gold: 2d10 gp.

IDOLATER

Not all people within the lands of Blackmoor believe in the gods and goddesses that grant their special followers with magical and other special abilities. There are a rare few that believe not in gods and goddesses but rather unseen forces within themselves and the world around them. They keep idols and/or small statues with them to remind themselves of those who came before them and the powers within themselves.

Adventures: The typical idolater adventures in order to better himself to the vision he sees for himself and improve the tie to his inner forces plus those around him. Only by testing himself can he learn more about himself and his ties to these forces. An idolater's power is inborn and can be drawn out by those with the proper skill.

Good idolaters focus upon the white light within themselves to bring out the best and good things around them. Evil idolaters concentrate on the black light within themselves hoping to destroy the will of others. Neutral idolaters strive to keep a balance between the two, believing that having one side dominate could cause chaos beyond the world's control. By focusing on the unseen forces within, Idolaters are able to draw divine powers from within themselves much like arcane sorcerers are able to do.

Characteristics: Idolaters cast divine spells by focusing on the forces within and around themselves. These spells are learned after rigorous training and careful study. Their magic is intuitive and spiritual rather than logical. Idolaters know fewer spells than clerics and druids do and acquire powerful spells more slowly than clerics and druids, but they can cast spells more often and have no need to select and prepare their spells ahead of time. Idolaters do not select domains like clerics do.

Since idolaters gain their powers from within rather than a specific deity, they do not have the background of religious knowledge that most clerics have. However, they are more in tune with themselves and not restricted to the whims of fickle deities.

Alignment: For an idolater, magic is a spiritual art, not a science. They tend toward laws and rules that they preserve the forces around them guide them to, so idolaters tend to be lawful in nature.

Religion: Most idolaters do not follow any deity. The few that do have a loose bond with them, as they favor keeping their connection with the forces within themselves and around them as their main focus.



Background: An Idolater typically come to their profession by way of a single teacher or master. This teacher instructs the young Idolater in ways to bring forth the power within themselves. After a period of study, the Idolater is set free into the world to ride the winds of the gentle breeze.

Occasionally, Idolaters group together and build a small monastery. For this reason, they are sometimes mistaken for monks or religious priests.

Races: Most Idolaters are human (Thonian and High Thonian), half-orcs, half-elves or elven, but a few dwarven and gnomish idolaters are known to exist. Idolaters are exceedingly rare among the Peshwah, Docrae and half-lings.

Idolaters are exceptionally rare among brutal humanoids, such as goblins and orcs, as they simply do not have the patience to master the skills needed for self-improvement in this manner. Hobgoblin idolaters are also thankfully rare, but often end up leading a tribe if they survive long enough.

Other Classes: Idolaters often get along best with monks and other less religious or physically combative classes, such as bards, rogues, sorcerers and wizards. They feel pity towards classes that quickly resort to physical

Table 1-2: The Idolater

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day											
						0	1	2	3	4	5	6	7	8	9		
1	+0	+2	+0	+2	Craft Idol	5	3	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3		6	4	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Turn Spirit	6	5	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4		6	6	3	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Bonus Feat	6	6	4	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5		6	6	5	3	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5		6	6	6	4	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6		6	6	6	5	3	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6		6	6	6	6	4	-	-	-	-	-	-	-
10	+7/+2	+7	+3	+7	Bonus feat	6	6	6	6	5	3	-	-	-	-	-	-
11	+8/+3	+7	+3	+7		6	6	6	6	6	4	-	-	-	-	-	-
12	+9/+4	+8	+4	+8		6	6	6	6	6	5	3	-	-	-	-	-
13	+9/+4	+8	+4	+8		6	6	6	6	6	6	4	-	-	-	-	-
14	+10/+5	+9	+4	+9		6	6	6	6	6	6	5	3	-	-	-	-
15	+11/+6/+1	+9	+5	+9	Bonus feat	6	6	6	6	6	6	6	4	-	-	-	-
16	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	5	3	-	-	-
17	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	6	4	-	-	-
18	+13/+8/+3	+11	+6	+11		6	6	6	6	6	6	6	6	5	3	-	-
19	+14/+9/+4	+11	+6	+11		6	6	6	6	6	6	6	6	6	4	-	-
20	+15/+10/+5	+12	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6	5	-

combat. They sometimes find themselves at odds with religious classes, such as clerics, druids and paladins, as they feel these folks are simply misguided.

Role: An Idolater's typical role in a group of adventurers is as a healer, diviner, and provider of support spells to their comrades before and during combat. An Idolater's spell selection can greatly affect his role as well.

Gold: Idolaters start off with 5d4 gold pieces.

GAME RULE INFORMATION

Idolaters have the following game statistics.

Abilities: Wisdom determines how powerful a spell an idolater can cast, how many spells he can cast per day, and how hard these spells are to resist (see Spells, below). An idolater can also benefit from high Constitution and Charisma scores.

Alignment: Any.

Hit Die: 1d8.

Class Skills

The idolater's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump

(Str), Listen (Wis), Profession (Wis), Smell (Wis)¹, Spot (Wis), Swim (Str), Taste (Wis)¹, Touch (Wis)¹. See *Player's Handbook* Chapter 4: Skills and Chapter 2: New Skills for skill descriptions.

¹ See skill located within Chapter 2.

Skill Points at 1st Level: (4 + Int modifier) X 4.

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

Class Features

All of the following are class features of the idolater.

Weapon and Armor Proficiency: Idolaters are proficient with all simple weapons plus the kama, nunchaku, shuriken and siangham. They are not proficient with any type of armor or shield.

Spells: An idolater casts divine spells (the same type of spells available to clerics), which are drawn from their own spell list (page 13). He can cast any spell he knows without preparing it ahead of time, the way a wizard or cleric must (see below).

To learn or cast a spell, an idolater must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth).

Table 1-3: Idolater Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	3	2
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

The Difficulty Class for a saving throw against an idolater's spell is 10 + the spell level + the idolater's Wisdom modifier.

Like other spellcasters, an idolater can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-2: The Idolater. In addition, he receives bonus spells per day if he has a high Charisma score (see Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells, page 8).

An idolater's selection of spells is extremely limited. An idolater begins play knowing four 0-level spells (also called orisons) and two 1st-level spells of your choice. At each new idolater level, he gains one or more new spells, as indicated on Table 1-3: Idolater Spells Known.

Craft Idol: At 1st level, an idolater gains the Craft Idol ability. This functions exactly like the Scribe Scroll feat except instead of scrolls, an idolater crafts a small idol, anywhere from one inch to one foot, which holds the crafted spell. Once the magic is cast off of an idol, it can be reused to hold another spell of the idolater's choosing.

Turn Spirit (Su): At 3rd level, an idolater gains the supernatural ability to turn incorporeal undead, such as shadows, specters and wraiths. He may use this ability

a number of times per day equal to 3 + his Charisma modifier. He turns incorporeal undead as a cleric of two levels lower would. (See Turn or Rebuke Undead, *Player's Handbook* page 159.)

Bonus Feats: At 5th, 10th, 15th, and 20th level, an idolater gains a bonus feat. At each such opportunity, she can choose a metamagic feat or any non-situational skill-increasing feat, such as Alertness, Builder, Skill Focus or Worker. Feats like Combat Casting, Sprint and Squirm are situational and thus cannot be taken with this bonus feat.

Human (Thonian) Idolater Starting Package

Armor: None (speed 30 ft.).

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., two-handed, bludgeoning).

Sling (1d4, crit x2, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	0
Climb	4	Str	0
Heal	4	Wis	-
Jump	4	Str	0
Listen	4	Wis	-
Smell ¹	4	Wis	-
Spot	4	Wis	-
Taste ¹	4	Wis	-
Touch ¹	4	Wis	-

¹ New skill presented in Chapter 2

Feat: Improved Initiative

Bonus Feat: Toughness

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack and flint and steel. Three torches. Necklace with idol. Pouch with 10 sling bullets.

Gold: 2d4 gp.

MERCHANT

Merchants are the sons and daughters of commerce between nations. They are the meat and sinew of trade and the economies that feed cities and bring needed items to places unable to produce them. Adventuring merchants are those special few who combine an astute knowledge of civilizations, with a pragmatic awareness of what keeps one alive and mobile on the road. Merchants are often the first to make civilized contact with

the unknown and undiscovered places of the world. They are also often the first to bring news of faraway places and cultures to the place they call their home.

Adventures: Merchants adventure for many reasons. Some are point men for their cartel or guild, seeking out profitable financial opportunities and information. Others find the staid and boring life of trade in cities and caravans boring and seek to deploy their skills in the most stimulating venue possible. All merchants share a common theme though, an intense interest in profit and treasure.

Characteristics: Merchants tend to be the social butterflies of an adventuring party. They gather the necessary information, contacts and goods to make a mission successful. Much of their work is done before battle even begins, but they are able to provide secondary support in combat.

Alignment: Merchants can be of any alignment but many tend toward lawful with regards to the law versus chaos spectrum and neutral in the good versus evil spectrum.

Religion: Merchants follow a wide variety of gods and goddess, but many tend towards gods of commerce, trade or travel such as Dhumnon, Mwajin, Pacuun, and Pathmeer.

Background: Adventuring merchants are often normal people. Sometimes they are descended from a line of travelers and traders who have seen the world from the seat of the Thonian Empire to the city of Maus and the lands in between. Sometimes they are tradesmen or farmers who find themselves afoot and on the road, and with skills that are useful. Other times, they are agents of one of the Merchant Guilds that occupy a central place in the cities of the north. Merchants are people who know how to move goods, identify items, collect odd bits of information and keep themselves plugged into the rumor mill. Merchants are social people who understand how the world works, as they place themselves deeply within it.

Races: In Blackmoor, all the races have merchants in their numbers but it is clearly not as common a career choice for a typical adventurer. Halfling merchants embrace the life on the road and are comfortable among people of all races. Dwarves have an appreciation of the finer crafted items and many take great joy in bringing the work of their folk to the world. The elves have a mild disdain of commerce, the docrae have little inclination, and although High Thonians have the skills, are very often pulled onto other paths.

Other Classes: Merchants get along with any just about any class. However, they tend to distrust rogues, fearing their financial gains will be secretly taken from them. They are also cautious around barbarians and sorcerers due to their chaotic nature.



Role: A merchant's typical role in a group of adventurers is the party spokesperson, an information gatherer, an obtainer of necessary goods and services, and as a support fighter in combat.

Gold: Merchants start off with 6d4 x 10 gold pieces.

GAME RULE INFORMATION

Merchants have the following game statistics.

Abilities: Intelligence is the key ability score for a merchant. A high Intelligence score grants a merchant additional skill points. Both Charisma and Wisdom are also two ability scores that are also useful to a merchant.

Alignment: Any.

Hit Die: 1d6.

Class Skills

The merchant's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge: Architecture and Engineering (Int), Knowledge: Geography (Int), Knowledge: History (Int), Knowledge: Local (Int), Knowledge: Nature (Int), Knowledge: Nobility and Royalty (Int), Knowledge: Religion (Int), Navigate (Int)¹, Profession (Wis), Ride (Dex), Sense Motive (Wis)

Table 1-4: The Merchant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bonus Feat
2nd	+1	+0	+0	+3	Contacts
3rd	+2	+1	+1	+3	Trader
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	Bonus Feat
6th	+4	+2	+2	+5	
7th	+5	+2	+2	+5	
8th	+6/+1	+2	+2	+6	
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	Bonus Feat
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	
15th	+11/+8/+1	+5	+5	+9	Bonus Feat
16th	+12/+7/+2	+5	+5	+10	
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Bonus Feat

and Speak Languages. See *Player's Handbook* Chapter 4: Skills and Chapter 2: New Skills for skill descriptions.

¹ See skill located within *Dave Arneson's Wizard's Cabal*.

Skill Points at 1st Level: (6 + Int modifier) X 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the idolater.

Weapon and Armor Proficiency: Merchants are proficient with all simple and martial weapons, light armor and shields (except tower shields).

Contacts: At 2nd level, a merchant gains the ability to purchase any single non-unique item, subject to your judge's discretion, with a value up to 2,000 gp. This purchase can be made multiple times and at any reasonable point in the merchant's career. (For example, while visiting a major city, like Maus, would be acceptable but not while adventuring in the middle of a swamp, such as the Great Dismal Swamp.) At 4th level access to purchase a different single non-unique item is gained but with a value up to 4,000 gp. The progression continues at each

even level with the value of the item increasing by 2,000 gp.

Trader: At 3rd level, a merchant gains a single non-unique item (magical or non-magical), subject to your judge's discretion, with a value up to 1,000 gp. The merchant does not pay for this item out of his own wealth, but rather it is gained through various trades and barter with others. At 5th level, another single non-unique item is gained but with a value up to 2,000 gp. The progression continues at each odd level, excluding 1st level, with the value of the item gained increasing by 1,000 gp.

Bonus Feats: At 1st, 5th, 10th, 15th, and 20th level, a merchant gains a bonus feat. At each such opportunity, she can choose Builder, Educated, Worker or a Skill Focus feat for a class skill, such as Diplomacy or Gather Information.

Human (Thonian) Merchant Starting Package

Armor: Studded leather armor (speed 30 ft.) and light wooden shield.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 7 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Appraise	4	Int	-
Bluff	4	Cha	-
Diplomacy	4	Cha	-
Gather Information	4	Cha	-
Knowledge: Geography	4	Int	-
Knowledge: Local	4	Int	-
Navigate ¹	4	Int	-

Skill	Ranks	Ability	Armor Check Penalty
Profession (innkeeper)	4	Wis	-
Profession (scribe)	4	Wis	-
Ride	4	Dex	-1
Sense Motive	4	Wis	-

¹ See skill located within *Dave Arneson's Wizards' Cabal*.

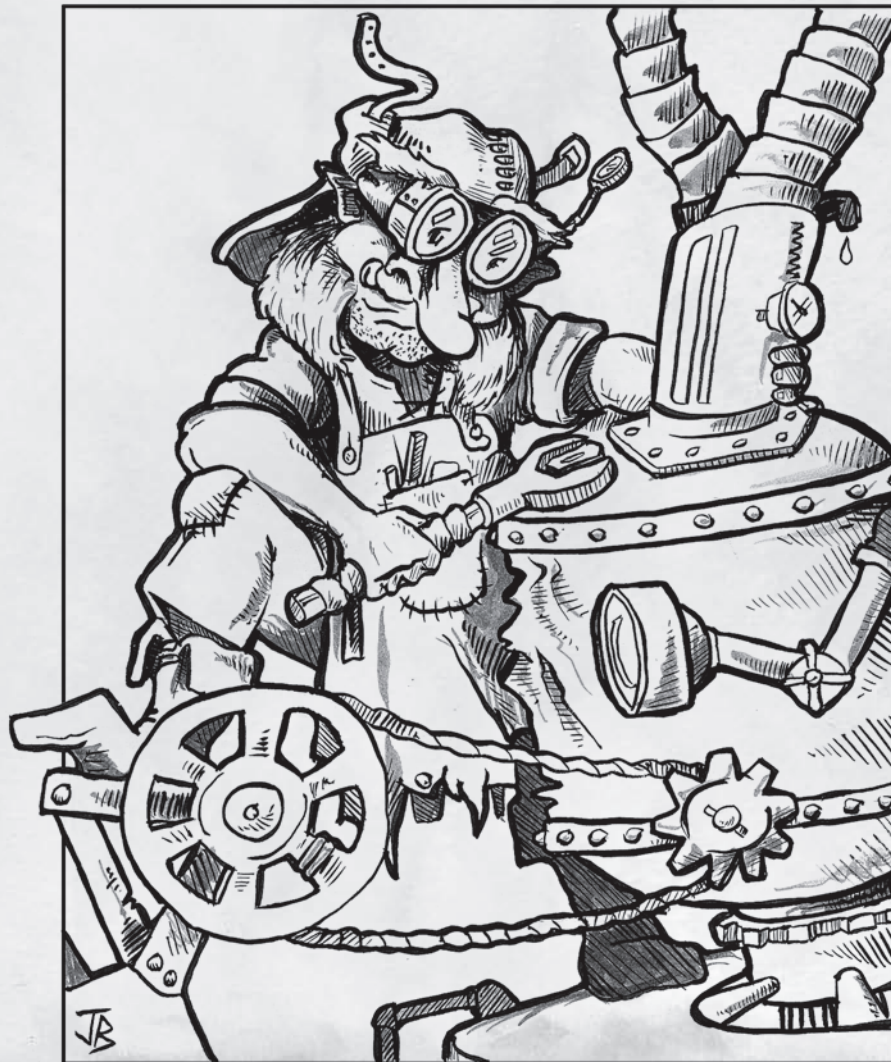
Feat: Worker¹

Bonus Feats: Negotiator and Skill Focus (Gather Information).

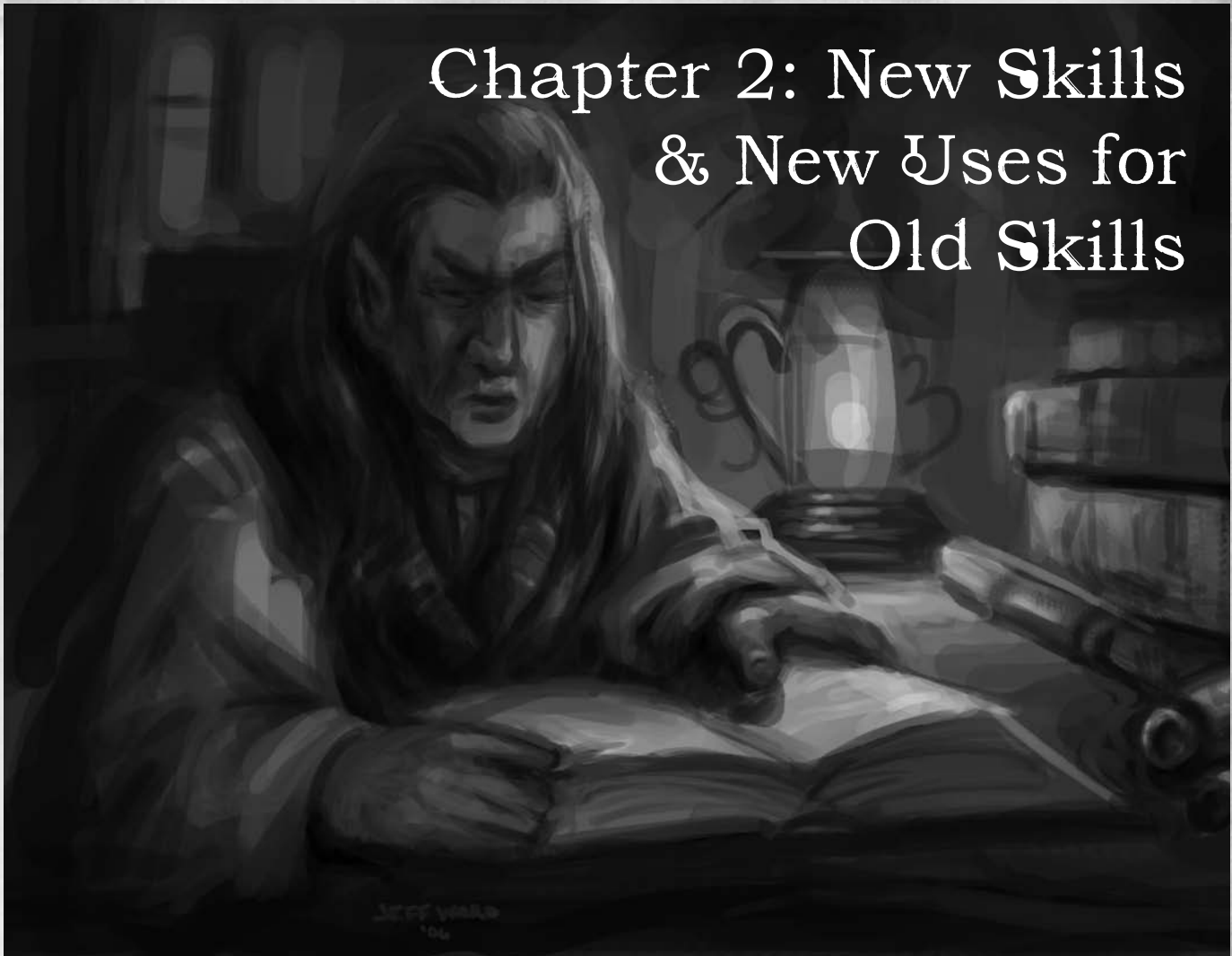
Gear: Backpack with waterskin, one day's trail rations, bedroll, flint and steel, sack, vial of black ink, inkpen and scroll case containing five sheets of parchment. Three torches. A quiver with 10 crossbow bolts.

Gold: 3d4 x 10 gp.

¹ See skill located within Chapter 2: New skills.



Chapter 2: New Skills & New Uses for Old Skills



Skills presented here extend the typical set of character skills found in the Player's Handbook, Dave Arneson's Blackmoor campaign book and Wizards' Cabal sourcebook. Characters throughout Blackmoor have access to these new skills.

Refer to **Table 2-1: New Skill Designation** for information on whether each new skill is a class skill or a cross-class skill.

Table 2-1: New Skill Designation

Skill	ArW	Bbn	Brd	Clr	Drd	Eld	Ftr	Idr	Mer	Untrained	Key Ability
Investigation ¹	C	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Navigate ²	cc	C	cc	cc	C	cc	cc	cc	C	No	Int
Rare Language	cc	cc	C	cc	cc	cc	cc	cc	cc	No	None
Research ²	C	cc	C	C	cc	cc	cc	cc	cc	Yes	Int
Secret Languages	cc	cc	C	cc	cc	cc	cc	cc	cc	No	None
Smell	C	C	C	cc	C	cc	cc	C	cc	Yes	Wis
Taste	C	cc	C	C	C	cc	cc	C	cc	Yes	Wis
Touch	C	cc	C	cc	cc	cc	cc	C	cc	Yes	Wis

Table 2-1: New Skill Designation

Skill	Mnk	Nob	Pal	Rgr	Rog	Sor	Wiz	Wok	Untrained	Key Ability
Investigation ¹	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Navigate ²	cc	cc	cc	C	C	cc	cc	C	No	Int
Rare Language	cc	cc	cc	cc	cc	cc	cc	cc	No	None
Research ²	C	C	C	cc	cc	cc	C	cc	Yes	Int
Secret Languages	cc	cc	cc	cc	cc	cc	cc	cc	No	None
Smell	cc	cc	cc	C	C	cc	cc	C	Yes	Wis
Taste	cc	cc	cc	C	C	cc	cc	cc	Yes	Wis
Touch	cc	cc	cc	cc	C	cc	cc	cc	Yes	Wis

¹ Updated from *Dave Arneson's Blackmoor: The Wizards' Cabal*

² Appears in *Dave Arneson's Blackmoor: The Wizards' Cabal*

Craft (Int)

With the ability to create new weapons, armor and shields and with different materials, guidelines on what is needed to create them are needed. The craft skill appears within the *Player's Handbook* and the rules presented below are an additional to them (with your judge's approval).

Creating Masterpiece Weapons: Much like masterwork weapons, a player can make a weapon that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterpiece item, create the masterpiece component as if it were a separate item in addition to the standard item. The masterpiece component has its own price (300 gp) and a Craft DC of 20. Once both the standard component and the masterpiece component are completed, the masterpiece item is finished. *Note:* The cost you paid for the masterpiece

component is one-third of the given amount, just as it is for the cost in raw materials. The Craft DC for a weapon that is both masterwork and masterpiece is 25.

Creating Hardened Items: It is possible to make an item, such as a weapon, suit of armor, shield, or tool, harder than its normal version. To create a hardened item, create the hardened component as if it were a separate item in addition to the standard item. The hardened component has its own price (150 gp for a weapon or 75 gp for a suit of armor or shield) and a craft DC of 25. Once both the standard component and the hardened component are completed, the hardened item is finished. The Craft DC for a weapon that is both hardened and either masterwork or masterpiece is 30 with the costs calculated separately as above. The Craft DC for a weapon that is hardened, masterpiece and masterwork is 35.

Item	Craft Skill	Craft DC
Bone armor	Armorsmithing	12 + AC bonus
Bronze armor or shield	Armorsmithing	10 + AC bonus
Fur armor	Armorsmithing	10 + AC bonus
Heath armor	Armorsmithing	15 + AC bonus
Shell armor or shield	Armorsmithing	5 + AC bonus
Thick hide armor	Armorsmithing	10 + AC bonus
Simple melee or thrown bone weapon	Weaponsmithing	15
Simple melee or thrown bronze weapon	Weaponsmithing	10
Simple melee or thrown stone weapon	Weaponsmithing	12
Simple melee or thrown wooden weapon	Weaponsmithing	14
Martial melee or thrown bone weapon	Weaponsmithing	18
Martial melee or thrown bronze weapon	Weaponsmithing	13

Item	Craft Skill	Craft DC
Martial melee or thrown stone weapon	Weaponsmithing	15
Martial melee or thrown wooden weapon	Weaponsmithing	17
Exotic melee or thrown bone weapon	Weaponsmithing	21
Exotic melee or thrown bronze weapon	Weaponsmithing	16
Exotic melee or thrown stone weapon	Weaponsmithing	18
Exotic melee or thrown wooden weapon	Weaponsmithing	20

Rare Languages

The Rare Language skill works like the Speak Language skill, with the following exceptions:

- Some classes learn rare languages at 1st level. Only characters of the indicated classes, races or followers of a

specific deity may learn the rare language and at 1st level automatically do so at no cost.

- To learn these rare languages, a character must find a teacher or mentor who has the ability to speak and write the language in question.

Rare languages and their alphabets are summarized on the following table:

Rare Languages	Speakers	Alphabet
Froglian	Froglin (only)	Froglin
Idian	Followers of Id (only)	Id

Action: None

Try Again: Not applicable. There are no Rare Language checks to fail.

Secret Languages

The Secret Language skill works like the Speak Language skill, with the following exception:

- Some classes learn secret languages at 1st level. Only characters of the indicated classes, races or followers of a specific deity may learn the secret language and at 1st level automatically do so at no cost.

Secret Languages	Speakers	Alphabet
Pathmeer Sign Language	Followers of Pathmeer (only)	-
Skandaharian	Shandaharians	Common

Smell (Wis)

Use this skill to notice a particular scent, recognize a familiar aroma, or to identify a magical potion.

Smell DC	Task
15	Notice (but not identify) a distinct and obnoxious smell, such as ghaſt's ſtench. No action required.
20	Identify a familiar ſmell.
20	Locate a particular ſcent when actively ſniffing for it. Requires 1 minute. No retry.
25	Identify a known diſtinct and obnoxious ſmell, ſuch as ghaſt's ſtench. No action required except on retries (which requires a move action).

Smell DC	Task
25+ſpell level	Identify a potion. Requires 1 minute. No retry.
25+ſpell level	Smell the lingering effects of a magical ſpell with material components. Requires 1 minute. No retry.
30	Identify a ſemi-familiar ſmell.
30	Notice a particular ſcent without actively ſniffing for it. No action required.
30	Determine if a particular creature is diſeased. Requires 1 minute. No retry.
40	Determine the type of infliction a diſeased creature has. Requires 1 minute. No retry.

Check: The DCs for Smell checks relating to various tasks are summarized on the table above.

Action: Varies, as noted above.

Try Again: See above.

Special: If you have either the Assimilate or Connoisseur feat, you get a +2 bonus on smell checks.

If you have Resonance Hound and/or Resonance Sniffer feats, you may use the smell skill instead of the appropriate skill listed with the feat.

Creatures with the scent ability gain a +8 racial bonus to all smell checks related to noticing and identifying a particular non-magical scent not including magical potions, spells or diseases.

Taste (Wis)

Use this skill to recognize the type of food or drink being consumed, to determine if a drink is poisoned, or to identify a magical potion.

Taste DC	Task
5	Identify the type of food or drink being consumed. No action required.
10	Determine if some food or drink is spoiled.
20	Determine if some food or drink is poisoned. Requires a full-round action. No retry.
25+spell level	Identify a potion. Requires 1 minute. No retry.
30	Determine the type of poison within food or drink. Requires a full-round action. No retry.

Check: The DCs for Taste checks relating to various tasks are summarized on the table above.

Action: Varies.

Try Again: Yes.

Special: If you have either the Assessor or Connoisseur feat, you get a +2 bonus on taste checks.



Touch (Wis)

Use this skill to find hidden writing on a piece of paper or parchment, or notice fine cracks, scrapes or dents upon a hard surface.

Touch DC	Task
20	Notice fine cracks, scrapes or dents upon a hard surface.
25	Find hidden writing on a piece of paper or parchment.

Check: The DCs for Touch checks related to various tasks are summarized on the table above.

Action: Typically 1 minute.

Try Again: No.

Special: If you have either the Duplicity or Feeling feat, you get a +2 bonus on touch checks.

Dwarves receive their stonecunning bonus when the hard surface is rock or stone.



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Chapter 3: New Feats



The feats presented here supplement the feats in the *Player's Handbook*, *Dave Arneson's Blackmoor* core book and *Dave Arneson's Blackmoor: The Wizards' Cabal*:

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Acolyte	-	+2 bonus on Heal and Spellcraft checks
Amplified Afflictions	Ability to rebuke undead, evil alignment	Inflict spells are cast two levels higher than normal
Amplified Curatives	Ability to turn undead, good alignment	Cure spells are cast two levels higher than normal
Assessor	-	+2 bonus on Appraise and Taste checks
Assimilate	-	+2 bonus on Listen and Smell checks
Believable	-	+2 bonus on Bluff and Diplomacy checks
Blindsight, 5-ft. Radius ¹	Blind-Fight, Wisdom 19, base attack bonus +4	Detect opponents 5 feet away without the use of sight
Camouflage	-	+2 bonus on Disguise and Hide checks
Circumvent	-	+2 bonus on Disable Device and Escape Artist checks
Coerce	-	+2 bonus on Gather Information and Intimidate checks
Communicator	Int 13	Speak Language, Secret Language and Rare Language are now class skills.

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Concentrated Turning	Ability to turn undead	Spend multiple turning attempts to increase effective turning level
Connoisseur	-	+2 bonus on Smell and Taste checks
Desecrated Commanding	Ability to command or rebuke undead	Spend multiple turning attempts to increase effective commanding/rebuking level
Disguise Spell ¹	Bardic music, Perform 12 ranks	Cast spells unobtrusively
Divine Charisma	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Charisma
Divine Constitution	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Constitution
Divine Dexterity	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Dexterity
Divine Intelligence	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Intelligence
Divine Might ¹	Ability to turn or rebuke undead, Power Attack, Str 13	Spend 1 turn/rebuke attempt to add Cha bonus to weapon damage
Divine Power	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to all melee damage for one round
Divine Strength	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Strength
Divine Strike	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to all attacks for one round
Divine Vengeance ²	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to add 2d6 points of sacred energy damage to all your successful melee attacks against undead
Divine Wisdom	Ability to turn or rebuke undead, Extra Turning	Spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to Wisdom
Duplicity	-	+2 bonus on Sleight of Hand and Touch checks
Educated	1 rank in two different Knowledge skills	+2 bonus on two different Knowledge skills of choice
Elemental Fists	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8	Spend Stunning Fist attempt to make all unarmed attempts do +2d6 elemental damage for one round
Elemental Mixture	Any other metamagic feat, Knowledge (the planes) 5 ranks	Modify certain spells to use a mixture of your chosen type of element and that normally of the spell
Elemental Rage	Rage ability 2/day, base attack bonus +6	Spend extra rage attempt to make all melee attacks do +1d6 elemental damage during duration of rage
Elemental Resistance	Caster level 1st, Knowledge (the planes) 4 ranks	+2 bonus to saving throws of chosen element
Elemental Substitution	Any other metamagic feat, Knowledge (the planes) 5 ranks	Modify certain spells to use your chosen type of element

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Energy Fists	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8	Spend Stunning Fist attempt to make all unarmed attempts do +2d6 energy damage for one round
Energy Mixture	Any other metamagic feat, Knowledge (arcana) 5 ranks	Modify certain spells to use a mixture of your chosen type of energy and that normally of the spell
Energy Rage	Rage ability 2/day, base attack bonus +6	Spend extra rage attempt to make all melee attacks do +1d6 energy damage during duration of rage
Energy Substitution ¹	Any other metamagic feat, Knowledge (arcana) 5 ranks	Modify certain spells to use your chosen type of energy
Expedite	-	+2 bonus on Open Lock and Use Magic Device checks
Extra Borrow Nature's Power	Borrow Nature's power (1/day), Int 13	Use borrow nature's power up to twice the usual amount per day
Extra Guardian	3rd level Elderkin or other spontaneous caster	Gain one extra Spirit Guide or learn an extra spell
Extra Music ¹	Bardic music	Use bardic music four extra times per day
Extra Step	Fast movement or unarmored speed bonus, Dex 13	Increase base movement when wearing light or no armor
Eyes in the Back of Your Head ¹	Base attack bonus +3, Wis 19	Your opponents do not gain flanking bonus against you
Faithful	5 ranks in Knowledge (religion). Must choose a single deity to worship; must be within one step of that god's alignment	Cast a single extra domain spell
Feeling	-	+2 bonus on Forgery and Touch checks
Fleet	-	+2 bonus on Move Silently and Tumble checks
Fleet of Foot ¹	Dex 15, Run	Can make a single direction change when running or charging
Focused Stunning Fist	Improved Unarmed Strike Stunning Fist, base attack bonus +1	Spend multiple stunning fist attempts to increase DC of Fortitude save
Forceful Intimidation	Str 13	Use Strength modifier instead of Charisma modifier for Intimidation checks
Greater Deflect Arrows	Dex 13, Deflect Arrows, Improved Unarmed Strike	Deflect multiple arrows per round
Greater Redirect Arrows	Dex 17, Improved Parry Arrows, Parry Arrows, Redirect Arrows, Weapon Focus	Redirect multiple projectiles back at attacker
Greater Redirect Spell	Dex 19, Deflect Spell, Improved Deflect Spells, Improved Parry Arrows, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus	Redirect multiple spells per round back at the caster
Greater Snatch Arrows	Dex 15, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows	Catch multiple arrows per round
Hidden Bloodline ³	At least one High Thonian ancestor, 1st level only	+3 nobility points

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Hold the Line ²	Combat Reflexes, base attack bonus +2	Make an attack of opportunity against a charging opponent
Improved Arcane Armor	Arcane armor (5%)	Increase arcane armor percentage by 10%
Improved Critical Multiplier	Proficiency with weapon, Weapon Focus with weapon, base attack bonus +8	Increased critical multiplier of selected weapon
Improved Deflect Spells	Dex 17, Deflect Spell, Iron Will, Parry Arrows, Weapon Focus	Deflect multiple spells per round
Improved Dispel Magic	Able to use dispel magic as a spell-like ability	Increases the effective level of casting dispel magic as a spell-like ability by 3 levels
Improved Redirect Arrows	Dex 17, Parry Arrows, Redirect Arrows, Weapon Focus	Redirect a single projectile at enemy of choice
Improved Redirect Spell	Dex 19, Deflect Spell, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus	Redirect a single spell at enemy of choice
Improved Scribe Scroll ¹	Scribe Scroll, spell focus, wizard level 3rd	Scribe higher level spells
Improved Shield Casting	Dex 13, Shield Casting, Shield Proficiency	Arcane spell failure chance is reduced by 10% when using a shield
Improved Tower Shield Casting	Dex 17, Tower Shield Casting, Tower Shield Proficiency	Arcane spell failure chance is reduced by 20% when using a tower shield
Increased Spell Points	Int 13 or Cha 13, ability to cast spells via spell points	You gain one extra spell point per arcane spellcaster level
Inspire Cowardice	Cha 13, Perform 18 ranks, inspire heroics	Use bardic inspire heroics ability to negatively effect enemies
Inspire Despair	Cha 13, Perform 3 ranks, inspire courage	Use bardic inspire courage ability to negatively effect enemies
Inspire Inability	Cha 13, Perform 6 ranks, inspire competence	Use bardic inspire competence ability to negatively effect enemies
Inspire Insignificance	Cha 13, Perform 12 ranks, inspire greatness	Use bardic inspire greatness ability to negatively effect enemies
Jack of All Trades ¹	6th level	Can use any skill untrained
Keen Eye	Search 1 rank, Trapfinding, Trap Sense +1	Allows a Search check when within 5 feet of a trap even when not actively looking for it
Last Breath	Endurance, Diehard, Con 13	Stay alive for a brief time after reaching -10 or fewer hit points
Lucky	-	Re-roll one d20 roll per day
Mountaineer	-	+2 bonus on Balance and Climb checks
Navigator	-	+2 bonus on Handle Animal and Navigate checks
Overcome Resistance	-	Lower DC to increase caster level check when attempting to overcome an opponent's spell resistance
Performer	1 Rank in two different Perform skills	+2 bonus on two different Perform skills of choice
Plant Control ²	Plant Defiance, ability to cast speak with plants.	Rebuke or command plant creatures

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Plant Defiance ²	Ability to cast detect animals or plants.	Turn plant creatures
Power Critical ¹	Weapon Focus with selected weapon, base attack bonus +4	Gain +4 bonus on the roll to confirm a threat
Precise Attack	Str 13, Int 13, base attack bonus +1	Trade damage bonus for melee attack bonus (up to Strength modifier)
Quick Flurry	Improved Unarmed Strike, Stunning Fist, greater flurry, base attack bonus +8	Spend Stunning Fist attempt to gain an additional attack while performing a greater flurry
Quick Pin	Improved Unarmed Strike, Improved Grapple, Str 13, Dex 13, Int 13	Pin your opponent without maintaining a grapple first
Rapid Manyshot	Dex 19, Point Blank Shot, Rapid Shot, Manyshot, base attack bonus +11	May take one additional Manyshot attack each round
Reach Spell ¹	-	Cast a ranged touch spell up to a distance of 30 feet
Redirect Arrows	Dex 15, Parry Arrows, Weapon Focus	Redirect a single projectile back at attacker
Redirect Spell	Dex 17, Deflect Spell, Iron Will, Parry Arrows, Weapon Focus	Redirect a single spell per round back at the caster
Repeat Spell ¹	Any other metamagic feat	Automatically cast spell again at the beginning of your next round
Robust	-	+2 bonus on Jump and Swim checks
Sacred Spell ²	-	Half damage dealt from spells is considered divine
Sharp-Shooting ¹	Point Blank Shot, Precise Shot, base attack bonus +3	Targets only receive a +2 bonus to Armor class due to cover
Shepard	-	+2 bonus on Ride and Use Rope checks
Sprint	Con 13, Run	Run at 6 times normal speed for number of rounds equal to Constitution modifier; +2 bonus on Jump checks made after a running start
Superior Expertise ¹	Int 13, Combat Expertise, base attack bonus +6	You can the Combat Expertise feat to improve your Armor Class to any number that does not exceed your base attack bonus
Sure Strike	Sneak attack +1d6	Trade 1d6 sneak attack for +1 bonus to attacks for one round
Squirm	Dex 13	+2 bonus to Escape Artist and grapple checks when attempting to break free from a hold or pin
Thick Skinned	Con 17	Gain +1 natural armor bonus or increase natural armor bonus by 1
Ultimate Arcane Casting	Dex 19, Armor Casting, Armor Proficiency (light), Improved Armor Casting, Greater Armor Casting	Reduce arcane spell failure by 20%
Ultimate Elemental Spell Focus	Elemental Spell Focus and Greater Elemental Spell Focus with selected elemental type, ability to cast 4th level spells	+1 bonus on save DCs for specific element

Table 3-1: New Feats

General Feats	Prerequisites	Benefit
Ultimate Redirect Arrows	Dex 17, Improved Parry Arrows, Improved Redirect Arrows, Parry Arrows, Redirect Arrows, Weapon Focus	Redirect multiple projectiles at enemy of choice
Ultimate Redirect Spells	Dex 19, Deflect Spell, Improved Deflect Spells, Improved Parry Arrows, Improved Redirect Spell, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus	Redirect multiple spells at enemy of choice
Ultimate Spell Focus	Spell Focus and Greater Spell Focus with selected school of magic, ability to cast 4th level spells	+1 bonus on save DCs for specific school of magic
Ultimate Spell Penetration	Spell Penetration, Greater Spell Penetration, ability to cast 3rd level spells	+6 to caster level checks to defeat spell resistance
Ultimate Two-Weapon Fighting	Dex 19, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, base attack bonus +16	Gain fourth off-hand attack
Ultimate Weapon Focus	Proficiency with selected weapon, Weapon Focus and Greater Weapon Focus with selected weapon, fighter level 16th	+3 bonus on attack rolls with selected weapon
Ultimate Weapon Specialization	Proficiency with selected weapon, Weapon Focus, Greater Weapon Focus and Ultimate Weapon Focus with selected weapon, Weapon Specialization and Greater Weapon Specialization with selected weapon, fighter level 20th	+6 bonus on damage rolls with selected weapon
Vermin Companion	Animal companion	Gain ability to select a vermin as an animal companion
Vermin Shape	Wild Shape	Wild shape into vermin
Watchful Eye	-	+2 bonus on Search and Spot checks
Worker	1 Rank in two different Profession skills	+2 bonus on two different Profession skills of choice

¹ D20 SRD

² D20 SRD and also appeared in Dave Arneson's Blackmoor: The Redwood Scar

³ Originally appeared in Dave Arneson's Blackmoor: The Wizards' Cabal

Acolyte [General]

You've spent time tending the wounded with clerics of your deity in a temple. You've learned about the healing arts and curative spells.

Benefit: You get a +2 bonus on all Heal and Spellcraft checks.

Amplified Afflictions [Divine]

You are able to focus the negative energy within to inflict more pain upon your enemies.

Prerequisites: Ability to rebuke undead, evil alignment.

Benefit: When casting any *inflict* spell, the effective caster level is two levels higher.

Amplified Curatives [Divine]

You are able to focus the positive energy within to better heal those you desire.

Prerequisites: Ability to turn undead, good alignment.

Benefit: When casting any *cure* spell, the effective caster level is two levels higher.

Assessor [General]

You appreciate the finer things in life.

Benefit: You get a +2 bonus on all Appraise and Taste checks.

Assimilate [General]

You have stupendous senses.

Benefit: You get a +2 bonus on all Listen and Smell checks.

Believable [General]

Others find you trustworthy and convincing.

Benefit: You get a +2 bonus on all Bluff and Diplomacy checks.

Blindsight, 5-ft. radius [General]¹

Prerequisites: Base attack bonus +4, Blind-Fight, Wis 19.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you can detect the location of opponents who are no more than 5 feet away from you. Invisibility darkness are irrelevant, though you cannot discern incorporeal beings. (Except for the decreased range, this feat is identical to the blindsight special ability.)

Camouflage [General]

You are able to magnificently conceal yourself.

Benefit: You get a +2 bonus on all Disguise and Hide checks.

Circumvent [General]

You are able to thwart obstacles before you.

Benefit: You get a +2 bonus on all Disable Device and Escape Artist checks.

Coerce [General]

You are able to get what you want or need with mere words.

Benefit: You get a +2 bonus on all Gather Information and Intimidate checks.

Communicator [General]

You have the ability to learn new languages with ease.

Prerequisites: Int 13.



Benefit: Speak Language, Secret Language and Rare Language are now class skills.

Concentrated Turning [Divine]

You are able to focus the positive energy within to increase your ability to turn undead.

Prerequisites: Ability to turn undead.

Benefit: You may spend additional turning attempts to increase your effective turning level as a free action. For each additional turning attempt spent, your effective turning level increases by one level. You may only spend up to half your effective turning level (rounded down but a minimum of 1) and you may not exceed the number of turning attempts you are granted per day.

Connoisseur [General]

You are an expert on the finer things in life.

Benefit: You get a +2 bonus on all Smell and Taste checks.

Desecrated Commanding [Divine]

You are able to focus the negative energy within to increase your ability to command or rebuke undead.

Prerequisites: Ability to command or rebuke undead.

Benefit: You may spend additional command/rebuke attempts to increase your effective command/rebuke level as a free action. For each additional command/rebuke attempt spent, your effective command/rebuke level increases by one level. You may only spend up to half your effective command/rebuke level (rounded down but a minimum of 1) and you may not exceed the number of command/rebuke attempts you are granted per day.

Disguise Spell [Metamagic]¹

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

Divine Charisma [Divine]

You are able to focus the divine energy within to increase your allure to others.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to charisma for one full round.

Divine Constitution [Divine]

You are able to focus the divine energy within to increase your vigor within.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to constitution for one full round.

Divine Dexterity [Divine]

You are able to focus the divine energy within to increase your adroitness.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to strength for one full round.

Divine Intelligence [Divine]

You are able to focus the divine energy within to increase your mental capacity.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to strength for one full round.

Divine Might [Divine]¹

Prerequisites: Str 13, Ability to turn or rebuke undead, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for one full round.

Divine Power [Divine]

You are able to focus the divine energy within to aid you in combat.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to all melee attack damage you make for one full round.

Divine Strength [Divine]

You are able to focus the divine energy within to increase your physical might.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to strength for one full round.

Divine Strike [Divine]

You are able to focus the divine energy within to aid you in combat.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to all melee attack rolls you make for one full round.

Divine Vengeance [Divine]²

You have the ability to cause extra damage to undead.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: As a free action, you may spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

Divine Wisdom [Divine]

You are able to focus the divine energy within to increase your astuteness.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: As a free action, you may spend 1 turn/rebuke attempt to gain a +2 sacred/profane bonus to wisdom for one full round.

Duplicity [General]

You are goods with your hands.

Benefit: You get a +2 bonus on all Sleight of Hands and Touch checks.

Educated [General]

Whether through the studies of various books or teachers of others, you have become quite learned.

Prerequisites: 1 rank in two different Knowledge skills.

Benefit: You get a +2 bonus on two different Knowledge skills of your choice.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of Knowledge skills to which you already have a minimum of 1 rank.

Elemental Fists [General]

Choose one type of element (air, earth, fire, metal, water or wood). You are able to alter your punches and kicks so they inflict that type of elemental damage to successfully struck opponents.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

Benefit: Spend one stunning fist attempt to make all successful unarmed attacks for one round do +2d6 elemental damage (for selected element) above and beyond the normal damage for the unarmed strike.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of element.

Elemental Mixture [Metamagic]

Prerequisites: Any other metamagic feat, Knowledge (the planes) 5 ranks.

Benefit: Choose one type of element: air, earth, fire, metal, water, or wood. When employing a spell with a neighboring elemental type, you can modify the spell to use a mixture of the two elements instead. Only two elements can be mixed together and it is done so evenly (50% for each). For example, a 10th level wizard with the earth version of Elemental Mixture who casts an *elemental ball (metal)* could make the elemental damage half earth (5d6) and half metal (5d6), if he so desired.

The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of element.

Elemental Rage [General]

Choose one type of element (air, earth, fire, metal, water or wood). While raging, all melee attacks inflict that type of elemental damage to successfully struck opponents.

Prerequisites: Rage ability 2/day, base attack bonus +6.

Benefit: Spend one extra rage to make all successful melee attacks do +1d6 elemental damage (for selected element) for the duration of your rage above and beyond the normal damage for the melee attack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of element.

Elemental Resistance [General]

Choose one type of element; you have a higher resistance to spells using that element

Prerequisites: Caster level 1st, Knowledge (the planes) 4 ranks

Benefit: You gain a +2 bonus to all saving throws against spells and spell-like abilities of the chosen type of element (air, earth, fire, metal, water, or wood). This resistance does not extend to extraordinary or supernatural abilities that may reproduce effects of spells from your chosen school.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element.

Elemental Substitution [Metamagic]

Prerequisites: Any other metamagic feat, Knowledge (the planes) 5 ranks.



Benefit: Choose one type of element: air, earth, fire, metal, water, or wood. When employing a spell with the air, earth, fire, metal, water, or wood designator, you can modify the spell to use your chosen type of element instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of element.

Energy Fists [General]

Choose one type of energy (acid, cold, electricity, fire, sonic). You are able to alter your punches and kicks so they inflict that type of energy damage to successfully struck opponents.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

Benefit: Spend one stunning fist attempt to make all successful unarmed attacks for one round do +2d6 energy damage (for selected energy) above and beyond the normal damage for the unarmed strike.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of energy.

Energy Mixture [Metamagic]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use a mixture of the two energies instead. Only two energies can be mixed together and it is done so evenly (50% for each). For example, a 10th level wizard with the sonic version of Energy Mixture who casts a *fireball* could make the elemental damage half fire (5d6) and half sonic (5d6), if he so desired.

The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

Energy Rage [General]¹

Choose one type of energy (acid, cold, electricity, fire, sonic). While raging, all melee attacks inflict that type of energy damage to successfully struck opponents.

Prerequisites: Rage ability 2/day, base attack bonus +6.

Benefit: Spend one extra rage to make all successful melee attacks do +1d6 energy damage (for selected element) for the duration of your rage above and beyond the normal damage for the melee attack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of energy.

Energy Substitution [Metamagic]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

Expedite [General]

You are able to use opportunities that others cannot.

Benefit: You get a +2 bonus on all Open Locks and Use Magic Device checks.

Extra Borrow Nature's Power [General]

You are more in tune with nature.

Prerequisites: Borrow nature's power (1/day), Int 13.

Benefit: You may use borrow nature's power twice the usual amount. So for example, a third level wotan could use borrow nature's power twice a day.

Extra Guardian [General]

You have developed greater mystic power and are more proficient in your art.

Prerequisites: 3rd level Elderkin or other spontaneous caster.

Benefit: You gain one extra Spirit Guide or learn an extra spell. This spell may be up to any level equal to one lower than your highest level of spell upon choosing this feat. So, if an Elderkin of 9th level were to choose this feat, he or she could choose a spirit guide or learn an extra spell of 0 to 3rd level.

Extra Music [General]¹

Prerequisites: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time.

Extra Step [General]

Speed is on your side.

Prerequisites: Fast movement or unarmored speed bonus, Dex 13.

Benefit: Increase base movement by 10 ft. when wearing no armor and 5 ft. when wearing light armor.

Eyes in the Back of Your Head [General]¹

Prerequisites: Base attack bonus +3, Wis 19.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

Faithful [Divine]

You are a devote follower of your god or goddess.

Prerequisites: 5 ranks in Knowledge (religion). Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: You may cast a single extra domain spell for which you currently have access to and have selected for the day.

Feeling [General]

You are skilled with your hands.

Benefit: You get a +2 bonus on all Forgery and Touch checks.

Fleet [General]

You are able to nimbly move about as needed.

Benefit: You get a +2 bonus on all Move Silently and Tumble checks.

Fleet of Foot [General]¹

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you

must move in a straight line for 10 feet after the turn to maintain the charge.

Normal: Without this feat, you can run or charge only in a straight line.

Focused Stunning Fist [General]

You are able to focus your forceful strikes delivering one mighty blow.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +1.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). You may spend one or more stunning fist attempts to increase the DC of the required Fortitude saving throw for a successful stunning fist attack. For each additional stunning fist attempt spent, the Fortitude saving throw DC increases by one. You may not exceed the number of stunning fist attempts you are granted per day.

Special: A fighter may select Focused Stunning Fist as one of his fighter bonus feats (see Player's Handbook page 38).

Forceful Intimidation [General]

You are able to intimidate your opponents not by persuasion but rather brute strength.

Prerequisites: Str 13.

Benefit: You may use your Strength modifier instead of Charisma modifier for Intimidation checks.

Special: A fighter may select Forceful Intimidation as one of his fighter bonus feats (see Player's Handbook page 38).

Greater Deflect Arrows [General]

You can deflect multiple incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Dex 13, Deflect Arrows, Improved Unarmed Strike.

Benefit: This feat works like Deflect Arrows, except that you may deflect a number of projectiles or thrown weapons equal to your Dexterity bonus plus one per round.

Special: A fighter may select Greater Deflect Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Greater Redirect Arrows [General]

You can deflect multiple incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Dex 17, Improved Parry Arrows, Parry Arrows, Redirect Arrows, Weapon Focus.

Benefit: This feat works like Redirect Arrows, except that you may redirect a number of arrows equal to your Dexterity bonus plus one per round back at the attacker.

Special: A fighter may select Greater Deflect Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Greater Redirect Spell [General]

You can redirect multiple incoming ranged spell attacks with your magical melee weapon.

Prerequisites: Dex 19, Deflect Spell, Improved Parry Arrows, Improved Deflect Spells, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus.

Benefit: This feat works like Redirect Spell, except that you may redirect a number of spells equal to your Dexterity bonus plus one per round back at the caster.

Special: A fighter may select Greater Redirect Spell as one of his fighter bonus feats (see Player's Handbook page 38).

Greater Snatch Arrows [General]

You are skilled at snatching several incoming arrows, as well as crossbow bolts, spears and other projectile or thrown weapons.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows.

Benefit: This feat works like Snatch Arrows, except that you may catch a number of projectiles or thrown weapons equal to your Dexterity bonus plus one.

Special: A fighter may select Greater Snatch Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Hidden Bloodline [Special]³

You are a member of one of the lost noble houses of Blackmoor.

Prerequisites: Must have at least one High Thonian ancestor, 1st level only.

Benefit: +3 nobility points.

Special: Hidden Bloodline can only be taken at character creation, and only becomes active after the character earns 1 level in the noble class, and petitions the Council of Barons to reinstate her family's titles and ancestral holdings. (This alone should be a quest of enormous magnitude.) With the character's bloodline once again recognized, she inherits all the dangers that comes with being an upstart young blood in a society of jealous, scheming power-hungry true bloods.

Hold the Line [General]²

You can stop charging opponents in their tracks, before they can strike you.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Improved Arcane Armor [General]

Through diligent study and hard work, you improve your ability to ignore arcane spell failure.

Prerequisites: Arcane armor (5%).

Benefit: Your arcane armor percentage is increased by 10%.

Improved Critical Multiplier [General]

You are able to inflict greater damage when delivering a critical hit.

Prerequisites: Proficiency with weapon, Weapon Focus with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your critical multiplier increased by one. For example, a longsword usually has a critical multiplier of x2. If a character using a longsword has Improved Critical Multiplier (longsword), the critical multiplier becomes x3.

Special: A fighter may select Improved Critical Multiplier as one of his fighter bonus feats (see Player's Handbook page 38).

Improved Deflect Spells [General]

You are able to deflect away multiple spells per round.

Prerequisites: Dex 17, Deflect Spell, Iron Will, Parry Arrows, Weapon Focus.

Benefit: This feat works like Deflect Spell, except that you may deflect a number of spells equal to your Dexterity bonus plus one per round.

Special: A fighter may select Greater Deflect Spells as one of his fighter bonus feats (see Player's Handbook page 38).

Improved Dispel Magic [General]

You use *dispel magic* with more effectiveness.

Prerequisites: Ability to use *dispel magic* as a spell-like ability.

Benefit: When using *dispel magic* as a spell-like ability, your effective caster level is raised by three levels.

Improved Redirect Arrows [General]

You are able to redirect a single projectile at an opponent of your choice.

Prerequisites: Dex 17, Parry Arrow, Redirect Arrow, Weapon Focus.

Benefit: This feat works like Redirect Arrows, except that you may redirect a single projectile at any opponent of your choice within the first range increment of the projectile per round.

Special: A fighter may select Improved Redirect Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Improved Redirect Spell [General]

You are able to redirect a single spell at an opponent of your choice.

Prerequisites: Dex 19, Deflect Spell, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus.

Benefit: This feat works like Redirect Spell, except that you may redirect a single spell at any opponent of your choice within the spell's range per round.



Special: A fighter may select Improved Redirect Spell as one of his fighter bonus feats (see Player's Handbook page 38).

Improved Scribe Scroll [Item Creation]¹

You are able to inscribe higher level spells to a scroll than you normally can.

Prerequisites: Scribe Scroll, spell focus, wizard level 3rd.

Benefit: If you have a spell in your spell focus, you may scribe it to a scroll. You do not need to prepare it first. You must have an Intelligence score of at least 10 + the spell's level in order to scribe it.

If you do not prepare a spell before scribing it, the base price of the scroll is its spell level x its caster level x 50 gp. To scribe a scroll you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

If you are not of a level high enough to cast the spell, it is inscribed at your maximum caster level. For example, at 3rd level you may create a scroll of *lightning bolt*. The *lightning bolt* caster level is 3, so the result is a weak bolt of lightning that deals 3d6 points of damage.

Normal: You are only able to inscribe a scroll with a spell you have prepared.

Improved Shield Casting [General]

You can significantly reduce your chance of arcane failure when using a normal shield.

Prerequisites: Dex 13, Shield Casting, Shield Proficiency.

Benefit: When carrying a shield, as long as you have a hand free, your arcane spell failure chance is reduced by 10%. This benefit stacks with those gained from Armor Casting, Greater Armor Casting, Improved Armor Casting and Shield Casting plus masterwork quality.

Improved Tower Shield Casting [General]

You can significantly reduce your chance of arcane failure when using a tower shield.

Prerequisites: Dex 17, Tower Shield Casting, Tower Shield Proficiency.

Benefit: When carrying a tower shield, as long as you have a hand free, your arcane spell failure chance is reduced by 20%. This benefit stacks with those gained from Armor Casting, Greater Armor Casting, Improved Armor Casting, and Tower Shield Casting.

Increased Spell Points [General]

You have the ability to cast more spells than usual.

Prerequisites: Int 13 or Cha 13, ability to cast spells via spell points.

Benefit: You gain one extra spell point per arcane spellcaster (arcane warrior, bard, sorcerer, or wizard) level.

Inspire Cowardice [General]

Your songs are able to bring fear to your opponents.

Prerequisites: Cha 13, Perform 18 ranks, inspire heroics.

Benefit: Instead of using your bardic music to inspire heroics, you may instead choose to use your music or poetics to inspire cowardice within a single opponent within 30 feet, causing that creature to be filled with fear and dread. For every three bard levels you attain beyond 15th, you can inspire cowardice in one additional creature. To inspire cowardice, you must sing and an opponent must hear you sing for a full round. A creature so inspired gains a -4 penalty on saving throws and a -4 penalty to AC. The effect lasts for as long as the opponent hears you sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Inspire Despair [General]

Your songs are able to bring hopelessness to your opponents.

Prerequisites: Cha 13, Perform 3 ranks, inspire courage.

Benefit: Instead of using your bardic music to inspire courage, you may instead choose to use your music or poetics to inspire despair within your opponents, deflating them and filling them with a level of fear. To be affected, an opponent must be able to hear you sing. The effect lasts for as long as the ally hears your sing and for 5 rounds thereafter. An affected opponent receives a -1 morale penalty on saving throws against charm and fear effects and a -1 morale penalty on attack and weapon damage rolls (to a minimum of 1). At 8th level, and every six bard levels thereafter, this penalty increased by 1 (-2 at 8th, -3 at 14th, and -4 at 20th). Inspire despair is a mind-affecting ability.

Inspire Inability [General]

Your songs are able to bring helplessness to your opponents.

Prerequisites: Cha 13, Perform 6 ranks, inspire competence.

Benefit: Instead of using your bardic music to inspire competence, you may instead choose to use your music or poetics to inspire inability within your opponents, to reduce their chance to succeed at a task. The opponent must be within 30 feet and able to see and hear you. You must also be able to see opponent. Depending on the task that the opponent has at hand, you may use your bardic music to lower the opponent's spirits, to hinder him or her focus mentally, or in some other way. The opponent gets a -2 penalty on skill checks with a particular

skill as long as he or she continues to hear your music. Inspire inability is a mind-affecting ability.

Inspire Insignificance [General]

Your songs are able to bring unimportance to your opponents.

Prerequisites: Cha 13, Perform 12 ranks, inspire greatness.

Benefit: Instead of using your bardic music to inspire greatness, you may instead choose to use your music or poetics to inspire insignificance within your opponents, to deflate an opponent within 30 feet, granting him or her lower or limited fighting capability. For every three levels of bard you attain beyond 9th, you can target one additional opponent with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire insignificance, you must sing and an opponent must hear you sing. The effect lasts for as long as the opponent hear you sing and for 5 rounds thereafter. A creature inspired with insignificance takes 2d10 points of subdual damage, a -2 penalty on attack rolls, and a -1 penalty on Fortitude saves. Inspire insignificance is a mind-affecting ability.

Jack of All Trades [General]¹

Prerequisites: 6th level.

Benefit: You can use any skill untrained, even those that normally require training.

Keen Eye [General]

You have a razor sharp eye to notice traps without even actively searching for them.

Prerequisites: Search 1 rank, Trapfinding, Trap Sense +1.

Benefit: When you are within 5 feet of a trap (magical or mechanical), you are allowed a Search check at a -5 penalty, even when not actively looking for it. This Search check should be rolled secretly by your judge.

Last Breath [General]

You are able to temporarily shrug off the call of death.

Prerequisites: Endurance, Diehard, Con 13

Benefit: You are able to stay alive for a number of rounds equal to your constitution bonus even when you reach -10 hit points or less.

Lucky [General]

You have luck when all else fails.

Benefit: Once per day, you may re-roll any d20 roll after the original results are known.

Mountaineer [General]

You are well trained for survival in the mountain environment.

Benefit: You get a +2 bonus on all Balance and Climb checks.

Navigator [General]

You are well traveled.

Benefit: You get a +2 bonus on all Handle Animal and Navigate checks.

Overcome Resistance [General]

You are able to make certain trade-offs to overcome a creature's spell resistance.

Prerequisites: None.

Benefit: Before casting a spell with a required saving throw, you can lower the DC to increase your caster level check when attempting to overcome an opponent's spell resistance. You can lower the DC up to the bonus of the attribute your spell casting is based on (for example, Intelligence for wizards).

Performer [General]

You are skilled in the musical and literary arts.

Prerequisites: 1 rank in two different Perform skills.

Benefit: You get a +2 bonus on two different Perform skills of your choice.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of Perform skills to which you already have a minimum of 1 rank.

Plant Control [General]²

You can control plants and plant creatures.

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes or commands undead. To command a plant, you must be able to speak with it via a *speak with plants*, though you may do so mentally if desired. You may use this ability a number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants.

Plant Defiance [General]²

You can turn plants and plant creatures.

Prerequisites: Ability to cast *detect animals or plants*.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the

result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. You may use this ability a number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turn plants.

Power Critical [General]¹

Prerequisites: Weapon Focus with selected weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats (see Player's Handbook page 38)

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Precise Attack [General]

You are able to control your strength to place your attacks more precisely upon your desired opponent.

Prerequisites: Str 13, Int 13, base attack bonus +1.

Benefit: You can trade one point of strength damage bonus for a +1 bonus to melee attack rolls when using a one-handed weapon. This number may not exceed your strength bonus. The penalty on damage and bonus on attacks apply until your next turn. This feat cannot be used in the same round as the Power Attack feat nor when wielding a two-handed weapon.

Special: A fighter may select Precise Attack as one of his fighter bonus feats (see Player's Handbook page 38).

Quick Flurry [General]

You can quickly make unarmed attacks at blinding speeds.

Prerequisites: Improved Unarmed Strike, Stunning Fist, greater flurry, base attack bonus +8.

Benefit: Spend one stunning fist attempt to gain one additional attack while performing a greater flurry. This ability can stack with the effects of *haste* and similar spells.

Quick Pin [General]

You have the strength, agility and smarts to quickly pin an opponent.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Str 13, Dex 13, Int 13.

Benefit: Before attempting to grapple an opponent of your size or smaller, you may opt to try to directly pin them instead without first maintaining a grapple. First a successful touch attack is necessary with a -2 penalty.



If the touch attack is successful, both creatures should make an opposed grapple check but the attacker takes a –20 penalty to this check.

Rapid Manyshot [General]

You can fire several volleys of multiple arrows simultaneously against a nearby by target with exceptional speed.

Prerequisites: Dex 19, Point Blank Shot, Rapid Shot, Manyshot, base attack bonus +11.

Benefit: You can get one extra Manyshot attack per round with a ranged weapon. The extra Manyshot attack is at your highest base attack bonus, but all attack rolls that round take a –6 penalty (–2 from rapid shot and –4 from Manyshot). You must use the full attack action to use this feat.

Damage reduction and other resistance apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage) only once. If you score a critical hit, only the first arrow fired in each set or volley fired deals critical damage; all others deal regular damage.

A fighter may select Rapid Manyshot as one of his fighter bonus feats (see Player's Handbook page 38).

Reach Spell [Metamagic]¹

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Redirect Arrows [General]

You can parry and redirect incoming projectiles with your melee weapon.

Prerequisites: Dex 15, Parry Arrow, Weapon Focus.

Benefit: Once per round when you would normally be hit with a projectile weapon, you may choose to deflect and redirect the projectile back at the attacker, so you take no damage from the attack and potentially hit the attacker with the projectile. The deflection of the attack is automatic, so long as you are aware of the attack and not flat-footed, but the redirection to hit the attacker with the projectile is not. The latter requires an attack roll but with a +4 circumstance bonus.

The use of this feat does count as one of your normal parry arrows attempts.

Attempting to redirect a range weapon does not count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated

by spells, such as *scorching ray*, cannot be redirected by using this feat.

You must be wielding a melee weapon with which you have Weapon Focus in order to use this feat.

Special: A fighter may select Redirect Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Redirect Spell [General]

You can redirect incoming ranged spell attacks with your magical melee weapon.

Prerequisites: Dex 17, Deflect Spell, Iron Will, Parry Arrows, Weapon Focus.

Benefit: Once per round when you would normally be hit with a ranged personally targeted spell with visual effects, such as *scorching ray*, you may choose to deflect and redirect the spell back at the attacker, so you take no damage from the attack and potentially hit the attacker with the spell. The deflection of the attack is automatic, so long as you are aware of the attack and not flat-footed, but the redirection to hit the attacker with the spell is not. The latter requires an attack roll but with a +4 circumstance bonus.

The use of this feat does count as one of your normal parry arrows attempts.

Attempting to redirect a ranged personally targeted spell does not count as an action.

You must be wielding a melee weapon with which you have Weapon Focus in order to use this feat and the weapon must be a magical melee weapon. You can use the weapon to deflect and redirect spells up to a certain spell level, as shown within the Deflect Spell feat.

Special: A fighter may select Redirect Spell as one of his fighter bonus feats (see Player's Handbook page 38).

Repeat Spell [Metamagic]¹

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch.

Robust [General]

You are physically strong and muscular.

Benefit: You get a +2 bonus on all Jump and Swim checks.

Sacred Spell [Metamagic]²

Some of your spells hold the spark of divine power behind them.

Prerequisites: None.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

Sharp-Shooting [General]¹

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats (see Player's Handbook page 38).

Shepherd [General]

You are skilled with herding other creatures.

Benefit: You get a +2 bonus on all Ride and Use Rope checks.

Sprint [General]

You are able to push yourself to great speeds.

Prerequisites: Con 13, Run.

Benefit: You can run at six times your normal speed for a number of rounds equal to your Constitution modifier. After doing so, you are fatigued for one hour.

You also gain a +2 bonus on Jump checks made after a running start.

This does not affect any movement, such as swimming, burrowing or flying, save land movement.

Superior Expertise [General]¹

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Combat Expertise feat.

Sure Strike [General]

When you have your opponent off guard, you are able to better land a successful hit upon your opponent.

Prerequisites: Sneak attack +1d6.

Benefit: When your opponent is denied his Dexterity bonus to you, you may trade 1d6 sneak attack damage for a +1 bonus to all attacks for one round. You may trade in as many 1d6 sneak attack damages as you currently possess. For example, a 5th level rogue with 3d6 sneak attack damage could trade in 1d6, 2d6 or 3d6 sneak attack damage for a +1, +2 or +3, respectively, bonus to all attacks rolls for one round.

Squirm [General]

You are able to twist, bend and wiggle to free yourself from opponents and obstacles that impede you.

Prerequisites: Dex 13.

Benefit: You gain a +2 bonus to Escape Artist checks and a +2 bonus to grapple checks when attempting to break free from a hold or pin.

Thick Skinned [General]

Your physical skin is thicker than most.

Prerequisites: Con 17.

Benefit: You gain a +1 natural armor bonus or if you already have a natural armor bonus it increases by one.

Special: You can take this feat multiple times and its effects do stack.

Ultimate Arcane Casting [General]

You can further reduce your arcane spell failure chance wearing armor.

Prerequisites: Dex 19, Armor Casting, Armor Proficiency (varies), Improved Armor Casting Greater Armor Casting.

Benefit: When wearing armor with which you are proficient, your arcane spell failure chance is reduced by 20%. This benefit stacks with those gained from Armor Casting, Improved Armor Casting and Greater Casting plus masterwork equipment, but does not apply to arcane spell failure chances provided by shields.

Ultimate Elemental Spell Focus [General]

You have an exceptional command over a specific elemental type.

Prerequisites: Elemental Spell Focus and Greater Elemental Spell Focus with selected school of magic, ability to cast 4th level spells.

Benefit: As Ultimate Spell Focus, except that elemental types (air, earth, fire, metal water, and wood) can be



selected instead of schools of magic. This feat may be applied to an elemental type that Elemental Spell Focus and Greater Elemental Spell Focus has been applied to.

Ultimate Redirect Arrows [General]

You are able to redirect multiple projectiles at an opponent of your choice.

Prerequisites: Dex 17, Improved Parry Arrows, Improved Redirect Arrows, Parry Arrow, Redirect Arrow, Weapon Focus.

Benefit: This feat works like Improved Redirect Arrows, except that you may redirect a number of projectiles equal to your Dexterity bonus plus one at any opponent of your choice per round.

Special: A fighter may select Ultimate Redirect Arrows as one of his fighter bonus feats (see Player's Handbook page 38).

Ultimate Redirect Spells [General]

You are able to redirect multiple spells at an opponent of your choice.

Prerequisites: Dex 19, Deflect Spell, Improved Deflect Spells, Improved Parry Arrows, Improved Redirect Spell, Iron Will, Parry Arrows, Redirect Spell, Weapon Focus.

Benefit: This feat works like Improved Redirect Spell, except that you may redirect a number of spells equal to your Dexterity bonus plus one at any opponent per round.

Special: A fighter may select Ultimate Redirect Spell as one of his fighter bonus feats (see Player's Handbook page 38).

Ultimate Spell Focus [General]

Choose a school of magic to which you already have applied both the Spell focus and Greater Spell Focus feats. Your spells of that school are now even more potent than before.

Prerequisites: Spell Focus and Greater Spell Focus with selected school of magic, ability to cast 4th level spells.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you selected. This bonus stacks with the bonus from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus and Greater Spell Focus feats.

Ultimate Spell Penetration [General]

Your spells are able to penetrate even the toughest spell resistances.

Prerequisites: Spell Penetration, Greater Spell Penetration, ability to cast 3rd level spells.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration and Greater Spell Penetration.

Ultimate Two-Weapon Fighting [General]

You are the authority in fighting two-handed.

Prerequisites: Dex 19, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, base attack bonus +16.

Benefit: You get with a fourth attack with your off-hand weapon, albeit at a -15 penalty (see Player's Handbook Table 8-10, page 160).

Special: A fighter may select Ultimate Two-Weapon Fighting as one of his fighter bonus feats (see Player's Handbook page 38).

Ultimate Weapon Focus [General]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus and Greater Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus and Greater Weapon Focus with selected weapon, fighter level 16th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus and Greater Weapon Focus.

Special: You can gain Ultimate Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Ultimate Weapon Focus as one of his fighter bonus feats (see Player's Handbook page 38).

Ultimate Weapon Specialization [General]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Specialization and Greater Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus, Greater Weapon Focus and Ultimate Weapon Specialization with selected weapon, Weapon Specialization and Greater Weapon Specialization with selected weapon, fighter level 20th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Specialization and Greater Weapon Specialization.

Special: You can gain Ultimate Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Ultimate Weapon Focus as one of his fighter bonus feats (see Player's Handbook page 38).

Vermin Companion [General]

You are able to befriend vermin.

Prerequisites: Animal companion.

Benefit: You may select a vermin for an animal companion. The vermin is a loyal companion that accompanies you on your adventures as appropriate for its kind. The types of vermin companions available is based on levels. See the list below for those vermin available and their level adjustment.

1st Level or Higher (Level 0)

Ant, giant (soldier, worker)

Bombardier beetle, giant

Fire beetle, giant

Monstrous centipede (small or medium)

Monstrous spider (small or medium)

Monstrous scorpion (small or medium)

4th Level or Higher (Level -3)

Praying Mantis, giant

Wasp, giant

Monstrous centipede (large)

Monstrous spider (large)

Monstrous scorpion (large)

7th Level or Higher (Level -6)

Stag beetle, giant

Monstrous centipede (huge)

Monstrous spider (huge)

Monstrous scorpion (huge)

10th Level or Higher (Level -9)

Monstrous centipede (gargantuan)

Monstrous spider (gargantuan)

Monstrous scorpion (gargantuan)

13th Level or Higher (Level -10)

Monstrous centipede (colossal)

Monstrous spider (colossal)

Monstrous scorpion (colossal)

Vermin Shape [General]

You can change yourself into a vermin.

Prerequisites: Wild Shape.

Benefit: You gain the ability to also turn yourself into any vermin of the available sizes to you.





Watchful Eye [General]

You have a quick and keen eye.

Benefit: You get a +2 bonus on all Search and Spot checks.

Worker [General]

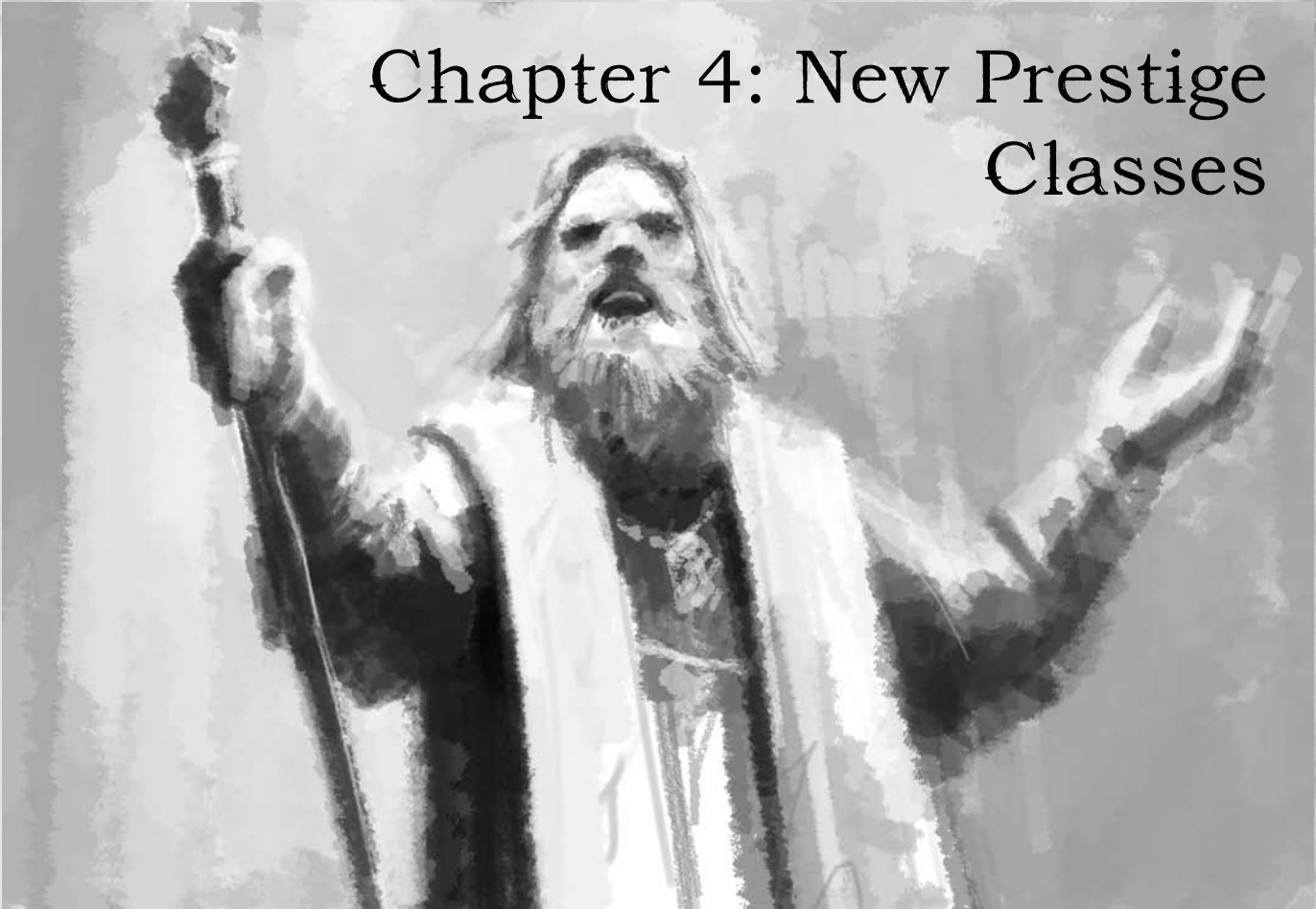
You are a hard laborer and have gained invaluable skills through such work.

Prerequisites: 1 rank in two different Profession skills.

Benefit: You get a +2 bonus on two different Profession skills of your choice.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of Profession skills to which you already have a minimum of 1 rank.

Chapter 4: New Prestige Classes



Presented in this chapter are a number of prestige classes that are available to players of the world of Blackmoor. These prestige classes can also be applied to campaigns in other worlds as desired by your judge.

JESTER

Jesters are entertainers that bring laughter to all those who encounter them. They make it their duty to bring a smile to everyone they meet, whether it be through a joke, a pun or a feat of amazing quickness or precision. They can jab at toughest of men or insult kings and dukes and still gain a round of applause from all, even the subjects of their jokes. They can also juggle multiple objects or nimbly move about with the grace and skill of a swan. Jesters are simply the comical performers of the both the masses and the elite.

Jesters are typically bards or rogues. Many other classes simply find the necessary skills too demanding or the role of a jester not to their liking.

A few jesters are entertainers for the nobility and royalty. They perform their jokes and tricks to individuals near and far in the court of their lord. The majority of other jesters work in the inns, taverns and streets of the cities

hoping to collect enough coins to survive for just another day. None-the-less, they live a happy life filled with joy, even if it sometimes comes at the expensive of others.

Hit Die: d6.

Requirements

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

Skills: Balance 5 ranks, Diplomacy 5 ranks, Disguise 5 ranks, Jump 5 ranks, Perform (Comedy) 10 ranks, Tumble 5 ranks.

Special: Bardic music or evasion.

Class Skills

The jester's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Jump (Str), Knowledge: history (Int), Knowledge: local (Int), Knowledge: nobility and royalty (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.



Class Features

All of the following are Class Features of the jester prestige class.

Weapon and Armor Proficiency: A jester is proficient with all simple weapons, but not with any type of armor or shield.

Performer: A jester gains a +2 morale bonus to all Perform checks. Additionally, a jester adds his jester class levels to his bardic levels for all purposes related to bardic music and bardic knowledge. While all jesters are skilled at comedy, many find it useful to supplement this Perform check with singing, dancing, and/or a musical instrument.

Nimble Fingered: At 2nd level, a jester gains a +1 morale bonus to all Dexterity-based skill checks. This bonus increases to +2 at 6th level.

Hideous Laughter: Starting at 3rd level, a jester is able to cast *hideous laughter* as a spell-like ability through various movements, songs, and/or jokes three times a day. The DC is 10 + jester's class level + jester's charisma bonus.

Bonus Feat: At 4th level and then again at 8th level, a jester gains a bonus feat from the following list: Acrobatic, Agile, Believable, Deft Hands, Dodge, Fleet, Lightning Reflexes, Performer, Mobility, or Negotiator.

Enthrall: Starting at 6th level, a jester is able to cast *enthrall* as a spell-like ability through various movements, songs, and/or jokes three times a day. The DC is 10 + jester's class level + jester's charisma bonus.

Charm Monster: Starting at 9th level, a jester is able to cast *charm monster* as a spell-like ability through various movements, songs, and/or jokes three times a day. The DC is 10 + jester's class level + jester's charisma bonus.

Irresistible Dance: Starting at 10th level, a jester is able to cast *irresistible dance* as a spell-like ability through various movements, songs, and/or jokes three times a day. The DC is 10 + jester's class level + jester's charisma bonus.

Table 4-1: The Jester

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Performer (+2 bonus)
2nd	+1	+0	+3	+3	Fleet of Foot (+1 bonus)
3rd	+1	+1	+3	+3	Hideous Laughter (3/day)
4th	+2	+1	+4	+4	Bonus Feat
5th	+2	+1	+4	+4	Performer (+4 bonus)
6th	+3	+2	+5	+5	Enthrall (3/day), Fleet of Foot (+2 bonus)
7th	+3	+2	+5	+5	
8th	+4	+2	+6	+6	Bonus Feat
9th	+4	+3	+6	+6	Charm Monster (3/day)
10th	+5	+3	+7	+7	Irresistible Dance (3/day)

SPIKED CHARGER

Spiked Chargers are toughs with a fetish for spiked armor and shields. They are wild and often chaotic in nature. What they cannot influence by their mere presence, they charge with a forceful step. Spiked chargers are often bouncers or common thugs.

However, a few rare spiked chargers take up the cause of good, avoiding the use of ranged weapons and charging into combat without fear. These rare few can often change the tone of an entire battle through their mere bravery.

Spiked chargers are often barbarians or fighters. From time to time, a cleric or rogue will take the route of a spiked charger, and on the rare occasion an arcane warrior, paladin or ranger will find his way into this prestige class. Bards, druid elderkin, idolaters, merchants,

monks, nobles, sorcerers, wizards and woken tend to avoid this prestige class altogether.

Many NPC spiked chargers move from town to town hoping to make enough coins to survive. What cannot be easily obtained is often taken by way of force. A rare few NPC spiked chargers survive as leaders in the military, never fearing death as they lead the charge into battle.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +6.

Feats: Armor Proficiency (heavy), Endurance, Power Attack, Weapon Focus (armor spikes or spiked shield), and Weapon Proficiency (martial) or Shield Proficiency (heavy).



Special: Own a masterwork or magical suit of spiked armor or a spiked shield.

Class Skills

The spiked charger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table 4-2: The Spiked Charger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Charging Step
2nd	+2	+3	+0	+0	Improved Charge
3rd	+3	+3	+1	+1	Two-Weapon Fighting
4th	+4	+4	+1	+1	Improved Grapple, Focused Charge
5th	+5	+4	+1	+1	Greater Charge
6th	+6	+5	+2	+2	Improved Two-Weapon Fighting
7th	+7	+5	+2	+2	Keen Spike
8th	+8	+6	+2	+2	Ultimate Charge
9th	+9	+6	+3	+3	Greater Two-Weapon Fighting
10th	+10	+7	+3	+3	Full Charge

Class Features

All of the following are Class Features of the spiked charger prestige class.

Weapon and Armor Proficiency: A spiked charger is proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (except tower shields).

Charging Step: Whenever a spiked charger makes a charge attack, they add 10 feet to their base movement rate.

Improved Charge: At 2nd level, whenever a spiked charger makes a successful charge attack and attacks using armor spikes and/or a spiked shield, it does twice the weapon's normal damage. Extra damage, such as sneak attack, is not doubled.

Two-Weapon Fighting: At 3rd level, a spiked charger gains the two-weapon fighting feat even if they do not meet the prerequisites, but it only applies to armor spikes and shield spikes.

Improved Grapple: At 4th level, a spiked charger gains the improved grapple feat, even if they do not meet the prerequisites.

Focused Charge: Starting at 4th level, the bonus on a charge attack improves from +2 to +4 for a spiked charger.

Greater Charge: At 5th level, whenever a spiked charger makes a successful charge attack and attacks using armor spikes and/or a spiked shield, it does three times the weapon's normal damage. Extra damage, such as sneak attack, is not tripled.

Improved Two-Weapon Fighting: At 6th level, a spiked charger gains the improved two-weapon fighting feat even if they do not meet the prerequisites, but it only applies to armor spikes and shield spikes.

Keen Spike: At 7th level, a spiked charger's armor spikes and shield spikes are considered to be magical (for the purposes of overcoming DR) and keen, even if they are not.

Ultimate Charge: At 8th level, whenever a spiked charger makes a successful charge attack and attacks using armor spikes and/or a spiked shield, it does four times the weapon's normal damage. Extra damage, such as sneak attack, is not quadrupled.

Improved Two-Weapon Fighting: At 9th level, a spiked charger gains the greater two-weapon fighting feat even if they do not meet the prerequisites, but it only applies to armor spikes and shield spikes.

Full Charge: At 10th level, a spiked charger can take make a full attack action whenever they charge a foe.

SUNSINGER

Sunsingers are those who bring the sun's light and the songbird's tune to the dark places of the world. They make it their duty to ensure that the light and happy places stay as such, while continuing to push back the darkness and silence throughout all lands. Sunsingers are musicians, town criers, counselors, sources of spiritual support, and protectors.

Sunsingers use their voices as musical instruments to spread the light of good to all those who can hear it. In times of need, they can use their abilities to combat the forces of evil. They are particularly apt at combatting undead and make destroying such abominations their top priority when they confront such creatures.



Sunsingers are bard/clerics. Some sunsingers take other classes, such as druid or fighter, but these individuals are rare.

NPC sunsingers live in temples and lively inns. They preach the good word by way of songs and hymns whether it be in church or during a musical set at the lovely inn.

Hit Die: d8.

Requirements

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

Alignment: Any good.

Feats: Extra Turning, Skill Focus (perform: sing).

Skills: Knowledge (religion) 8 ranks, Perform (sing) 4 ranks, Spellcraft 4 ranks.

Spells: Able to cast 1st level divine spells; access to the Sun domain.

Special: Bardic Music (Inspire Competence).

Table 4-3: The Sunsinger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bardic Music Turn Undead	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
2nd	+1	+3	+0	+3	Sun Sing Brightness	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
3rd	+2	+3	+1	+3	<i>Searing Light</i> (1/day)	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
4th	+3	+4	+1	+4	Create Light	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
5th	+3	+4	+1	+4	<i>Searing Light</i> (2/day)	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
6th	+4	+5	+2	+5	Extra Greater Turning	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
7th	+5	+5	+2	+5	<i>Searing Light</i> (3/day)	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
8th	+6	+6	+2	+6	Dispel Darkness & Silence	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
9th	+6	+6	+3	+6	<i>Sunbeam</i>	+1 level of existing arcane spellcasting class/+1 level of divine spell casting
10th	+7	+7	+3	+7	<i>Sunburst</i> Greater Dispel Darkness & Silence	+1 level of existing arcane spellcasting class/+1 level of divine spell casting

Class Skills

The sunsinger's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge: religion (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the sunsinger prestige class.

Weapon and Armor Proficiency: A sunsinger is proficient with all simple weapons, with light armor, and with shields (except tower shields).

Spells per Day/Spells Known: When a new sunsinger level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (wild shape ability and so on), except where noted otherwise. This essentially means that he adds the level of sunsinger to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accord-

ingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a sunsinger, he must decide to which class he adds each level of sunsinger for the purpose of determining spells per day.

Bardic Music: A sunsinger adds his sunsinger class levels to his bardic levels for all purposes related to bardic music but not bardic knowledge.

Turn Undead: A sunsinger adds his sunsinger class levels to his cleric levels for all purposes related to turning undead. Additionally, if the sunsinger is singing (and can be heard by the undead) and is not in complete darkness, he also adds his bard class levels to his cleric levels for all purposes related to turning undead.

Sun Sing: Starting at 2nd level, if you have 5 or more ranks in Perform (sing), you get a +2 bonus on turning checks against undead, if you are singing and can be heard by the undead. This synergy bonus stacks with the one gained from having 5 or more ranks in Knowledge (religion).

Brightness: When singing and five rounds thereafter, any spell with the light descriptor is treated as if it were one caster level higher than normal for a sunsinger of at least 2nd level.

Searing Light: Starting at 3rd level, you gain the spell-like ability of *searing light* once per day. At 5th level, it increases to 2 times per day and at 7th level, it increases to 3 times per

day. The caster level is equal to sunsinger's class level plus one. The sunsinger cannot be in an area of total darkness or silence for this spell-like ability to successfully function.

Create Light: A sunsinger of at least 4th level gains the ability to cast *light* at will. Additionally, they may cast *continual light* for as many levels as they have sunsinger class levels. The caster level is either to the sunsinger's class level plus one. The sunsinger cannot be in an area of total darkness or silence for this spell-like ability to successfully function.

Extra Greater Turning: Starting at 6th level, a sunsinger can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + his Charisma modifier. The sunsinger cannot be in an area of total darkness or silence for this ability to successfully function.

Dispel Darkness & Silence: A sunsinger who is at least 8th level can automatically dispel all darkness and silence within 30 ft. as a standard action, which provokes attack of opportunities.

Sunbeam: At 9th level, a sunsinger gains the ability to cast *sunbeam* once per day. The sunsinger cannot be in an area of total darkness or silence for this spell-like ability to successfully function.

Sunburst: At 9th level, a sunsinger gains the ability to cast *sunburst* once per day. The sunsinger cannot be in an area of total darkness or silence for this spell-like ability to successfully function.

Greater Dispel Darkness & Silence: A sunsinger who is at least 10th level can automatically dispel all darkness and silence within 60 ft. as a standard action.

TUSKED WARRIOR

Tusked Warriors are orcish combatants with large protruding tusks. Many do not concern themselves with the tides of good and evil, unless it directly affects them. What they cannot intimidate, they push back with mere physical force. Tusked warriors are often nomadic wanderers or leaders of orcish tribes.

Tusked warriors are often barbarians or fighters. Occasionally, a druid, ranger or woker will multi-class to reach this prestige class. Cleric tusked warriors are rare but not unheard of, while arcane warriors, bards, elderkin, idolaters, merchants, monks, nobles, paladins, rogues, sorcerers and wizards typically avoid this prestige class altogether.

Some NPC tusked warriors wander the lands aimlessly seeking to find purpose and meaning. Conflicts are dealt with by

muscle and force resulting in many loathing and fearing them. Other NPC tusked warriors are the leaders of chaotic hordes of orcish groups, using fear, intimidation and brute force to keep their underlings in line.

Hit Die: d12.

Requirements

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

Race: Half-orc or orc.

Base Attack Bonus: +6.

Feats: Diehard, Endurance, Power Attack.

Skills: Intimidate 9 ranks, Survival 4 ranks.

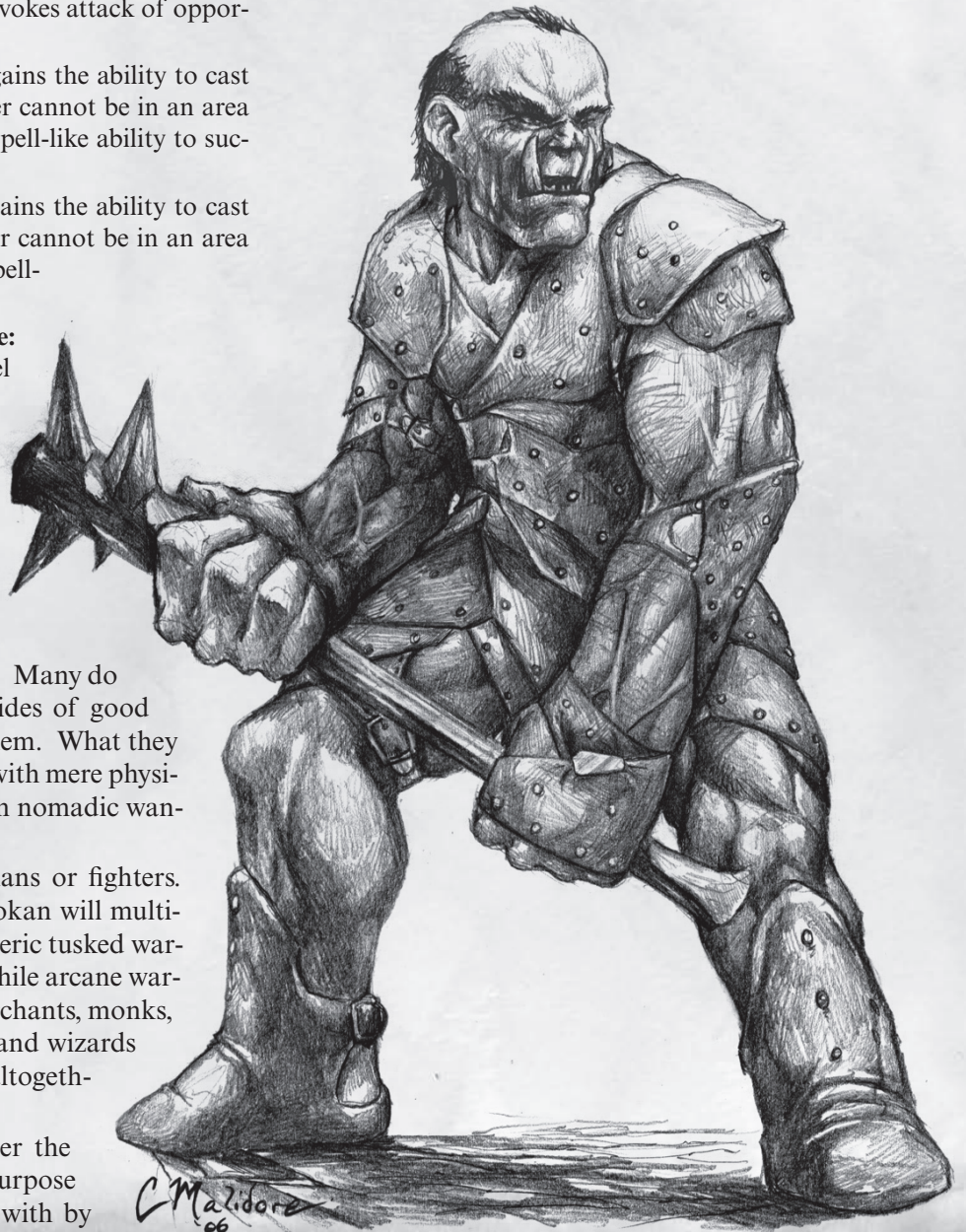


Table 4-4: The Tusked Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bite Attack
2nd	+2	+3	+0	+0	Multi-attack Bite
3rd	+3	+3	+1	+1	Powerful Bite, Special Bite
4th	+4	+4	+1	+1	Weapon Focus (Bite)
5th	+5	+4	+1	+1	Quick Bite
6th	+6	+5	+2	+2	Improved Special Bite
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Weapon Specialization (Bite)
9th	+9	+6	+3	+3	Greater Special Bite
10th	+10	+7	+3	+3	Bite of Death

Special: Must have tusks.

Class Skills

The tusked warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the tusked warrior prestige class.

Weapon and Armor Proficiency: A tusked warrior is proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

Bite Attack: A tusked warrior gains a natural bite attack that deals 1d4 points of piercing damage plus half the tusked warrior's strength bonus. Each odd level of tusked warrior, the bite damage die increases; at 3rd level it becomes 1d6, at 5th level 1d8, at 7th level 1d10, and finally at 9th level 1d12.

The bite attack is treated as an off-handed attack, if other attacks are made in the same round, and thus attack rolls are made at a -5 penalty.

Multi-attack Bite: Starting at 2nd level, a tusked warrior's bite attack only takes an off-handed penalty of -2, if other attacks are made in the same round.

Powerful Bite: Starting at 3rd level, a tusked warrior adds his full strength bonus to all bite attacks.

Special Bite: At 3rd level, a tusked warrior must select one of three special bites: fear, confusion or exertion.

If fear is selected, all successful bite attacks causes the tusked warrior's opponent to be shaken for 10 rounds

unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If confusion is selected, all successful bite attacks causes the tusked warrior's opponent to be dazed for 1 round unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If exertion is selected, all successful bite attacks causes the tusked warrior's opponent to be fatigued unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

Once the special bite type is selected, it can never be changed to another type.

Weapon Focus (Bite): At 4th level, a tusked warrior gains the Weapon Focus (Bite) feat.

Quick Bite: Starting at 5th level, a tusked warrior can make two bite attacks if he makes a full round attack. This ability does not stack with *haste* or similar magical effects.

Improved Special Bite: At 6th level, a tusked warrior's special bite attack (fear, confusion or exertion) improves.

If fear was selected, all successful bite attacks causes the tusked warrior's opponent to be panicked for 10 rounds unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If confusion was selected, all successful bite attacks causes the tusked warrior's opponent to be stunned for 1 round unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If exertion was selected, all successful bite attacks causes the tusked warrior's opponent to be exhausted unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

These abilities replace those previously gained at 3rd level as part of the Special Bite ability.

Weapon Specialization (Bite): At 8th level, a tusked warrior gains the Weapon Specialization (Bite) feat.

Greater Special Bite: At 9th level, a tusked warrior's special bite attack (fear, confusion or exertion) improves again.

If fear was selected, all successful bite attacks causes the tusked warrior's opponent to be paralyzed for 10 rounds unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If confusion was selected, all successful bite attacks causes the tusked warrior's opponent to be nauseated for 10 rounds unless a successful Fortitude save (DC 10 + tusked warrior's class level + constitution modifier) is made.

If exertion was selected, all successful bite attacks cause 1d4 points of strength drain unless a successful Fortitude

save (DC 10 + tusked warrior's class level + constitution modifier) is made.

These abilities replace those previously gained at 3rd and 6th level as part of the Special Bite and Improved Special Bite abilities.

Bite of Death: When a tusked warrior reaches 10th level, he may attempt to bite a living creature to death three times a day. Before making his attack roll, he must declare he is using this ability. An unsuccessful attack uses one of the three attempts with no effect. If the attack is successful, the living creature must make a Fortitude save DC 20 plus the tusked warrior's Constitution bonus. Failure results in instant death.

This ability has no effect on constructs, oozes, undead and the like.



Jeff Ward
.05

Chapter 5: New Spells



Presented in this chapter are a number of spells that are available to players of the world of Blackmoor. These spells can also be applied to campaigns in other worlds as desired by your judge.

NEW ARCANE WARRIOR SPELLS

1ST-LEVEL ARCANE WARRIOR SPELLS

Hiccup: Subject takes -1 penalty on all attack rolls and skill checks.

2ND-LEVEL ARCANE WARRIOR SPELLS

Analyze Spell Foci: Determine spells within spell focus.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

3RD-LEVEL ARCANE WARRIOR SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Befuddle: Distract and irritate spellcaster.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Soothe: Calm and pacify spellcaster.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

4TH-LEVEL ARCANE WARRIOR SPELLS

Defy Force: Ignores 10 (or more) points of force damage

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

Duet: Caster is accompanied by one illusionary musical partner.

Hiccup: Subject takes -1 penalty on all attack rolls and skill checks.

Quick Copy^M: Copy non-magical text in mere seconds.

Quick Read^M: Read non-magical text in mere seconds.

Transcribe Song: Copy down non-magical sound to paper.

2ND-LEVEL BARD SPELLS

Communicate with Constructs: Speak with constructs.

Donkey's Stability: Subject is more stable upon their feet.

Hummingbird's Flight: Subject's fly speed doubles.

Songbird's Tune: Subject can sing like a nightingale.

Toad's Coloration: Subject blends into surrounding area.

Trio: Caster is accompanied by two illusionary musical partners.

3RD-LEVEL BARD SPELLS

Befuddle: Distract and irritate spellcaster.

Quartet: Caster is accompanied by three illusionary musical partners.

Soothe: Calm and pacify spellcaster.

4TH-LEVEL BARD SPELLS

Quick Copy, Greater^M: Copy text, even magical ones, in seconds or minutes.

Quick Read, Greater^M: Read text, even magical ones, in seconds or minutes.

Quintet: Caster is accompanied by four illusionary musical partners.

5TH-LEVEL BARD SPELLS

Donkey's Stability, Mass: As *donkey's stability*, affects one subject/ level.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Orchestra: Caster is accompanied by many illusionary musical partners.

Songbird's Tune, Mass: As *songbird's tune*, affects one subject/ level.

Toad's Coloration, Mass: As *toad's coloration*, affects one subject/ level.

6TH-LEVEL BARD SPELLS

Bonds of Marriage (female casters only): Enchants male subject.

Donkey's Stability, Greater: As *donkey's stability*, but extended duration.

Hummingbird's Flight, Greater: As *donkey's stability*, but extended duration.

Songbird's Tune, Greater: As *donkey's stability*, but extended duration.

Toad's Coloration, Greater: As *donkey's stability*, but extended duration.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Detect Humanoid: Reveals humanoids within 60 ft.

Holy Water Splash^M: 2d4 points of damage from holy water to undead or evil outsiders.

Quick Copy^M: Copy non-magical text in mere seconds.

Quick Read^M: Read non-magical text in mere seconds.

2ND-LEVEL CLERIC SPELLS

Badger's Burrow: Subject can quickly dig into earth.

Beaver's Bite: Subject can bite easily through wood.

Bison's Stampede: Subject can trample opponents.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Camel's Stamina: Subject can go without food and water for long periods of time.

Crocodile's Breath: Subject can hold their breath for a long period of time.

Detect Giant: Reveals giants within 60 ft.

Detect Lycanthrope: Reveals lycanthropes within 60 ft.

Donkey's Stability: Subject is more stable upon their feet.

Elephant's Trample: Subject can trample opponents.

Hummingbird's Flight: Subject's fly speed doubles.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Precognitive Knowledge: Allies gain +2 insight bonus on attack rolls, and skill checks.

Remove Madness: Remove magic-induced madness.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

Shared Mind: Caster and subject share sense and thoughts

Touch of Madness: Daze targeted creature with a mere touch.

Turtle's Shell: Subject gains enchantment bonus to natural armor.

Weasel's Grasp: Subject with bite attack can attach onto opponent.

Wolverine's Rage: Subject flies into a maddening rage.

3RD-LEVEL CLERIC SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Arrow of Quelling: Enchant single projectile that returns summoned creature home.

Befuddle: Distract and irritate spellcaster.

Communicate with Constructs: Speak with constructs.

Detect Aberration: Reveals aberrations within 60 ft.

Detect Magical Beast: Reveals magical beasts within 60 ft.

Detect Monstrous Humanoid: Reveals monstrous humanoids within 60 ft.

Detect Ooze: Reveals oozes within 60 ft.

Detect Shapechanger: Reveals shapechangers within 60 ft.

Disarm: Caster disarms subject.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Mephit's Breath: Gain ability to use breath weapon of a single type of mephit.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Sacred Aura: Non-evil allies gain +4 sacred bonus on fear saves.

Soothe: Calm and pacify spellcaster.

Torment of Voices: Target hears babbling voices and can't concentrate.

Unseen: Targets must make a Will save to see you.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

4TH-LEVEL CLERIC SPELLS

Armor of Darkness: Array of dark magic protects target.

Armor of Light: Array of light magic protects target.

Defy Force: Ignores 10 (or more) points of force damage

Defy Negative Energy: Ignores 10 (or more) points of negative energy damage

Detect Construct: Reveals constructs within 60 ft.

Divine Inspiration: Non-evil allies +2 sacred bonus on attack rolls, weapon damage, saves, and skill checks.

Quick Copy, Greater^M: Copy text, even magical ones, in seconds or minutes.

Quick Read, Greater^M: Read text, even magical ones, in seconds or minutes.

5TH-LEVEL CLERIC SPELLS

Airy Winds of Destruction: 1d8/level elemental air damage.

Crashing Woods of Flattening: 1d8/level elemental wood damage.

Cutting Shards of Metal: 1d8/level elemental metal damage.

Defile^{MX}: Light washes over target causing a negative effect on spellcaster.

Detect Elemental: Reveals elementals within 60 ft.

Detect Outsider: Reveals outsiders within 60 ft.

Earthen Load of Crushing: 1d8/level elemental earth damage.

Night Terror: Afflicted creature cannot get restful sleep.

Rain of Fire: 1d8/level elemental fire damage.

Safeguard from Force: Absorb 8 points/level of damage from force.

Safeguard from Negative Energy: Absorb 8 points/level of damage from negative energy.

Sanctify^{MX}: Light washes over target causing a positive effect on spellcaster.

Watery Waves of Death: 1d8/level elemental water damage.

6TH-LEVEL CLERIC SPELLS

Badger's Burrow, Mass: As *badger's burrow*, affects one subject/ level.

Beaver's Bite, Mass: As *beaver's bite*, affects one subject/ level.

Bison's Stampede, Mass: As *bison's stampede*, affects one subject/ level.

Boar's Ferocity, Mass: As *boar's ferocity*, affects one subject/ level.

Camel's Stamina, Mass: As *camel's stamina*, affects one subject/ level.

Crocodile's Breath, Mass: As *crocodile's breath*, affects one subject/ level.

Donkey's Stability, Mass: As *donkey's stability*, affects one subject/ level.

Elephant's Trample, Mass: As *elephant's trample*, affects one subject/ level.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Lion's Pounce, Mass: As *lion's pounce*, affects one subject/ level.

Rhino's Charge, Mass: As *rhino's charge*, affects one subject/ level.

Turtle's Shell, Mass: As *turtle's shell*, affects one subject/ level.

Weasel's Grasp, Mass: As *weasel's grasp*, affects one subject/ level.

Wolverine's Rage, Mass: As *wolverine's rage*, affects one subject/ level.

7TH-LEVEL CLERIC SPELLS

Badger's Burrow, Greater: As *badger's burrow*, but extended duration.

Bear's Endurance, Greater: As *bear's endurance*, but extended duration.

Beaver's Bite, Greater: As *beaver's bite*, but extended duration.

Bison's Stampede, Greater: As *bison's stampede*, but extended duration.

Boar's Ferocity, Greater: As *boar's ferocity*, but extended duration.

Bull's Strength, Greater: As *bull's strength*, but extended duration.

Camel's Stamina, Greater: As *camel's stamina*, but extended duration.

Crocodile's Breath, Greater: As *crocodile's breath*, but extended duration.

Donkey's Stability, Greater: As *donkey's stability*, but extended duration.

Eagle's Splendor, Greater: As *eagle's splendor*, but extended duration.

Elephant's Trample, Greater: As *elephant's trample*, but extended duration.

Hide the Deed^M: Target is warded against all divination magic

Hummingbird's Flight, Greater: As *hummingbird's flight*, but extended duration.

Lion's Pounce, Greater: As *lion's pounce*, but extended duration.

Owl's Wisdom, Greater: As *owl's wisdom*, but extended duration.

Rhino's Charge, Greater: As *rhino's charge*, but extended duration.

Turtle's Shell, Greater: As *turtle's shell*, but extended duration.

Weasel's Grasp, Greater: As *weasel's grasp*, but extended duration.

Wolverine's Rage, Greater: As *wolverine's rage*, but extended duration.

NEW DRUID SPELLS

0-LEVEL DRUID SPELLS

Daze Animal: Animal of 4 HD or less loses next action.

1ST-LEVEL DRUID SPELLS

Detect Vermin: Reveals vermin within 60 ft.

Sleep Animal: Puts 4 HD of animals into magical slumber.

2ND-LEVEL DRUID SPELLS

Badger's Burrow: Subject can quickly dig into earth.

Bat's Sight: Subject gains limited blindsense.

Beaver's Bite: Subject can bite easily through wood.

Bison's Stampede: Subject can trample opponents.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Camel's Stamina: Subject can go without food and water for long periods of time.

Canine's Scent: Gain bonus when tracking by scent and attempting to identify a familiar or semi-familiar scent

Cheetah's Sprint: Subject can sprint at a great speed.

Constant Breeze: As *breeze*, but longer duration.

Crocodile's Breath: Subject can hold their breath for a long period of time.

Donkey's Stability: Subject is more stable upon their feet.

Elephant's Trample: Subject can trample opponents.

Fish's Fins: Subjects gain increased swimming abilities.

Giraffe's Reach: Subject gains an additional 10 ft. reach with bite attack.

Hummingbird's Flight: Subject's fly speed doubles.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Monkey's Grip: Subject gains bonus to Climb checks and avoid being disarmed.

Raccoon's Mask: Subject gains bonus to Disguise checks.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

Shark's Scent: Scent ability under water.

Songbird's Tune: Subject can sing like a nightingale.

Toad's Coloration: Subject blends into surrounding area.

Turtle's Shell: Subject gains enchantment bonus to natural armor.

Vulture's Diet: Subject is immune to ingested poisons, fungus, molds and the like.

Weasel's Grasp: Subject with bite attack can attach onto opponent.

Wolverine's Rage: Subject flies into a maddening rage.

3RD-LEVEL DRUID SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Arrow of Quelling: Enchant single projectile that returns summoned creature home.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

4TH-LEVEL DRUID SPELLS

Elemental Shield: Creatures attacking you take elemental damage; you are protected from opposite element selected.

Heighten Senses: +5 enhancement bonus to all Listen, Smell, Spot, Taste and Touch skill checks

Hibernate: Caster hibernates for 8 full hours curing all damage and non-magical diseases.

5TH-LEVEL DRUID SPELLS

Detect Elemental: Reveals elementals within 60 ft.

Vermin Growth: One vermin/two levels doubles in size.

6TH-LEVEL DRUID SPELLS

Badger's Burrow, Mass: As *badger's burrow*, affects one subject/ level.

Bat's Sight, Mass: As *bat's sight*, affects one subject/ level.

Beaver's Bite, Mass: As *beaver's bite*, affects one subject/ level.

Bison's Stampede, Mass: As *bison's stampede*, affects one subject/ level.

Boar's Ferocity, Mass: As *boar's ferocity*, affects one subject/ level.

Camel's Stamina, Mass: As *camel's stamina*, affects one subject/ level.

Canine's Scent, Mass: As *canine's scent*, affects one subject/ level.

Cheetah's Sprint, Mass: As *cheetah's sprint*, affects one subject/ level.

Coyote's Dirge, Mass: As *coyote's dirge*, affects one subject/ level.

Crocodile's Breath, Mass: As *crocodile's breath*, affects one subject/ level.

Donkey's Stability, Mass: As *donkey's stability*, affects one subject/ level.

Elephant's Trample, Mass: As *elephant's trample*, affects one subject/ level.

Fish's Fins, Mass: As *fish's flight*, affects one subject/ level.

Giraffe's Reach, Mass: As *giraffe's reach*, affects one subject/ level.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Lion's Pounce, Mass: As *lion's pounce*, affects one subject/ level.

Monkey's Grip, Mass: As *monkey's grip*, affects one subject/ level.

Raccoon's Mask, Mass: As *raccoon's mask*, affects one subject/ level.

Rhino's Charge, Mass: As *rhino's charge*, affects one subject/ level.

Shark's Scent, Mass: As *shark's scent*, affects one subject/ level.

Songbird's Tune, Mass: As *songbird's tune*, affects one subject/ level.

Toad's Coloration, Mass: As *toad's coloration*, affects one subject/ level.

Turtle's Shell, Mass: As *turtle's shell*, affects one subject/ level.

Vulture's Diet, Mass: As *turtle's shell*, affects one subject/level.

Weasel's Grasp, Mass: As *weasel's grasp*, affects one subject/level.

Wolverine's Rage, Mass: As *wolverine's rage*, affects one subject/level.

7TH-LEVEL DRUID SPELLS

Badger's Burrow, Greater: As *badger's burrow*, but extended duration.

Bat's Sight, Greater: As *bat's sight*, but extended duration.

Bear's Endurance, Greater: As *bear's endurance*, but extended duration.

Beaver's Bite, Greater: As *beaver's bite*, but extended duration.

Bison's Stampede, Greater: As *bison's stampede*, but extended duration.

Boar's Ferocity, Greater: As *boar's ferocity*, but extended duration.

Bull's Strength, Greater: As *bull's strength*, but extended duration.

Camel's Stamina, Greater: As *camel's stamina*, but extended duration.

Canine's Scent, Greater: As *canine's scent*, but extended duration.

Cat's Grace, Greater: As *cat's grace*, but extended duration.

Cheetah's Sprint, Greater: As *cheetah's sprint*, but extended duration.

Coyote's Dirge, Greater: As *coyote's dirge*, but extended duration.

Crocodile's Breath, Greater: As *crocodile's breath*, but extended duration.

Donkey's Stability, Greater: As *donkey's stability*, but extended duration.

Elephant's Trample, Greater: As *elephant's trample*, but extended duration.

Fish's Fins Greater: As *fish's flight*, but extended duration.

Giraffe's Reach, Greater: As *giraffe's reach*, but extended duration.

Hummingbird's Flight, Greater: As *hummingbird's flight*, but extended duration.

Lion's Pounce, Greater: As *lion's pounce*, but extended duration.

Monkey's Grip, Greater: As *monkey's grip*, but extended duration.

Owl's Wisdom, Greater: As *owl's wisdom*, but extended duration.

Raccoon's Mask, Greater: As *raccoon's mask*, but extended duration.

Rhino's Charge, Greater: As *rhino's charge*, but extended duration.

Shark's Scent, Greater: As *shark's scent*, but extended duration.

Songbird's Tune, Greater: As *songbird's tune*, but extended duration.

Toad's Coloration, Greater: As *toad's coloration*, but extended duration.

Turtle's Shell, Greater: As *turtle's shell*, but extended duration.

Vulture's Diet, Greater: As *turtle's shell*, but extended duration.

Weasel's Grasp, Greater: As *weasel's grasp*, but extended duration.

Wolverine's Rage, Greater: As *wolverine's rage*, but extended duration.

ELDERKIN SPELL LIST

0-LEVEL SPELLS

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Disrupt Undead: Deals 1d6 damage to one undead.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Know Direction: You discern north.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Prestidigitation: Performs minor tricks.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Touch of Fatigue: Touch attack fatigues target.

Waft: Carry a light item (less than one lb.) on a breeze

1ST-LEVEL SPELLS

Alarm: Wards an area for 2 hours/level.

Antagonize: Causes subject to take hostile action

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Coyote's Dirge: Subject Becomes intimidating to behold

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Eyes and Ears of Spirit: +10 on spot and listen for 1 minute/2 levels

Hawk's Eye: Increase subject's vision by four times normal

Hide from Undead: Undead can't perceive one subject/level.

Identify: Determines properties of magic item.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Kindred, Lesser: Designated ally shares next spell effect with you

Longstrider: Your speed increases by 10 ft.

Magic Weapon: Weapon gains +1 bonus.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield: Invisible disc gives +4 to AC, blocks magic missiles.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Sleep: Puts 4 HD of creatures into a magical slumber

Unseen Servant: Invisible force obey your commands

2ND-LEVEL SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Ancestral Vengeance: Subject takes 1d6/2 caster levels

Blindness/Deafness: Makes subject blinded or deafened.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Command Undead: Undead creature obeys your commands.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Detect Thoughts: Allows "listening" to surface thoughts.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Find Traps: Notice traps as a rogue does.

Heat Metal: Makes metal so hot it damages those that touch it

Hideous Laughter: Subject loses actions for 1 round/level.

Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Levitate: Subject moves up and down at your direction

Make Whole: Repairs an object.

Mustang's Speed: Subject doubles speed.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Scare: Panics creatures of less than 6 HD.

Shared Mind: Caster and subject share senses and thoughts: 1 mile range

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of subject's damage.

Scholar's Memory: +10 on any one knowledge skill for 1 minute/level

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Undetectable Alignment: Conceals alignment for 24 hours.

Wolf's Sight: Subject gains color darkvision

3RD-LEVEL SPELLS

Animate Dead: Creates undead skeletons and zombies.

Arcane Sight: Magical auras become visible to you.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Deep Slumber: Puts 10 HD of creatures to sleep.

Disarm: Caster disarms subject

Dispel Magic: Cancels spells and magical effects.

Fly: Subject flies at speed of 60 ft.

Halt Undead: Immobilizes undead for 1 round/level.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Helping Hand: Ghostly hand leads subject to you.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Magic Weapon, Greater: +1/four levels (max +5).

Obscure Object: Masks object against scrying.

Quench: Extinguishes nonmagical fires or one magic item.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Suggestion: Compels subject to follow stated course of action.

Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.

Speak with Dead: Corpse answers one question/two levels.

Torment of Voices: Target hears babbling voices and can't concentrate

Unseen: Targets must make a Will save to see you

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

4TH-LEVEL SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Arcane Eye: Invisible floating eye moves 30 ft./round.

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Death Ward: Grants immunity to death spells and negative energy effects.

Detect Scrying: Alerts you of magical eavesdropping.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Freedom of Movement: Subject moves normally despite impediments.

Geas, Lesser: Commands subject of 7 HD or less.

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Kindred: Designated ally shares spell effects for 1d4+1 rds

Night Terrors: Afflicted creature cannot get restful sleep.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Scrying: Spies on subject from a distance.

Sending: Delivers short message anywhere, instantly.

Stoneskin: Ignore 10 points of damage per attack.

Tongues: Speak any language.

5TH-LEVEL SPELLS

Blight Mind: 1 Subj/3 levels cannot concentrate, get -10 to concentration checks, and are -4 to hit, save, and damage.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Contact Other Plane: Lets you ask question of extraplanar entity.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Dominate Person: Controls humanoid telepathically.

Doubt: Target must make a Will save to act

Dream: Sends message to anyone sleeping.

False Vision: Fools scrying with an illusion.

Feeblemind: Subject's Int and Cha drop to 1

Hold Monster: As *hold person*, but any creature.

Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Magic Jar: Enables possession of another creature.

Mark of Justice: Designates action that will trigger curse on subject.

Nightmare: Sends vision dealing 1d10 damage, fatigue

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Righteous Might: Your size increases, and you gain combat bonuses.

Spell Resistance: Subject gains SR 12 + level.

Symbol of Pain: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Telepathic Bond: Link lets allies communicate.

True Seeing^M: Lets you see all things as they really are.

Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL SPELLS

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft. field hedges out living creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Blade Barrier: Wall of blades deals 1d6/level damage.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Forbiddance: Blocks planar travel, damages creatures of different alignment.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Legend Lore: Lets you learn tales about a person, place, or thing.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Fear: Triggered rune panics nearby creatures.

Symbol of Persuasion: Triggered rune charms nearby creatures.

True Seeing: Lets you see all things as they really are.

Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).

Wall of Guardian Spirits: Summons spirits of ancestors to bar the path.

7TH-LEVEL SPELLS

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Control Undead: Undead don't attack you while under your command.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

Demand: As sending, plus you can send suggestion.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Ethereal Jaunt: You become ethereal for 1 round/level.

Hide the Deed^M: Target is warded against all divination magic

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous confusion.

Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.

Kindred, Greater: Selected Allies share your spells for 1 round/level

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion: Creatures can't approach you.

Scrying, Greater: As *scrying*, but faster and longer.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Steadfast Charm: As *Charm Person*, but permanent

Symbol of Stunning : Triggered rune stuns nearby creatures.

Symbol of Weakness: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Vengeance: Spirits attempt to reflect damage done to you back to attacker

Vision: As legend lore, but quicker and strenuous

8TH-LEVEL SPELLS

Antimagic Field: Negates magic within 10 ft.

Binding: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As charm monster, but all within 30 ft.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Finger of Death: Kills one subject.

Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.

Irresistible Dance: Forces subject to dance.

Prying Eyes, Greater: As *prying eyes*, but eyes have true seeing.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Symbol of Death: Triggered rune slays nearby creatures.

Symbol of Insanity: Triggered rune renders nearby creatures insane.

Wrapped in Spirits: The spirits of your ancestors surround you providing both material and spiritual defense

9TH-LEVEL SPELLS

Astral Projection: Projects you and companions onto Astral Plane.

Dominate Monster: As dominate person, but any creature.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: "Sixth sense" warns of impending danger.

Heal, Mass: As *heal*, but with several subjects.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Implosion: Kills one creature/round.

Soul Bind: Traps newly dead soul to prevent resurrection.

Storm of Spirits: Your ancestors strike and smite all within specified area.

Weird: As *phantasmal killer*, but affects all within 30 ft.

IDOLATER SPELL LIST

0-LEVEL IDOLATER SPELLS (ORISONS)

Breeze: +2 deflection bonus to AC against missile weapons.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL IDOLATER SPELLS

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Humanoid: Reveals humanoids within 60 ft.

Detect Spirit: Reveals non-corporeal undead within 60 ft.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Shield of Faith: Aura grants +2 or higher deflection bonus.

2ND-LEVEL IDOLATER SPELLS

Badger's Burrow: Subject can quickly dig into earth.
Bat's Sight: Subject gains limited blindsense.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Beaver's Bite: Subject can bite easily through wood.
Bison's Stampede: Subject can trample opponents.
Boar's Ferocity: Subject can act normally even while disabled or dying.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Camel's Stamina: Subject can go without food and water for long periods of time.
Canine's Scent: Gain bonus when tracking by scent and attempting to identify a familiar or semi-familiar scent
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cheetah's Sprint: Subject can sprint at a great speed.
Coyote's Dirge: Subject becomes intimidating to behold.
Crocodile's Breath: Subject can hold their breath for a long period of time.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkvision: See 60 ft. in total darkness.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Giant: Reveals giants within 60 ft.
Detect Lycanthrope: Reveals lycanthropes within 60 ft.
Dolphin's Leap: Subject can swim and leap in water as a dolphin.
Donkey's Stability: Subject is more stable upon their feet.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Elephant's Trample: Subject can trample opponents.
Fish's Fins: Subjects gain increased swimming abilities.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Giraffe's Reach: Subject gains an additional 10 ft. reach with bite attack.
Hawk's Eye: Increases subject's vision by four times normal.
Hummingbird's Flight: Subject's fly speed doubles.

Idol Chatter: Functions much like *augury*.
Levitate: Subject moves up and down at your direction.
Lion's Pounce: Subject can make a full attack action whenever they charge a foe.
Monkey's Grip: Subject gains bonus to Climb checks and avoid being disarmed.
Mustang's Speed: Subject doubles speed.
Otter's Claw: Changes hands into claws for attacking.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Protection from Arrows: Subject immune to most ranged attacks.
Raccoon's Mask: Subject gains bonus to Disguise checks.
Raven's Glide: Subject can glide at 60ft./round.
Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.
Shark's Scent: Scent ability under water.
Snake's Strike: Subject can make poisonous bite attack.
Songbird's Tune: Subject can sing like a nightingale.
Speak with Animals: You can communicate with animals.
Spider Climb: Grants ability to walk on walls and ceilings.
Toad's Coloration: Subject blends into surrounding area.
Turtle's Shell: Subject gains enchantment bonus to natural armor.
Vulture's Diet: Subject is immune to ingested poisons, fungus, molds and the like.
Weasel's Grasp: Subject with bite attack can attach onto opponent.
Wolf's Sight: Subject gains color darkvision.
Wolverine's Rage: Subject flies into a maddening rage.

3RD-LEVEL IDOLATER SPELLS

Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Detect Aberration: Reveals aberrations within 60 ft.
Detect Magical Beast: Reveals magical beasts within 60 ft.

Detect Monstrous Humanoid: Reveals monstrous humanoids within 60 ft.

Detect Ooze: Reveals oozes within 60 ft.

Detect Shapechanger: Reveals shapechangers within 60 ft.

Fly: Subject flies at speed of 60 ft.

Helping Hand: Ghostly hand leads subject to you.

Locate Object: Senses direction toward object (specific or type).

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Scrying^F: Spies on subject from a distance.

See Invisibility: Reveals invisible creatures or objects.

Speak with Dead: Corpse answers one question/two levels.

Tongues: Speak any language.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL IDOLATER SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Arcane Eye: Invisible floating eye moves 30 ft./round.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Detect Construct: Reveals constructs within 60 ft.

Detect Scrying: Alerts you of magical eavesdropping.

Divination^M: Provides useful advice for specific proposed actions.

Freedom of Movement: Subject moves normally despite impediments.

Locate Creature: Indicates direction to familiar creature.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration^M: Restores level and ability score drains.

Speak with Plants: You can talk to normal plants and plant creatures.

Speak with Spirits: You can talk to non-corporeal undead.

Spell Immunity: Subject is immune to one spell per four levels.

Spell Turning, Lesser: Reflects 1d4+3 levels of spells back at caster.

5TH-LEVEL IDOLATER SPELLS

Contact Other Plane: Lets you ask question of extraplanar entity.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Detect Dragon: Reveals dragons within 60 ft.

Detect Elemental: Reveals elementals within 60 ft.

Detect Outsider: Reveals outsiders within 60 ft.

Discern Class: Discover one creature's class/level.

Idol Chatter, Greater: Functions much like *commune*.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Spell Resistance: Subject gains SR 12 + level.

Stoneskin^M: Ignore 10 points of damage per attack.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

True Seeing^M: Lets you see all things as they really are.

6TH-LEVEL IDOLATER SPELLS

Analyze Dweomer^F: Reveals magical aspects of subject.

Badger's Burrow, Mass: As *badger's burrow*, affects one subject/ level.

Bat's Sight, Mass: As *bat's sight*, affects one subject/ level.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/ level.

Beaver's Bite, Mass: As *beaver's bite*, affects one subject/ level.

Bison's Stampede, Mass: As *bison's stampede*, affects one subject/ level.

Boar's Ferocity, Mass: As *boar's ferocity*, affects one subject/ level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/ level.

Camel's Stamina, Mass: As *camel's stamina*, affects one subject/ level.

Canine's Scent, Mass: As *canine's scent*, affects one subject/ level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/ level.

Cheetah's Sprint, Mass: As *cheetah's sprint*, affects one subject/ level.

Coyote's Dirge, Mass: As *coyote's dirge*, affects one subject/ level.

Crocodile's Breath, Mass: As *crocodile's breath*, affects one subject/ level.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/ level for many creatures.

Dolphin's Leap, Mass: As *dolphin's leap*, affects one subject/ level.

Donkey's Stability, Mass: As *donkey's stability*, affects one subject/ level.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/ level.

Elephant's Trample, Mass: As *elephant's trample*, affects one subject/ level.

Find the Path: Shows most direct way to a location.

Fish's Fins, Mass: As *fish's flight*, affects one subject/ level.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/ level.

Giraffe's Reach, Mass: As *giraffe's reach*, affects one subject/ level.

Hawk's Eye, Mass: As *hawk's eye*, affects one subject/ level.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Lion's Pounce, Mass: As *lion's pounce*, affects one subject/ level.

Monkey's Grip, Mass: As *monkey's grip*, affects one subject/ level.

Mustang's Speed, Mass: As *mustang's speed*, affects one subject/ level.

Otter's Claw, Mass: As *otter's claw*, affects one subject/ level.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/ level.

Raccoon's Mask, Mass: As *raccoon's mask*, affects one subject/ level.

Raven's Glide, Mass: As *raven's glide*, affects one subject/ level.

Repulsion: Creatures can't approach you.

Rhino's Charge, Mass: As *rhino's charge*, affects one subject/ level.

Shark's Scent, Mass: As *shark's scent*, affects one subject/ level.

Snake's Strike, Mass: As *snake's strike*, affects one subject/ level.

Songbird's Tune, Mass: As *songbird's tune*, affects one subject/ level.

Stone Tell: Talk to natural or worked stone.

Toad's Coloration, Mass: As *toad's coloration*, affects one subject/ level.

Turtle's Shell, Mass: As *turtle's shell*, affects one subject/ level.

Vulture's Diet, Mass: As *turtle's shell*, affects one subject/ level.

Weasel's Grasp, Mass: As *weasel's grasp*, affects one subject/ level.

Wind Walk: You and your allies turn vaporous and travel fast.

Wolf's Sight, Mass: As *wolf's sight*, affects one subject/ level.

Wolverine's Rage, Mass: As *wolverine's rage*, affects one subject/ level.

7TH-LEVEL IDOLATER SPELLS

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Badger's Burrow, Greater: As *badger's burrow*, but extended duration.

Bat's Sight, Greater: As *bat's sight*, but extended duration.

Bear's Endurance, Greater: As *bear's endurance*, but extended duration.

Beaver's Bite, Greater: As *beaver's bite*, but extended duration.

Bison's Stampede, Greater: As *bison's stampede*, but extended duration.

Boar's Ferocity, Greater: As *boar's ferocity*, but extended duration.

Bull's Strength, Greater: As *bull's strength*, but extended duration.

Camel's Stamina, Greater: As *camel's stamina*, but extended duration.

Canine's Scent, Greater: As *canine's scent*, but extended duration.

Cat's Grace, Greater: As *cat's grace*, but extended duration.

Cheetah's Sprint, Greater: As *cheetah's sprint*, but extended duration.

Coyote's Dirge, Greater: As *coyote's dirge*, but extended duration.

Crocodile's Breath, Greater: As *crocodile's breath*, but extended duration.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Dolphin's Leap, Greater: As *dolphin's leap*, but extended duration.

Donkey's Stability, Greater: As *donkey's stability*, but extended duration.

Eagle's Splendor, Greater: As *eagle's splendor*, but extended duration.

Elephant's Trample, Greater: As *elephant's trample*, but extended duration.

Ethereal Jaunt: You become ethereal for 1 round/level.

Fish's Fins Greater: As *fish's flight*, but extended duration.

Fox's Cunning, Greater: As *fox's cunning*, but extended duration.

Giraffe's Reach, Greater: As *giraffe's reach*, but extended duration.

Hawk's Eye, Greater: As *hawk's eye*, but extended duration.

Hummingbird's Flight, Greater: As *hummingbird's flight*, but extended duration.

Lion's Pounce, Greater: As *lion's pounce*, but extended duration.

Monkey's Grip, Greater: As *monkey's grip*, but extended duration.

Mustang's Speed, Greater: As *mustang's speed*, but extended duration.

Otter's Claw, Greater: As *otter's claw*, but extended duration.

Owl's Wisdom, Greater: As *owl's wisdom*, but extended duration.

Raccoon's Mask, Greater: As *raccoon's mask*, but extended duration.

Raven's Glide, Greater: As *raven's glide*, but extended duration.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater^X: As *restoration*, plus restores all levels and ability scores.

Rhino's Charge, Greater: As *rhino's charge*, but extended duration.

Scrying, Greater: As *scrying*, but faster and longer.

Shark's Scent, Greater: As *shark's scent*, but extended duration.

Snake's Strike, Greater: As *snake's strike*, but extended duration.

Songbird's Tune, Greater: As *songbird's tune*, but extended duration.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Statue: Subject can become a statue at will.

Toad's Coloration, Greater: As *toad's coloration*, but extended duration.

Turtle's Shell, Greater: As *turtle's shell*, but extended duration.

Vision^{MX}: As *legend lore*, but quicker and strenuous.

Vulture's Diet, Greater: As *turtle's shell*, but extended duration.

Weasel's Grasp, Greater: As *weasel's grasp*, but extended duration.

Wolf's Sight, Greater: As *wolf's sight*, but extended duration.

Wolverine's Rage, Greater: As *wolverine's rage*, but extended duration.

8TH-LEVEL IDOLATER SPELLS

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Discern Location: Reveals exact location of creature or object.

Iron Body: Your body becomes living iron.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Shield of Law^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Temporal Status^M: Puts subject into suspended animation.

Time Stop: You act freely for 1d4+1 rounds.

9TH-LEVEL IDOLATER SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: "Sixth sense" warns of impending danger.

Heal, Mass: As *heal*, but with several subjects.

Time Stop, Greater: As *time stop*, but 1 round/3 caster levels.

NEW PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Holy Water Splash^M: 2d4 points of damage from holy water to undead or evil outsiders.

2ND-LEVEL PALADIN SPELLS

Hummingbird's Flight: Subject's fly speed doubles.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Precognitive Knowledge: Allies gain +2 insight bonus on attack rolls, and skill checks.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

3RD-LEVEL PALADIN SPELLS

Sacred Aura: Non-evil allies gain +4 sacred bonus on fear saves.

4TH-LEVEL PALADIN SPELLS

Defy Force: Ignores 10 (or more) points of force damage

Defy Negative Energy: Ignores 10 (or more) points of negative energy damage

Divine Inspiration: Non-evil allies +2 sacred bonus on attack rolls, weapon damage, saves, and skill checks.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Daze Animal: Animal of 4 HD or less loses next action.

Detect Vermin: Reveals vermin within 60 ft.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

Sleep Animal: Puts 4 HD of animals into magical slumber.

2ND-LEVEL RANGER SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Badger's Burrow: Subject can quickly dig into earth.

Bison's Stampede: Subject can trample opponents.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Canine's Scent: Gain bonus when tracking by scent and attempting to identify a familiar or semi-familiar scent

Cheetah's Sprint: Subject can sprint at a great speed.

Crocodile's Breath: Subject can hold their breath for a long period of time.

Donkey's Stability: Subject is more stable upon their feet.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Giraffe's Reach: Subject gains an additional 10 ft. reach with bite attack.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Monkey's Grip: Subject gains bonus to Climb checks and avoid being disarmed.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Raccoon's Mask: Subject gains bonus to Disguise checks.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

Shark's Scent: Scent ability under water.

Toad's Coloration: Subject blends into surrounding area.

Turtle's Shell: Subject gains enchantment bonus to natural armor.

Vulture's Diet: Subject is immune to ingested poisons, fungus, molds and the like.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Weasel's Grasp: Subject with bite attack can attach onto opponent.

Wolverine's Rage: Subject flies into a maddening rage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

3RD-LEVEL RANGER SPELLS

Heighten Senses: +5 enhancement bonus to all Listen, Smell, Spot, Taste and Touch skill checks

4TH-LEVEL RANGER SPELLS

Vermin Growth: One vermin/two levels doubles in size.

NEW SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Antagonize: Causes subject to take hostile action.

Detect Humanoid: Reveals humanoids within 60 ft.

Elongated Arms: Causes subjects arms to grow providing reach.

Focus: Causes target creature's mind to focus.

Quick Copy^M: Copy non-magical text in mere seconds.

Quick Read^M: Read non-magical text in mere seconds.

Quincke's Smothering Hands: Pair of hands smother and daze single opponent.

Spittle: Conjure forth mucus that temporarily blinds opponent.

2ND-LEVEL SORCERER/ WIZARD SPELLS

Analyze Spell Foci: Determine spells within spell focus.

Badger's Burrow: Subject can quickly dig into earth.

Bat's Sight: Subject gains limited blindsense.

Beaver's Bite: Subject can bite easily through wood.

Bison's Stampede: Subject can trample opponents.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Camel's Stamina: Subject can go without food and water for long periods of time.

Canine's Scent: Gain bonus when tracking by scent and attempting to identify a familiar or semi-familiar scent.

Cheetah's Sprint: Subject can sprint at a great speed.

Constant Breeze: As *breeze*, but longer duration.

Crocodile's Breath: Subject can hold their breath for a long period of time.

Detect Giant: Reveals giants within 60 ft.

Detect Lycanthrope: Reveals lycanthropes within 60 ft.

Donkey's Stability: Subject is more stable upon their feet.

Elephant's Trample: Subject can trample opponents.

Hiccup: Subject takes -1 penalty on all attack rolls and skill checks.

Hummingbird's Flight: Subject's fly speed doubles.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Monkey's Grip: Subject gains bonus to Climb checks and avoid being disarmed.

Raccoon's Mask: Subject gains bonus to Disguise checks.

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

Shared Mind: Caster and subject share sense and thoughts.

Shark's Scent: Scent ability under water.

Skunk's Smell: Subject releases smell into nearby area.

Songbird's Tune: Subject can sing like a nightingale.

Toad's Coloration: Subject blends into surrounding area.

Touch of Madness: Daze targeted creature with a mere touch.

Turtle's Shell: Subject gains enchantment bonus to natural armor.

Weasel's Grasp: Subject with bite attack can attach onto opponent.

Wolverine's Rage: Subject flies into a maddening rage.

3RD-LEVEL SORCERER/ WIZARD SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Befuddle: Distract and irritate spellcaster.

Belch: Opponents take 2d4+4 sonic damage with possibility of being sickened.

Biting Blade: Increase critical multiplier of weapon.

Communicate with Constructs: Speak with constructs.

Detect Aberration: Reveals aberrations within 60 ft.

Detect Magical Beast: Reveals magical beasts within 60 ft.

Detect Monstrous Humanoid: Reveals monstrous humanoids within 60 ft.

Detect Ooze: Reveals oozes within 60 ft.

Detect Shapechanger: Reveals shapechangers within 60 ft.

Distract, Greater: As *distract*, but with increased penalties.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Focus, Greater: As *focus*, but with increased bonuses.

Mephit's Breath: Gain ability to use breath weapon of a single type of mephit.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Quincke's Choking Hands: Pair of hands choke and stun single opponent.

Soothe: Calm and pacify spellcaster.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

4TH-LEVEL SORCERER/ WIZARD SPELLS

Angvile's Last Strike: Transform into raging, feral beast before dying.

Armor of Darkness: Array of dark magic protects target.

Armor of Light: Array of light magic protects target.

Arrow of Quelling: Enchant single projectile that returns summoned creature home.

Conglomerating Elemental Exploding Sphere: 2d4/level elemental damage of two types.

Defy Force: Ignores 10 (or more) points of force damage

Detect Construct: Reveals constructs within 60 ft.

Elongated Arms, Mass: As *elongated arms*, affects one subject/ level.

Forceful Shove: 1d6 force damage per caster level, possible bull rush.

Forceful Trip: 1d6 force damage per caster level, possible trip.

Quick Copy, Greater^M: Copy text, even magical ones, in seconds or minutes.

Quick Read, Greater^M: Read text, even magical ones, in seconds or minutes.

Simpleton's Answer: Self-triggered feblemind to prevent revealing secrets.

5TH-LEVEL SORCERER/ WIZARD SPELLS

Airy Winds of Destruction: 1d8/level elemental air damage.

Crashing Woods of Flattening: 1d8/level elemental wood damage.

Cutting Shards of Metal: 1d8/level elemental metal damage.

Detect Elemental: Reveals elementals within 60 ft.

Detect Outsider: Reveals outsiders within 60 ft.

Doubt: Target must make Will save to act.

Earthen Load of Crushing: 1d8/level elemental earth damage.

Enlarge Monster: Monster doubles in size.

Night Terror: Afflicted creature cannot get restful sleep.

Quincke's Suffocating Hands: Pair of hands suffocate single opponent.

Rain of Fire: 1d8/level elemental fire damage.

Reduce Monster: Monster halves in size.

Safeguard from Force: Absorb 8 points/level of damage from force.

Watery Waves of Death: 1d8/level elemental water damage.

6TH-LEVEL SORCERER/ WIZARD SPELLS

Badger's Burrow, Mass: As *badger's burrow*, affects one subject/ level.

Bat's Sight, Mass: As *bat's sight*, affects one subject/ level.

Beaver's Bite, Mass: As *beaver's bite*, affects one subject/ level.

Bison's Stampede, Mass: As *bison's stampede*, affects one subject/ level.

Boar's Ferocity, Mass: As *boar's ferocity*, affects one subject/ level.

Camel's Stamina, Mass: As *camel's stamina*, affects one subject/ level.

Canine's Scent, Mass: As *canine's scent*, affects one subject/ level.

Cheetah's Sprint, Mass: As *cheetah's sprint*, affects one subject/ level.

Coyote's Dirge, Mass: As *coyote's dirge*, affects one subject/ level.

Crocodile's Breath, Mass: As *crocodile's breath*, affects one subject/ level.

Dolphin's Leap, Mass: As *dolphin's leap*, affects one subject/ level.

Donkey's Stability, Mass: As *donkey's stability*, affects one subject/ level.

Elephant's Trample, Mass: As *elephant's trample*, affects one subject/ level.

Hawk's Eye, Mass: As *hawk's eye*, affects one subject/ level.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Lion's Pounce, Mass: As *lion's pounce*, affects one subject/ level.

Monkey's Grip, Mass: As *monkey's grip*, affects one subject/ level.

Mustang's Speed, Mass: As *mustang's speed*, affects one subject/ level.

Otter's Claw, Mass: As *otter's claw*, affects one subject/ level.

Raccoon's Mask, Mass: As *raccoon's mask*, affects one subject/ level.

Raven's Glide, Mass: As *raven's glide*, affects one subject/ level.

Rhino's Charge, Mass: As *rhino's charge*, affects one subject/ level.

Shark's Scent, Mass: As *shark's scent*, affects one subject/ level.

Skunk's Smell, Mass: As *skunk's smell*, affects one subject/ level.

Snake's Strike, Mass: As *snake's strike*, affects one subject/ level.

Songbird's Tune, Mass: As *songbird's tune*, affects one subject/ level.

Toad's Coloration, Mass: As *toad's coloration*, affects one subject/ level.

Turtle's Shell, Mass: As *turtle's shell*, affects one subject/ level.

Vermin Growth: One vermin/two levels doubles in size.

Weasel's Grasp, Mass: As *weasel's grasp*, affects one subject/ level.

Wolf's Sight, Mass: As *wolf's sight*, affects one subject/ level.

Wolverine's Rage, Mass: As *wolverine's rage*, affects one subject/ level.

7TH-LEVEL SORCERER/ WIZARD SPELLS

Badger's Burrow, Greater: As *badger's burrow*, but extended duration.

Bat's Sight, Greater: As *bat's sight*, but extended duration.

Bear's Endurance, Greater: As *bear's endurance*, but extended duration.

Beaver's Bite, Greater: As *beaver's bite*, but extended duration.

Bison's Stampede, Greater: As *bison's stampede*, but extended duration.

Boar's Ferocity, Greater: As *boar's ferocity*, but extended duration.

Bull's Strength, Greater: As *bull's strength*, but extended duration.

Camel's Stamina, Greater: As *camel's stamina*, but extended duration.

Canine's Scent, Greater: As *canine's scent*, but extended duration.

Cat's Grace, Greater: As *cat's grace*, but extended duration.

Cheetah's Sprint, Greater: As *cheetah's sprint*, but extended duration.

Coyote's Dirge, Greater: As *coyote's dirge*, but extended duration.

Crocodile's Breath, Greater: As *crocodile's breath*, but extended duration.

Dolphin's Leap, Greater: As *dolphin's leap*, but extended duration.

Donkey's Stability, Greater: As *donkey's stability*, but extended duration.

Eagle's Splendor, Greater: As *eagle's splendor*, but extended duration.

Elephant's Trample, Greater: As *elephant's trample*, but extended duration.

Fox's Cunning, Greater: As *fox's cunning*, but extended duration.

Hawk's Eye, Greater: As *hawk's eye*, but extended duration.

Hide the Deed^M: Target is warded against all divination magic

Hummingbird's Flight, Greater: As *hummingbird's flight*, but extended duration.

Lion's Pounce, Greater: As *lion's pounce*, but extended duration.

Monkey's Grip, Greater: As *monkey's grip*, but extended duration.

Mustang's Speed, Greater: As *mustang's speed*, but extended duration.

Otter's Claw, Greater: As *otter's claw*, but extended duration.

Owl's Wisdom, Greater: As *owl's wisdom*, but extended duration.

Quincke's Strangling Hands: Pair of hands strangle single opponent to death.

Raccoon's Mask, Greater: As *raccoon's mask*, but extended duration.

Raven's Glide, Greater: As *raven's glide*, but extended duration.

Redirect Teleportation: Redirect the teleportation magic of another to a location.

Rhino's Charge, Greater: As *rhino's charge*, but extended duration.

Shark's Scent, Greater: As *shark's scent*, but extended duration.

Skunk's Smell, Greater: As *skunk's smell*, but extended duration.

Snake's Strike, Greater: As *snake's strike*, but extended duration.

Songbird's Tune, Greater: As *songbird's tune*, but extended duration.

Toad's Coloration, Greater: As *toad's coloration*, but extended duration.

Turtle's Shell, Greater: As *turtle's shell*, but extended duration.

Weasel's Grasp, Greater: As *weasel's grasp*, but extended duration.

Wolf's Sight, Greater: As *wolf's sight*, but extended duration.

Wolverine's Rage, Greater: As *wolverine's rage*, but extended duration.

8TH-LEVEL SORCERER/ WIZARD SPELLS

Enlarge Monster, Mass: As *enlarge monster*, affects one subject/ level.

Reduce Monster, Mass: As *reduce monster*, affects one subject/ level.

9TH-LEVEL SORCERER/ WIZARD SPELLS

Bonds of Marriage (*female casters only*): Enchants male subject.

Quincke's Asphyxiating Hands: Multiple pairs of hands strangle targets to death.

Teleportation Ward^{MP}: Gem-studded obelisk that wards area from teleportation.

NEW WOKAN SPELLS

1ST-LEVEL WOKAN SPELLS

Resist Element: Ignores first 10 (or more) points of damage/attack from specified element type.

2ND-LEVEL WOKAN SPELLS

Badger's Burrow: Subject can quickly dig into earth.

Bat's Sight: Subject gains limited blindsense.

Beaver's Bite: Subject can bite easily through wood.

Bison's Stampede: Subject can trample opponents.

Boar's Ferocity: Subject can act normally even while disabled or dying.

Cheetah's Sprint: Subject can sprint at a great speed.

Crocodile's Breath: Subject can hold their breath for a long period of time.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Elephant's Trample: Subject can trample opponents.

Giraffe's Reach: Subject gains an additional 10 ft. reach with bite attack.

Hummingbird's Flight: Subject's fly speed doubles.

Lion's Pounce: Subject can make a full attack action whenever they charge a foe.

Protection from Elements: Absorb 12 points/level of damage from one type of element.

Rhino's Charge: Subject doubles all weapon and strength damage done on a single charge attack.

Shark's Scent: Scent ability under water.

Turtle's Shell: Subject gains enchantment bonus to natural armor.

Vulture's Diet: Subject is immune to ingested poisons, fungus, molds and the like.

Weasel's Grasp: Subject with bite attack can attach onto opponent.

Wolverine's Rage: Subject flies into a maddening rage.

3RD-LEVEL WOKAN SPELLS

Air Blades of Slashing Retaliation: Weapon gains extra 2d6 points of elemental air damage.

Earthen Mallets of Smashing Retribution: Weapon gains extra 2d6 points of elemental earth damage.

Fiery Blades of Burning Vengeance: Weapon gains extra 2d6 points of elemental fire damage.

Mephit's Breath: Gain ability to use breath weapon of a single type of mephit.

Metallic Blades of Cutting Revenge: Weapon gains extra 2d6 points of elemental metal damage.

Watery Blades of Vengeful Striking: Weapon gains extra 2d6 points of elemental water damage.

Wooden Hammers of Unforgiving Bashing: Weapon gains extra 2d6 points of elemental wood damage.

4TH-LEVEL WOKAN SPELLS

Conglomerating Elemental Exploding Sphere: 2d4/level elemental damage of two types.

Elemental Shield: Creatures attacking you take elemental damage; you are protected from opposite element selected.

5TH-LEVEL WOKAN SPELLS

Airy Winds of Destruction: 1d8/level elemental air damage.

Badger's Burrow, Mass: As *badger's burrow*, affects one subject/ level.

Bat's Sight, Mass: As *bat's sight*, affects one subject/ level.

Beaver's Bite, Mass: As *beaver's bite*, affects one subject/ level.

Bison's Stampede, Mass: As *bison's stampede*, affects one subject/ level.

Boar's Ferocity, Mass: As *boar's ferocity*, affects one subject/ level.

Cheetah's Sprint, Mass: As *cheetah's sprint*, affects one subject/ level.

Coyote's Dirge, Mass: As *coyote's dirge*, affects one subject/ level.

Crashing Woods of Flattening: 1d8/level elemental wood damage.

Crocodile's Breath, Mass: As *crocodile's breath*, affects one subject/ level.

Cutting Shards of Metal: 1d8/level elemental metal damage.

Dolphin's Leap, Mass: As *dolphin's leap*, affects one subject/ level.

Earthen Load of Crushing: 1d8/level elemental earth damage.

Elephant's Trample, Mass: As *elephant's trample*, affects one subject/ level.

Giraffe's Reach, Mass: As *giraffe's reach*, affects one subject/ level.

Hawk's Eye, Mass: As *hawk's eye*, affects one subject/ level.

Hummingbird's Flight, Mass: As *hummingbird's flight*, affects one subject/ level.

Lion's Pounce, Mass: As *lion's pounce*, affects one subject/ level.

Mustang's Speed, Mass: As *mustang's speed*, affects one subject/ level.

Otter's Claw, Mass: As *otter's claw*, affects one subject/ level.

Rain of Fire: 1d8/level elemental fire damage.

Raven's Glide, Mass: As *raven's glide*, affects one subject/ level.

Rhino's Charge, Mass: As *rhino's charge*, affects one subject/ level.

Shark's Scent, Mass: As *shark's scent*, affects one subject/ level.

Snake's Strike, Mass: As *snake's strike*, affects one subject/ level.

Turtle's Shell, Mass: As *turtle's shell*, affects one subject/ level.

Vulture's Diet, Mass: As *turtle's shell*, affects one subject/ level.

Watery Waves of Death: 1d8/level elemental water damage.

Weasel's Grasp, Mass: As *weasel's grasp*, affects one subject/ level.

Wolf's Sight, Mass: As *wolf's sight*, affects one subject/ level.

Wolverine's Rage, Mass: As *wolverine's rage*, affects one subject/ level.

6TH-LEVEL WOKAN SPELLS

Badger's Burrow, Greater: As *badger's burrow*, but extended duration.

Bat's Sight, Greater: As *bat's sight*, but extended duration.

Bear's Endurance, Greater: As *bear's endurance*, but extended duration.

Beaver's Bite, Greater: As *beaver's bite*, but extended duration.

Bison's Stampede, Greater: As *bison's stampede*, but extended duration.

Boar's Ferocity, Greater: As *boar's ferocity*, but extended duration.

Bull's Strength, Greater: As *bull's strength*, but extended duration.

Cat's Grace, Greater: As *cat's grace*, but extended duration.

Cheetah's Sprint, Greater: As *cheetah's sprint*, but extended duration.

Coyote's Dirge, Greater: As *coyote's dirge*, but extended duration.

Crocodile's Breath, Greater: As *crocodile's breath*, but extended duration.

Dolphin's Leap, Greater: As *dolphin's leap*, but extended duration.

Elephant's Trample, Greater: As *elephant's trample*, but extended duration.

Giraffe's Reach, Greater: As *giraffe's reach*, but extended duration.

Hawk's Eye, Greater: As *hawk's eye*, but extended duration.

Hummingbird's Flight, Greater: As *hummingbird's flight*, but extended duration.

Lion's Pounce, Greater: As *lion's pounce*, but extended duration.

Mustang's Speed, Greater: As *lion's pounce*, but extended duration.

Otter's Claw, Greater: As *otter's claw*, but extended duration.

Raven's Glide, Greater: As *raven's glide*, but extended duration.

Rhino's Charge, Greater: As *rhino's charge*, but extended duration.

Shark's Scent, Greater: As *shark's scent*, but extended duration.

Snake's Strike, Greater: As *snake's strike*, but extended duration.

Turtle's Shell, Greater: As *turtle's shell*, but extended duration.

Vulture's Diet, Greater: As *turtle's shell*, but extended duration.

Weasel's Grasp, Greater: As *weasel's grasp*, but extended duration.

Wolf's Sight, Greater: As *weasel's grasp*, but extended duration.

Wolverine's Rage, Greater: As *wolverine's rage*, but extended duration.

SPELL DESCRIPTIONS

Airy Blades of Slashing Retaliation

Transmutation [Air]

Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental air damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental air damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

Material Component: A small bottle or vial filled with just fresh air.

Airy Winds of Destruction

Evocation [Air]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Winds of elemental air whip wildly around in the sky dealing 1d8 points of elemental air damage per caster level (maximum 15d8) to every creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental air damage.

Material Component: A small handheld paper fan.

Analyze Spell Foci

Divination

Level: ArW2, Wiz 2

Components: V, S, SF

Casting Time: 1 standard action

Range: Touch

Target: Spell Focus

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell allows the caster to determine each and every spell held within a particular spell focus. It does not grant the caster the ability to cast the spells nor place them within their own spell focus or spellbook, only detect what lies within the spell focus.

Ancestral Assault

Evocation

Level: Eld 2

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

The caster calls upon the spirits of his ancestors to assault and destroy his enemy. The target takes 1d4+1 damage/2 levels (max 5d4+5).

Angvile's Last Strike

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 5 rounds

Range: Touch

Target: Willing living creature touched

Duration: 1 day/level (see text)

Saving Throw: None

Spell Resistance: No

The agents of the Sworn of Angvile devote their lives to the destruction of the Wizard's Cabal. So great is their dedication and hatred, that many elect to go into battle carrying the rune of Angvile's last strike placed somewhere on their body. The rune appears as a glowing blue rune in the shape of three crossed daggers. Used only as a last resort to prevent capture and to inflict maximum harm upon the Cabal, the spell has been the doom of many an Inquisitor.

The spell is placed upon a willing subject, who is given a trigger, often a short command phrase or gesture. The spell remains inactive until triggered, up to the spell's duration. When triggered, the subject undergoes a terrible transformation, becoming a raging, feral beast, bereft of intelligence or discernment. The transformation takes one standard action to complete, during which the

subject cannot attack. The subject gains 1d8 temporary hit points per level of caster, a +8 enhancement bonus to Strength, and grows a thick, leathery hide that grants a +5 enhancement bonus to natural armor. The subject's Intelligence and Charisma scores both drop to 3. The transformation lasts for 1 round per level of caster. At the end of the spell, the subject dies, reverting to its original form.

Even if the spell is not triggered, it leaves a small, discolored scar on the subject's body. It is believed that more powerful variants of the spell exist, but all result in the subject's death.

Material Component: A patch of the subject's flesh, 1 inch by 3 inches; powdered grave soil rubbed into the wound.

Antagonize

Echantment/Charm

Level: Eld 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target/Area: One creature equal to the caster's level or less/every three levels

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You cause an opponent with an intelligence of at least 2 to pursue physical harm to you with relentless determination. Subjects failing their saving throw will immediately use their best offensive tool, to attack the caster. The subject(s) will not place themselves in an inferior tactical position, nor will they place themselves at risk, but they will use their best offensive tool against the caster based on the current conditions.

For example, melee weapon specialists on a castle wall will not jump off the wall to attack the caster. However, they will use missile weapons and perhaps fire a catapult if appropriate. Similarly, a spell caster would not run past your comrades provoking attacks of opportunity to deliver his most lethal touch attack, but he might very well unload his fireball on you.

Individuals targeted by the caster will be hostile towards the caster in this and all future encounters unless the caster does something to alter that status.

Material Component: A small piece of red cloth waved in the direction of the target(s).

Armor of Darkness

Abjuration [Darkness]

Level: Clr 4, Wiz 4

Components: V, S, SF/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of armor of darkness also gain +4 turn resistance.

Armor of Light

Abjuration [Light]

Level: Clr 4, Wiz 4

Components: V, S, SF/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a glow of pure white light. It grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The armor provides light in a 60-foot radius as a *daylight* spell. Finally, the subject gains a +2 bonus on saving throws against any unholy, evil, or darkness spells or effects.

Arrow of Quelling

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Projectile touched

Duration: 10 minute or until discharged

Saving Throw: Will negates, see text (harmless, object)

Spell Resistance: Yes, see text (harmless, object)

You transmute a single projectile (arrow, bolt or sling bullet) so that it gains a +1 enhancement bonus on attack and damage rolls. If the arrow hits a summoned creature when fired, provided the magic of the spell is still active, the creature must make a Fortitude save or be sent back

to their home plane. An SR check must be made first if the summoned creature has spell resistance.

Badger's Burrow

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to quickly dig into the earth. The spell grants the target a burrow speed of 10 ft. per round. If the target already has a burrow speed, they gain a +10 ft. enhancement bonus to their burrow speed.

Material Component: A sharpened claw of a badger.

Badger's Burrow, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *badger's burrow*, except that it has a longer duration and the bonuses rise from 10 ft. to 20 ft.

Badger's Burrow, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *badger's burrow*, except that it affects multiple creatures.

Bat's Sight

Transmutation

Level: Drd 2, Idl 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is able to notice and locate creatures without the sense of sight. The spell grants the target blindsense 10 ft. If the target already has the blindsense ability, they gain a +10 ft. enhancement bonus to blindsense distance.

Material Component: The wing of a small dark bat.

Bat's Sight, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *bat's sight*, except that it has a longer duration.

Bat's Sight, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *bat's sight*, except that it affects multiple creatures.

Bear's Endurance, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *bear's endurance*, except that it has a longer duration.

Beaver's Bite

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is able to bite through wood ignoring its hardness and doing 1d6 points of damage plus any Strength modifier. The subject may add any other damage modifiers they might have to this damage including spells like *magic fang* or the use of feats like Power Attack.

Material Component: A walking stick with one end gnawed at by an adult beaver.

Beaver's Bite, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *beaver's bite*, except that it has a longer duration.

Beaver's Bite, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *beaver's bite*, except that it affects multiple creatures.

Befuddle

Enchantment

Level: ArW 3, Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell distracts and irritates one spellcaster of your choose, which hinders them in casting spells in difficult situations. The creature receives a -8 penalty on all Concentration checks while under the effects of the spell.

Material Component: A sharp thorn or a small, partially crushed bell.

Belch

Evocation

Level: Sor/Wiz 3

Components: V, S, M, SF

Casting Time: 1 standard action

Range: 15 ft.

Range: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A cone of violent sound spews forth from your throat. Every creature in the area takes 2d4+4 points of sonic damage and must succeed on a Fortitude save to avoid being sickened for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Material Component: A drop of beer or ale.

Bison's Stampede

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is able rush over creatures of their size and smaller. The target of the spell may charge at an opponent attempting to trample them. The trample attack does 1d6 points of damage per every three caster levels (to a maximum of 5d6 points of damage). The Reflex save DC is 15 + Strength bonus to avoid all damage. For example, an individual under the effects of *bison's stampede* cast by a 6th level cleric with a Strength of 16 would do 2d6 points of damage unless the opponent made a DC 18 Reflex save.

An attempt to trample creatures of larger size then their own has no effect upon the target's opponent.

Material Component: The dung of an adult bison.



Bison's Stampede, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *bison's stampede*, except that it has a longer duration.

Bison's Stampede, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *bison's stampede*, except that it affects multiple creatures.

Biting Blade

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically biting, increasing its ability to deliver destructive blows. This transmutation increased the critical multiplier of the weapon. A critical multiplier of x2 becomes x3, a critical multiplier of x3 becomes x4 and a critical multiplier of x4 becomes x5. The spell can, despite its name, be placed on any type of weapon (piercing, slashing or bludgeoning). If cast on arrows or crossbow bolts, the biting blade on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Multiple effects that increase a weapon's critical multiplier (such as the *biting blade* and Improved Critical Multiplier feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Blight Mind

Necromancy

Level: Eld 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: One target for every three levels, no two of which can be more than 30 feet apart

Duration: 1 round./level

Saving Throw: Fort negates

Spell Resistance: Yes

The Elderkin's guardian spirits and spirit guides assault the senses of his or her opponent(s). The spirit's wail, scream, pull the targets hair, jostle his or her weapons and do everything they can to disrupt the target's concentration. Subjects failing their saving throws suffer a -20 circumstance penalty to concentration checks, a -4 circumstance penalty to hit, save, damage and skill checks.

Boar's Ferocity

Transmutation

Level: ArW 2, Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ferociousness to fight on. The spell grants the target the ability to act normally without penalty even while disabled or dying.

Material Component: A few hairs or a drop of saliva from a boar.

Boar's Ferocity, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *boar's ferocity*, except that it has a longer duration.

Boar's Ferocity, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *boar's ferocity*, except that it affects multiple creatures.

Bonds of Marriage

Enchantment (Charm) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 9

Components: V

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

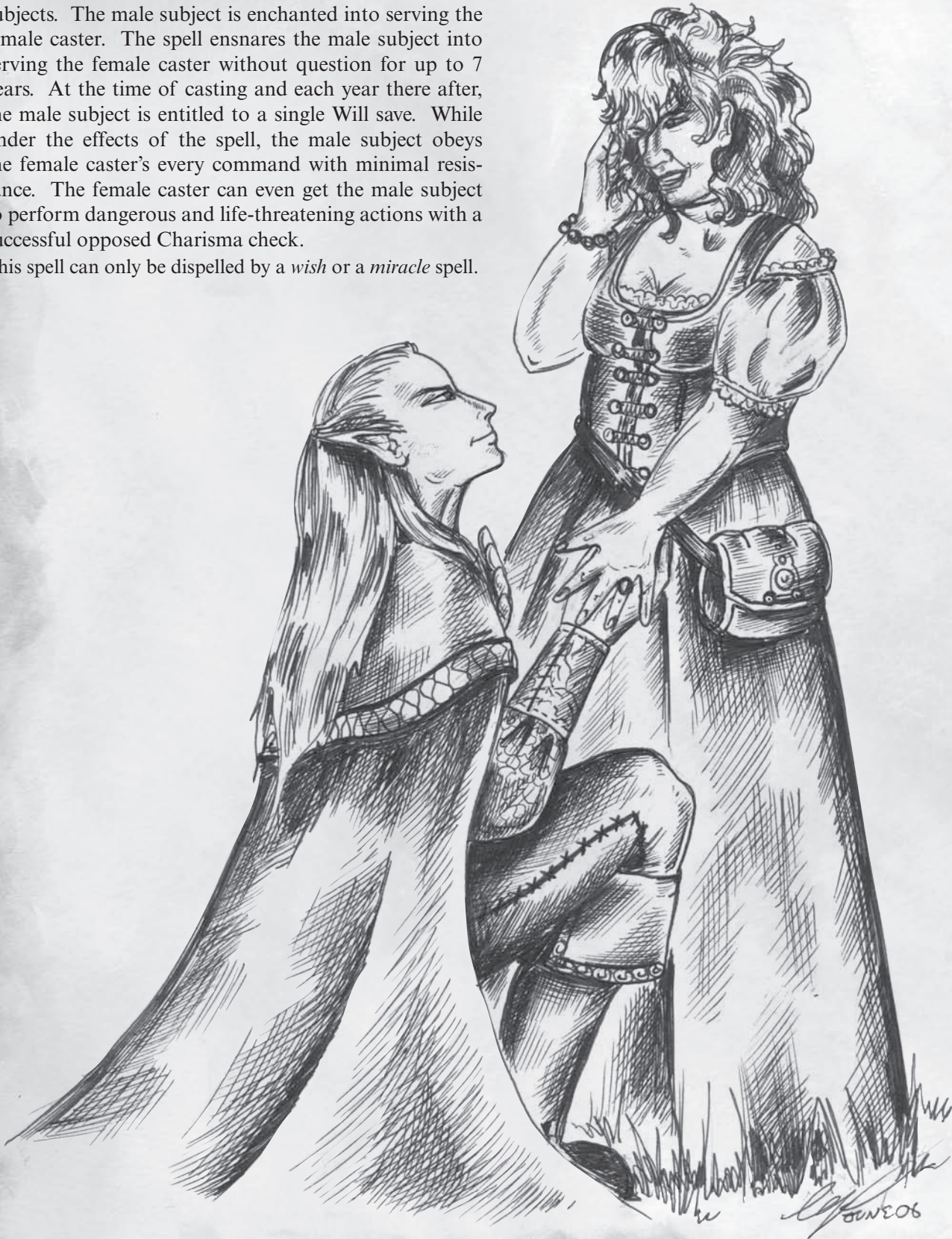
Duration: Up to 7 years (see below)

Saving Throw: Will negates

Spell Resistance: Yes

This spell may only be cast by female casters upon male subjects. The male subject is enchanted into serving the female caster. The spell ensnares the male subject into serving the female caster without question for up to 7 years. At the time of casting and each year thereafter, the male subject is entitled to a single Will save. While under the effects of the spell, the male subject obeys the female caster's every command with minimal resistance. The female caster can even get the male subject to perform dangerous and life-threatening actions with a successful opposed Charisma check.

This spell can only be dispelled by a *wish* or a *miracle* spell.



Bull's Strength, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *bull's strength*, except that it has a longer duration.

Camel's Stamina

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the stamina to go without food or water for an extended period of time. While under the effects of this spell, the target only needs to consume one-tenth of the usual food and water they normally would need.

Material Component: A pinch of dung from a camel.

Camel's Stamina, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 day/level

This spell functions like *camel's stamina*, except that it has a longer duration.

Camel's Stamina, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *camel's stamina*, except that it affects multiple creatures.

Canine's Scent

Transmutation

Level: Drd 2, Idl 2, Rng 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects' nose becomes sensitive to smells when actively using it. The spell grants a +4 enchantment bonus on Sur-

vival checks when tracking by scent and a +2 enchantment bonus on Smell checks when attempting to identify a familiar or semi-familiar scent.

Material Component: A whisker, at least three inches in length, from a dog.

Canine's Scent, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *canine's scent*, except that it has a longer duration.

Canine's Scent, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *canine's scent*, except that it affects multiple creatures.

Cat's Grace, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *cat's grace*, except that it has a longer duration.

Cheetah's Sprint

Transmutation

Level: Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to sprint at a great speed for a short period of time. Once each minute, the spell's target can move five times its normal speed when it makes a charge attack.

Material Component: A piece of claw from a cheetah.

Cheetah's Sprint, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *cheetah's sprint*, except that it has a longer duration.

Cheetah's Sprint, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *cheetah's sprint*, except that it affects multiple creatures.

Communicate with Constructs

Divination

Level: Brd 2, Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can converse with constructs, even those who cannot talk or speak a language the caster normally understands. You must touch the construct to communicate with it. The construct need not be intelligent but this could lead to short or basic communication. The spell also does not require the construct to communicate with the caster.

Arcane Material Component: A flake of stone or iron.

Conglomerating Elemental Exploding Sphere

Evocation [See text]

Level: Sor/Wiz 4, Wok 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes an explosion of a mixture of two blended elements deals 2d4 points of elemental damage (1d4 damage for each of the two selected elements) per caster level to a maximum of 15d4 of each elemental type. The two selected elemental damages must be from neighboring elements (see diagram, *Dave Arneson's Blackmoor* page 55).

The spell creates one elemental blend that the caster must choose when he learns the spell (air/fire, fire/metal, metal/earth, earth/water, water/wood, wood/air). The caster may learn this spell multiple times, each time with a different a different element mixture.

This spell is of the appropriate two elemental types.

For example, a caster of tenth level selects metal and earth as the two blended elemental types. When he casts the spell, it deals 10d4 points of elemental metal damage and 10d4 points of elemental earth damage.

Constant Breeze

Abjuration [Air]

Level: Drd2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Constant breeze is an ongoing light wind that blows around your body. It provides a +2 deflection bonus to AC against missile weapons. The spell only works against light missile weapons (arrows, bolts, daggers, darts, sling stones, throwing axes, and the like), not against medium or heavy weapons (ballista bolts, boulders, javelins, spears, or the like). This spell does not provide defense against unusually massive ranged weapons or ranged attacks generated by spell effects.

Coyote's Dirge, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *coyote's dirge*, except that it has a longer duration.

Coyote's Dirge, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *coyote's dirge*, except that it affects multiple creatures.

Crashing Woods of Flattening

Evocation [Wood]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Large elemental oak trees grow forth from the ground and come crashing to the ground dealing 1d8 points of elemental wood damage per caster level (maximum 15d8) to every

creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental wood damage.

Material Component: A one-inch thick twig of at least six inches in length.

Crocodile's Breath

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to hold his breath for a longer period of time. The spell grants the target the ability to hold his breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Material Component: A tooth from a crocodile.

Crocodile's Breath, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *crocodile's breath*, except that it has a longer duration.

Crocodile's Breath, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *crocodile's breath*, except that it affects multiple creatures.

Cutting Shards of Metal

Evocation [Metal]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Jagged razor-sharp shards of elemental metal swirl about the air dealing 1d8 points of elemental metal damage per

caster level (maximum 15d8) to every creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental metal damage.

Material Component: A shard of sharp metal.

Daze Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 0, Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of an animal with 4 or fewer Hit Dice so that it takes not actions. Animals of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of wool or similar substance.

Defile

Enchantment

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A white (good) or black (evil) light washes over the targeted creature causing a negative effect on their spell casting. The spell causes the targeted creature, if the opposite alignment of the caster within the good/evil axis, to have an effective caster level of one lower. This spell does not affect the number of spells the targeted creature receives; it only lowers the effective caster level by one. For example, an evil cleric of 9th level who succumbs to the effects of a *defile* would have the number of spells of a 9th level cleric but have an effective caster level of 8 for the purposes of duration and spell effect.

Material Component: A vial of holy (or unholy) water and incense that is consumed during the casting of the spell.

XP Cost: 100 XP.

Defy Force

Abjuration

Level: ArW 4, Clr 4, Pal 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from force damage. Each time the creature is subjected to force damage, that damage is reduced by 10 points before being applied to the creature's hit points. The value of the force resistance granted increases to 20 points at 11th level and to a maximum of 30 points at 15th level. The spell protects the recipient's equipment as well.

Defy force absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Defy force* overlaps (and does not stack with) *safeguard from force*. If a character is warded by *safeguard from force* and *defy force*, the *safeguard* spell absorbs damage until its power is exhausted.

Defy Negative Energy

Abjuration

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from negative energy damage. Each time the creature is subjected to negative energy damage, that damage is reduced by 10 points before being applied to the creature's hit points. The value of the negative energy resistance granted increases to 20 points at 11th level and to a maximum of 30 points at 15th level. The spell protects the recipient's equipment as well.

Defy negative energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Defy negative energy* overlaps (and does not stack with) *safeguard from negative energy*. If a character is warded by *safeguard from negative energy* and *defy negative energy*, the *safeguard* spell absorbs damage until its power is exhausted.

Detect Aberration

Divination

Level: Clr 3, Idl 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead*, instead detecting aberrations.

Material Component: A bit of fur, scale, or skin of an aberration.

Detect Construct

Divination

Level: Clr 4, Idl 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting constructs.

Material Component: A small piece of material from a destroyed construct.

Detect Elemental

Divination

Level: Clr 5, Drd 5, Idl 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting elementals.

Material Component: A piece of paper with the elemental relationships drawn on it.

Detect Giant

Divination

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

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting giants.

Material Component: A strand of hair from a creature with the giant type.

Detect Humanoid

Divination

Level: Clr 1, Idl 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting humanoids.

Material Component: A toenail or fingernail clipping from any kind of humanoid.

Detect Lycanthrope

Divination

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

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting lycanthropes.

Focus: A monocle with a silver wire rim.

Detect Magical Beast

Divination

Level: Clr 3, Idl 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting magical beasts.

Arcane Material Component: A bit of fur, scale, or skin of any magical beast.

Detect Monstrous Humanoid

Divination

Level: Clr 3, Idl 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting monstrous humanoids.

Material Component: A vial of saliva from any monstrous humanoid.

Detect Ooze

Divination

Level: Clr 3, Idl 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

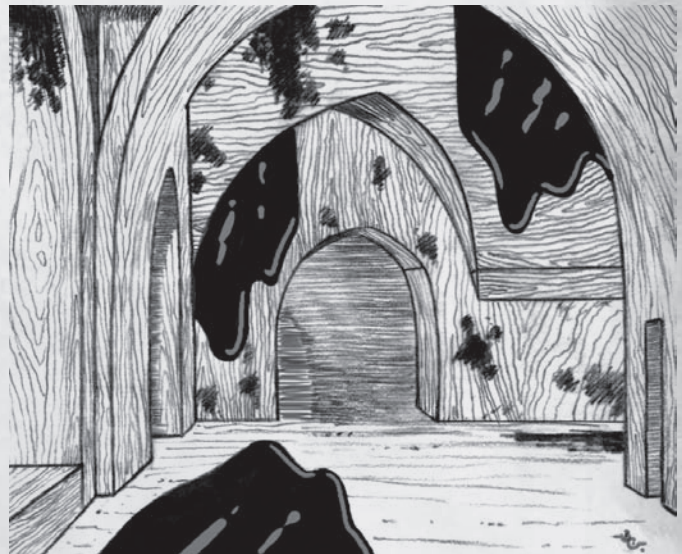
Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting oozes.

Material Component: A bit of moldy bread.



Detect Outsider

Divination

Level: Clr 5, Idl 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting outsiders.

Arcane Focus: A tuning fork made of cold iron.

Divine Focus: Silver holy symbol.

Detect Shapechanger

Divination

Level: Clr 3, Idl 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead* or *detect spirit* (see page 82), instead detecting shapechangers.

Arcane Material Component: A bit of pliable clay.

Detect Spirit

Divination

Level: Idl 1

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

You can detect the presence of spirits (incorporeal undead) in the nearby area. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of spirits.

2nd Round: Number of spirits in the area and the strength of the strongest spirit present. If the spirit is of opposite alignment (within the good/evil axis), and the strongest spirit presence's strength is overwhelming (see below), and the spirit has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each spirit presence. If a spirit is outside your line of sight, then you discern its direction but not its exact location.

Presence Strength: The strength of an spirit presence is determined by the HD of the spirit, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Each round, you can turn to detect spirits (incorporeal undead) in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Vermin

Divination

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

This spell functions similarly to *detect undead*, instead detecting vermin of size small or larger.

Arcane Material Component: A bit of mouse droppings.

Disarm

Conjuration

Level: Clr 3, Eld 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: One target within range

Duration: 1 round./level

Saving Throw: None

Spell Resistance: No

The caster is able to summon a spirit that actively attempts to disarm the target. For the duration of the spell, the caster can make a disarm attempt as a standard action. The caster disarms as if he or she had the improved disarm feat and has a Base Attack Bonus equal to his or her caster level.

Focus: A twelve inch long ruler. The caster mimes smacking the target on the knuckles.

Distract, Greater

Enchantment

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)
Target: One living creature
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The caster causes the target's mind to wander, distracting him or her. Subjects of this spell make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

Divine Inspiration

Enchantment (Compulsion) [Mind-Effecting] [Good]

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: The caster and all allies within a 60-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The power of good fills the souls of your allies. Each non-evil ally gains a +2 sacred bonus on attack rolls, weapon damage, saves, and skill checks.

Dolphin's Leap, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *dolphin's leap*, except that it has a longer duration.

Dolphin's Leap, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *dolphin's leap*, except that it affects multiple creatures.

Donkey's Stability

Transmutation

Level: Brd 2, Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



The subject becomes more stable upon their feet. You gain a +4 enhancement bonus on Balance checks, and on all checks to avoid slipping, falling, or being tripped.

Material Component: A piece of hair from a donkey's ear.

Divine Focus: The cleric's holy symbol or a sprig of holly for other divine casters.

Donkey's Stability, Greater

Transmutation

Level: Brd 6, Clr 7, Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *donkey's stability*, except that it has a longer duration.

Donkey's Stability, Mass

Transmutation

Level: Brd 5, Clr 6, Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.
This spell functions like *donkey's stability*, except that it affects multiple creatures.

Doubt

Enchantment (Compulsion)

Level: Eld 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: All creatures in a 15 ft. radius burst.

Duration: 1 round/level

Saving Throw: Will (special)

Spell Resistance: Yes

The caster causes the targets to stand and stammer, being unable to act decisively. If the caster makes his or her initial save, then he or she is able to act normally and is unaffected by the spell. If the target is unable to save, then he or she may only act in a round where a successful saving throw is made, as if *dazed*. Therefore the subject is not helpless and still gets the benefit of his normal defense. Targets of this spell who fail their initial save, must make a saving throw each round for the duration of the spell.

Material Component: A dried pig's tongue.

Duet

Illusion (Figment)

Level: Brd 1

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell creates an accompanying musical partner whenever the caster sings or plays any instrument. The caster receives a +2 circumstance bonus on all perform checks that pertain to singing or playing any musical instrument, as if being aided by another.

Material Component: A miniature musical instrument.

Eagle's Splendor, Greater

Transmutation

Level: Clr 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *eagle's splendor*, except that it has a longer duration.

Earthen Load of Crushing

Evocation [Earth]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Elemental earth falls heavily from the sky to the ground dealing 1d8 points of elemental earth damage per caster level (maximum 15d8) to every creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental earth damage.

Material Component: A small brownish pebble or rock.

Earthen Mallets of Smashing Retribution

Transmutation [Earth]

Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental earth damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental earth damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

Material Component: A flake of earth or rock.

Elemental Shield

Evocation (See text)

Level: Drd 4, Wok 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell envelopes you in the selected element (air, earth, fire, metal, water or wood) and causes damage to each creature that attacks you in melee. The selected element protects you from the opposite element. (For example, if metal was selected, you would gain protection from wood.)

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the at-

tacker takes 1d6 points of elemental damage +1 point per caster level (maximum +15). The elemental damage dealt is based on the selected element. If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

Additionally, you take only half damage from elemental-based attacks from the opposite element. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Elephant's Trample

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is able to trample creatures of their size and smaller. The target of the spell may charge at an opponent and attempt to trample them. The trample attack does 1d8 points of damage plus one point per caster level plus one and a half times their strength bonus. The Reflex save DC is 15 + the charger's strength bonus to avoid all damage. For example, an individual under the effects of *elephant's trample* cast by a 3rd level cleric with a Strength of 19 would do 1d8+9 points of damage unless the opponent made a DC 19 Reflex save.

An attempt to trample creatures of larger size than their own has no effect upon the target's opponent.

Arcane Material Component: A slice of ivory from an elephant's tusk.

Divine Focus: A carved and hand painted wooden bull elephant statuette worth at least 25 gp.

Elephant's Trample, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *elephant's trample*, except that it has a longer duration.

Elephant's Trample, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *elephant's trample*, except that it affects multiple creatures.

Elongated Arms

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes the instant growth of a humanoid creature's arms, increasing its reach. The targeted creature's reach is increased by five feet for the duration of the spell.

Material Component: Two hairs from an adult beastman (See *Dave Arneson's Blackmoor* for details).

Elongated Arms, Mass

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature

This spell functions like *elongated arms*, except that it affects multiple creatures.



Enlarge Monster

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One monster

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a monster, up to size Huge, doubling its height and multiplying its weight by 8. This increase changes the monster's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A monster whose size increases to Huge has a space of 15 feet and a natural reach of 15 feet. A monster whose size increase to Gargantuan has a space of 20 feet and a natural reach of 20 feet.

This spell does not change the target's speed.

If insufficient room is available for the desired growth, the monster attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a monster by increasing its size.

All equipment worn or carried by a monster is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* monster's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *enlarged* items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge monster counters and dispels *reduce monster*.

Material Component: A cup of powered iron.

Enlarge Monster, Mass

Transmutation

Level: Sor/Wiz 8

Target: One monster/level, no two of which can be more than 30 ft. apart.

This spell functions like *enlarge monster*, except that it affects multiple creatures.

Eyes and Ears of Spirit

Transmutation

Level: Eld 1

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: Self

Duration: 1 minute/2 levels

Saving Throw: None

Spell Resistance: No

By calling the spirits of the ancestors into his or her being, the Elderkin is able to sharpen his or her senses. For the duration of the spell, the Elderkin is +10 to Spot and Listen checks.

Fiery Blades of Burning Vengeance

Transmutation [Fire]

Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental fire damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental fire damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

Material Component: A flake of charcoal or coal.

Fish's Fins

Transmutation

Level: Drd 2, Idl 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to swim at an increased speed. The spell grants the target with a +8 enhancement bonus to Swim checks and they can always choose to take 10 on Swim checks, even if rushed or threatened. Targets with a swim speed double their swim speed while under the effects of this spell.

Material Component: Either a scale from a fish or three drops of water.

Fish's Fins, Greater

Transmutation

Level: Drd 7, Idl 7

Duration: 1 hour/level

This spell functions like *fish's flight*, except that it has a longer duration.

Fish's Fins, Mass

Transmutation

Level: Drd 6, Idl 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *fish's flight*, except that it affects multiple creatures.

Focus

Enchantment

Level: Sor/Wiz 0

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

The caster causes the target's mind to focus, aiding him or her. The subject of this spell makes all Listen, Spot, Search, and Sense Motive checks at a +1 competence bonus.

Focus, Greater

Enchantment

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

The caster causes the target's mind to focus, aiding him or her. The subject of this spell makes all Listen, Spot, Search, and Sense Motive checks at a +4 competence bonus.

Forceful Shove

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell causes a great force to shove the targeted creature causing 1d6 points of force damage per caster level. Additionally, if the shove is not avoided, the targeted creature must make a Strength check (DC 15 + caster level) to avoid being bull rushed.

Forceful Trip

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell causes a great force to sweep across the targeted creature's lower section causing 1d6 points of force damage per caster level. Additionally, if the shove is not avoided, the targeted creature must make a Strength or Dexterity check (DC 15 + caster level) to avoid being tripped.

Fox's Cunning, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *fox's cunning*, except that it has a longer duration.

Giraffe's Reach

Transmutation

Level: Drd 2, Idl 2, Rgr 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes the target's neck to elongate by ten feet. The bite attack of the target creature increases by 10 feet. Additionally the subject can use his new neck extension to look over walls and the like, that he would not normally be able to see over.

Material Component: Three hairs from a giraffe's neck.

Giraffe's Reach, Greater

Transmutation

Level: Drd 7, Idl 7, Wok 6

Duration: 1 hour/level

This spell functions like *giraffe's reach*, except that it has a longer duration.

Giraffe's Reach, Mass

Transmutation

Level: Drd 6, Idl 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *giraffe's reach*, except that it affects multiple creatures.

Hawk's Eye, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *hawk's eye*, except that it has a longer duration.

Hawk's Eye, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *hawk's eye*, except that it affects multiple creatures.

Heighten Senses

Transmutation

Level: Drd 4, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You gain a +5 enhancement bonus to all Listen, Smell, Spot, Taste and Touch skill checks.

Hibernate

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 8 hours

Upon completion of the casting of this spell, the caster immediately falls asleep and enters a state of hibernation for the next 8 hours. The caster can only be woken up by taking physical damage (not non-lethal), or a *limited wish*, *wish* or

miracle spell. When the caster awakes from his 8-hour deep sleep, they are cured of all damage and non-magical diseases. If their deep sleep is interrupted, as noted above, they gain no benefits from the spell.

This spell has no effect on magical diseases, poisons or curses.

Material Component: Three hairs from a bear.

Hiccup

Enchantment [Compulsion] [Mind-Affecting]

Level: ArW 1, Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The spell causes the targeted creature to suddenly develop an extreme case of the hiccups. The target takes a -1 penalty on all attack rolls and skill checks. Any attempt to cast a spell requires a Concentration check (DC 10 + spell level) or else an untimely hiccup causes the spell to fail.

Hide the Deed

Abjuration

Level: Clr 7, Eld 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target/Area: 1 creature or 1 object no more than 10 lbs./caster level

Duration: Special

Saving Throw: None

Spell Resistance: No

The recipient of this spell is warded against all divination magic for the duration of the spell. The recipient's actions for the next twenty-four hours are virtually untraceable through magical divinatory means. This warding lasts for 10 days per caster level. An individual attempting to use divination magic on the target will be aware that powerful magic has been used to obscure and affect the results. Note that this does not make an individual divination proof. For example, deeds done leading up to the casting of the spell can still affect the outcome of a divination. If a cultist of Calelrin had this spell cast upon him and then murdered the Somhak Leado, questions directly related to the 24-hour period covered by the spell would be unanswered. However, questions related to the preparation or the time leading up to it would still

yield information and offer some guidance. Note that the casting of this spell itself can never be revealed by the casting of divination magic after the fact.

Material Component: The head of a dire bat and the tongue of a giant snake are boiled in a cold iron cauldron (500 gp) filled with 10 gallons of vinegar. All the components are consumed during the casting of the spell.

Holy Water Splash

Conjuration [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This spell creates one pint of holy water that is splashed upon the desired creature. Any undead creature or evil outsider takes 2d4 points of damage. All creatures within five feet of the targeted creature take 1 point of damage from the splash.

Material Component: Pint of water and 5 pounds of powered silver (worth 25 gp).

Hummingbird's Flight

Transmutation

Level: Brd 2, Clr 2, Drd 2, Idl 2, Pal 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects who can fly do so at an increased speed. The spell doubles the target's natural fly speed. It does not increase the speed of magical flight speeds.

This spell has no effect on creatures that cannot fly.

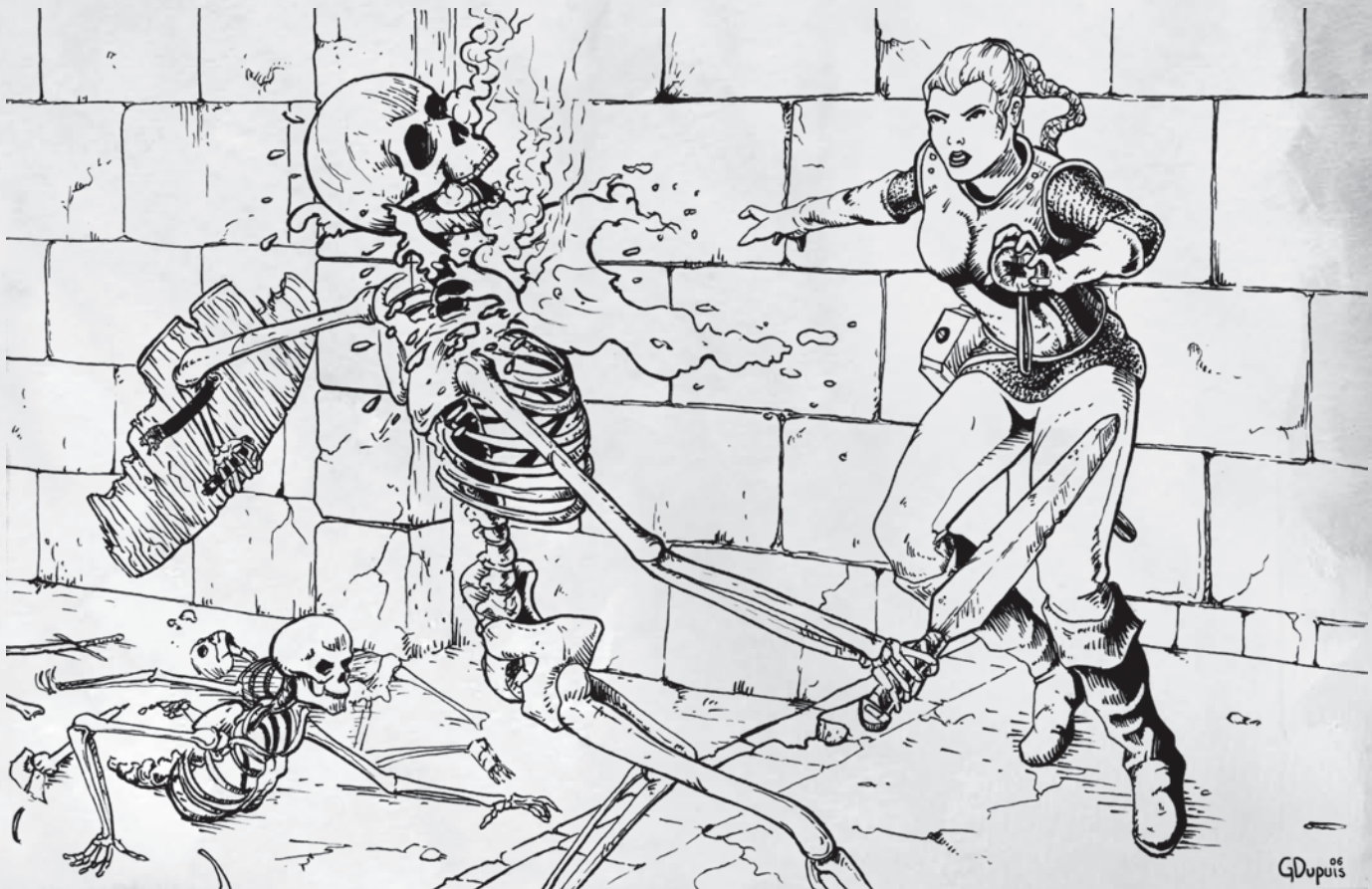
Material Component: A clipped wing from a hummingbird.

Hummingbird's Flight, Greater

Transmutation

Level: Brd 6, Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level



This spell functions like *hummingbird's flight*, except that it has a longer duration.

Hummingbird's Flight, Mass

Transmutation

Level: Brd 5, Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *hummingbird's flight*, except that it affects multiple creatures.

Idol Chatter

Divination

Level: Idl 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

This spell functions much like *augury*, except where noted, and spirits within and around the idolater provide the answer.

Material Component: A small lump of burning incense.

Focus: A small fat bald idol or statue.

Idol Chatter, Greater

Divination

Level: Idl 5

Components: V, S, M, F, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

This spell functions much like *commune*, except where noted and the spirits within and around the idolater provide the answer.

Material Component: A small lump of burning incense.

Focus: A small fat bald idol or statue.

XP Cost: 100 xp.

Kindred

Necromancy

Level: Eld 4

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: Designated ally shares the effects of any spells you cast

Duration: 1 round/level

Saving Throw: will negates



Spell Resistance: No

As lesser kindred except the duration is one round per caster level.

Kindred, Lesser

Necromancy

Level: Eld 1

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: Designated ally shares the effects of any spells you cast for the next 1d4+1 rounds

Duration: 1d4+1 rounds

Saving Throw: will negates

Spell Resistance: No

The caster is able to form a bond between himself and his designated target. For the duration of the spell, any spell the caster casts on himself, affects his target also. Note that no harmful effects may pass through the bond. Note also, that the caster must actually derive some benefit from the spell being cast for it to affect his or her partner in the kindred bond. If the Elderkin has not lost any hit points, then cure spells he or she casts will not affect his or her kindred. The effects of an ongoing spell that

is being shared ends for the designated target when the *Lesser Kindred* ends.

Kindred, Mass

Necromancy

Level: Eld 7

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target/Area: 1 ally/4 levels share the effects of any spells you cast

Duration: 1 round/level

Saving Throw: will negates

Spell Resistance: No

As lesser kindred except the duration is one round per level and the spell effects 1 ally for every 4 caster levels.

Lion's Pounce

Transmutation

Level: Clr 2, Drd 2, Idl 2, Pal 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to pounce upon their opponents. The spell grants the target the pounce ability as described in the *Monster Manual*.

Material Component: A hair from a lion's mane.

Lion's Pounce, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 10 minutes/level

This spell functions like *lion's pounce*, except that it has a longer duration.

Lion's Pounce, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *lion's pounce*, except that it affects multiple creatures.

Mephit's Breath

Transmutation [See text]

Level: Clr 3, Soz/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Upon casting this spell, you gain the ability to use a breath weapon of a single type of mephit once every 1d4 rounds. The caster selects the type of breath weapon gained. Available types include: Air, earth, fire, metal (also known as steel), water, and wood; with the selected type being the spell's appropriate elemental type. The breath weapons function exactly like those listed within the mephit's description except for the DC, which is one-half of the caster's level (rounded down) plus their Constitution modifier. The caster does not get any racial bonus to their breath weapon.

Material Component: The wings of the appropriate type of mephit (available in larger cities for about 5 gp a pair).



Metallic Blades of Cutting & Revenge

Transmutation [Metal]

Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental metal damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental metal damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

Material Component: A flake of hard metal.

Monkey's Grip

Transmutation

Level: Drd 2, Idl 2, Rng 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to better grip things in their hands. The spell grants the target with a +4 enchantment bonus to avoid being disarmed, a +8 enchantment bonus to Climb checks and they can always choose to take 10 on Climb checks, even if rushed or threatened.

Material Component: A ripe banana or a tail of a small monkey.

Monkey's Grip, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *monkey's grip*, except that it has a longer duration.

Monkey's Grip, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *monkey's grip*, except that it affects multiple creatures.

Mustang's Speed, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *mustang's speed*, except that it has a longer duration.

Mustang's Speed, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *mustang's speed*, except that it affects multiple creatures.

Night Terrors

Necromancy

Level: Clr 5, Eld 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Special

Target/Area: One intelligent target.

Duration: Permanent

Saving Throw: Will Negates

Spell Resistance: Yes

While viewing the target in slumber, the caster is able to inflict torturous dreams and nightmares on the target. The target is unable to recover from fatigue. The spell can be cast while scrying, although if it is cast in this way the target gets a +4 bonus to his or her save. The spell can be removed by a *break enchantment*, *remove curse*, *wish* or *miracle*.

Material Component: A spider web and a feather.

Orchestra

Illusion (Figment)

Level: Brd 5

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

This spell creates an entire orchestra of accompanying musical partners whenever the caster sings or plays any instrument. The caster receives a +10 circumstance bonus on all perform checks that pertain to singing or playing any musical instrument, as if being aided by another.

Focus: A small miniature musical instrument.

Otter's Claw, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *otter's claw*, except that it has a longer duration.

Otter's Claw, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *otter's claw*, except that it affects multiple creatures.

Owl's Wisdom, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *owl's wisdom*, except that it has a longer duration.

Precognitive Knowledge

Enchantment (Compulsion) [Mind-Effecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Target: The caster and all allies within a 40-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell makes your allies better at what they are doing with almost advance knowledge of the situation that lies just moments before them. Each ally gains a +2 insight bonus on attack rolls, and skill checks.

Protection from Elements

Abjuration

Level: ArW 3, Clr3, Drd3, Idl 3, Rgr 2, Sor/Wiz 3, Wok 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from elements grants temporary immunity to the type of element you specify when you cast it (air, earth, fire, metal, water, or wood). When the spell absorbs 12 points per caster level of element damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from elements* overlaps (and does not stack with) *resist element* and similar spells such as *resist energy*. If a character is warded by *protection from elements* and *resist element*, the *protection* spell absorbs damage until its power is exhausted.

Quartet

Illusion (Figment)

Level: Brd 3

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell creates three accompanying musical partners whenever the caster sings or plays any instrument. The caster receives a +6 circumstance bonus on all perform checks that pertain to singing or playing any musical instrument, as if being aided by another (three in fact).

Focus: A small miniature musical instrument.

Quick Copy

Conjuration

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: One piece of paper, parchment, manuscript or book

Duration: Instantaneous

This spell allows for the caster to quickly copy any non-magical text in the manner of seconds. Each full page copied takes a mere second. Any attempt to copy a magical text, even traps such as *symbol of pain*, results in the spell ending.

Material Component: A vial of ink.

Focus: A fine quill pen worth at least 25 gp.

Quick Copy, Greater

Conjuration

Level: Brd 4, Clr 4, Sor/Wiz 4

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: One piece of paper, parchment, manuscript or book

Duration: Instantaneous



This spell allows for the caster to quickly copy any text, even magical ones in the manner of seconds or minutes. Each full page of non-magical text copied takes a mere second; a full page of magical text requires one minute. Any costs to copy magical text still applies.

Material Component: A vial of ink.

Focus: A fine quill pen worth at least 25 gp.

Quick Read

Transmutation

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One piece of paper, parchment, manuscript or book

Duration: Instantaneous

This spell allows for the caster to quickly read any non-magical text in the manner of seconds. Each full page copied takes a mere second. Any attempt to read a magical text results in the spell ending.

Focus: A pair of glasses with thin wire rims worth at least 1 gp.

Quick Read, Greater

Transmutation

Level: Brd 4, Clr 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One piece of paper, parchment, manuscript or book

Duration: Instantaneous

This spell allows for the caster to quickly read any text, even magical ones in the manner of seconds or minutes. Each full page of non-magical text copied takes a mere second; a full page of magical text requires six seconds.

Focus: A fine pair of glasses worth at least 5 gp.

Quinke's Asphyxiating Hands

Conjuration

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal living creature/level; see text

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: No

You summon a multiple pairs of hands made of pure force that wrap their hands around the targets' necks. Each round, on the caster's turn, including the round they are summoned into existence, the targeted creatures must make a grapple check, opposed by the grapple check on the hands. Treat the hands attacking a particular target as a Huge creature with a base attack bonus equal to your caster level, the improved grapple feat, and a possessing a Strength score of 21. Thus its grapple check modifier is equal to your caster level +17.

Each round, on the caster's turn, each set of hands may attempt a grapple check to inflict 2d4 points of damage per caster level and the targeted creatures each must make a Constitution check (DC 10) to avoid being suffocated (see *Dungeon Master's Guide* page 304). The save must be repeated each round, provided the hands make a successful grapple check, with the DC increasing by +1 for each previous success. (So the hands would inflict 40d4 points of damage if cast by a twentieth level caster with the possibility of suffocating each target to death each round they are in existence, if the hands have a higher grapple check.)

Quinke's strangulating hands cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affect it. The hands can also be escaped via an escape artist check (DC 10 + the DC of the spell). Any hands that are escaped immediately disappear, but the spell only ends when the duration expires or the caster dies.

This spell has no effect on creatures without necks, incorporeal creatures or those not needing air, such as constructs undead, or those with an *iridescent spindle ioun stone*.

Focus: Two or more small leather gloves or tiny wool mittens.

Quincke's Choaking Hands

Conjuration

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal living creature; see text

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You summon a pair of hands made of pure force that wrap their hands around the target's neck. Each round, on the caster's turn, including the round they are summoned into existence, the targeted creature must make a grapple check, opposed by the grapple check on the hands. Treat the hands attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 17. Thus its grapple check modifier is equal to your caster level +7.

Each round, on the caster's turn, the hands may attempt a grapple check to inflict 1d6 points of force damage per caster level and the targeted creature must make a Fortitude save to avoid being stunned for one round. (So the hands would inflict 8d6 points of damage if cast by an eight level caster with the possibility of stunning the target each round they are in existence, if the hands have a higher grapple check.)

Quincke's choking hands cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affect it. The hands can also be escaped via an escape artist check (DC 10 + the DC of the spell). If the hands are successfully escaped or the caster dies, the spell immediate ends.

This spell has no effect on creatures without necks, incorporeal creatures or those not needing air, such as constructs undead, or those with an *iridescent spindle ioun stone*.

Focus: A small leather glove or a tiny wool mitten.

Quincke's Smothering Hands

Conjuration

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal living creature; see text

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You summon a pair of hands made of pure force that wrap their hands around the target's neck. Each round, on the caster's turn, including the round they are summoned into existence, the targeted creature must make a grapple check, opposed by the grapple check of the hands. Treat the hands attacking a particular target as a Medium creature with a base attack bonus equal to your caster level and a Strength score of 15. Thus, its grapple check modifier is equal to your caster level +2.

Each round, on the caster's turn, the hands may attempt a grapple check to inflict 1d6 points of force damage per two caster levels (maximum 10d6) and the targeted creature must make a Fortitude save to avoid being dazed for one round. (So the hands would inflict 3d6 points of damage if cast by a sixth level caster with the possibility of dazing the target each round they are in existence, if the hands have a higher grapple check.)

Quincke's smothering hands cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affect it. The hands can also be escaped via an escape artist check (DC 10 + the DC of the spell). If the hands are successfully escaped or the caster dies, the spell immediate ends.

This spell has no effect on creatures without necks, incorporeal creatures or those not needing air, such as constructs undead, or those with an *iridescent spindle ioun stone*.

Focus: A small leather glove or a tiny wool mitten.

Quincke's Strangulating Hands

Conjuration

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal living creature; see text

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: No

You summon a pair of hands made of pure force that wrap their hands around the target's neck. Each round, on the caster's turn, including the round they are summoned into existence, the targeted creature must make a grapple check, opposed by the grapple check on the hands. Treat the hands attacking a particular target as a Huge creature with a base attack bonus equal to your caster level and a Strength score of 21. Thus its grapple check modifier is equal to your caster level +13.

Each round, on the caster's turn, the hands may attempt a grapple check to inflict 2d4 points of damage per caster level and the targeted creature must make a Constitution check (DC 10) to avoid being suffocated (see *Dungeon Master's Guide* page 304). The save must be repeated each round, provided the hands make a successful grapple check,



with the DC increasing by +1 for each previous success. (So the hands would inflict 28d4 points of damage if cast by a fourteenth level caster with the possibility of suffocating the target to death each round they are in existence, if the hands have a higher grapple check.)

Quinke's strangulating hands cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affect it. The hands can also be escaped via an escape artist check (DC 10 + the DC of the spell). If the hands are successfully escaped or the caster dies, the spell immediate ends.

This spell has no effect on creatures without necks, incorporeal creatures or those not needing air, such as constructs undead, or those with an *iridescent spindle ioun stone*.

Focus: A small leather glove or a tiny wool mitten.

Quinke's Suffocating Hands

Conjuration

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal living creature; see text

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You summon a pair of hands made of pure force that wrap their hands around the target's neck. Each round, on the caster's turn, including the round they are summoned into existence, the targeted creature must make a grapple check, opposed by the grapple check of the hands. Treat the hands attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus its grapple check modifier is equal to your caster level +8.

Each round, on the caster's turn, the hands may attempt a grapple check to inflict 1d6+1 points of damage per caster level and the targeted creature must make a Constitution check (DC 10) to avoid being suffocated (see *Dungeon Master's Guide* page 304). The save must be repeated each round, provided the hands make a successful grapple check, with the DC increasing by +1 for each previous success. (So the hands would inflict 10d6+10 points of damage if cast by a tenth level caster with the possibility of suffocating the target each round they are in existence, if the hands have a higher grapple check.)

Quinke's suffocating hands cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affect it. The hands can also be escaped via an escape artist check (DC 10 + the DC of the spell). If the hands are successfully escaped or the caster dies, the spell immediate ends.

This spell has no effect on creatures without necks, incorporeal creatures or those not needing air, such as constructs undead, or those with an *iridescent spindle ioun stone*.

Focus: A small leather glove or a tiny wool mitten.

Quintet

Illusion (Figment)

Level: Brd 4

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell creates four accompanying musical partners whenever the caster sings or plays any instrument. The caster receives a +8 circumstance bonus on all perform checks that

pertain to singing or playing any musical instrument, as if being aided by another (four in fact).

Focus: A small miniature musical instrument.

Raccoon's Mask

Transmutation

Level: Drd 2, Idl 2, Rng 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A natural mask hides the subjects' face. The spell grants a +4 enchantment bonus on Disguise checks.

Material Component: A single gray hair from a raccoon.

Raccoon's Mask, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *raccoon's mask*, except that it has a longer duration.

Raccoon's Mask, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *raccoon's mask*, except that it affects multiple creatures.

Rain of Fire

Evocation [Fire]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Elemental fire rains harshly down from the sky dealing 1d8 points of elemental fire damage per caster level (maximum 15d8) to every creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental rain damage.

Material Component: Three drops of hot oil.

Raven's Glide, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *raven's glide*, except that it has a longer duration.

Raven's Glide, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *raven's glide*, except that it affects multiple creatures.

Redirect Teleportation

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 minute

Range: Special

Target/Area: special

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: No

This spell allows the caster to redirect the teleportation magic of another to a location he or she specifies. The area of redirection is determined as if the caster were casting teleport himself, with his subject's starting location as the basis for all destinations.

The caster designates another as the target, and then casts the spell. If the caster has met the target and can clearly visualize him or her, then the saving throw is normal. If the caster has some personal item or an item like hair or nail clippings, the save is at -4. If the caster has not met the subject, or only has them described to him/her, then the save is made at +4. The save is made the very next time the caster casts or is affected by teleport or any of its variants. If the caster is under the effects of the redirect teleport, then everyone and everything he attempts to teleport is affected also. If an individual who is subject to a redirect teleport is about to be transported by a teleport, then only he is affected. Until the subject is affected by teleportation magic, he radiates a very faint aura of abjuration.

For example, if Abinar, 16th level wizard and a Thrall of the Egg were to cast a redirect teleport on Cassius, the very next time Cassius was teleported, Abinar could redirect his teleportation anywhere within 160 miles of Cassius's point of origin.

Material Component: A rectangular slip of paper, three inches wide and six inches long with the subject's name written on it. It is torn in half at the end of the spell's casting.

Reduce Monster

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One giant

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a monster, up to size Huge, halving its height, length, and width and dividing its weight by 8. This decrease changes the monster's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Large monster whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. A Huge monster whose size decreases to Large has a space of 10 feet and a natural reach of 10 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a monster is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* monster's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce monster counters and dispels *enlarge monster*.

Material Component: A cup of powered iron.

Reduce Monster, Mass

Transmutation

Level: Sor/Wiz 8

Target: One giant

Target: One monster/level, no two of which can be more than 30 ft. apart.

This spell functions like *reduce monster*, except that it affects multiple creatures.

Remove Madness

Abjuration

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *break enchantment*, except that it only affects magic-induced madness, such as that produced by *confusion* or *insanity* spell. If the subject has more Hit Dice than your caster level, you do not permanently remove the madness, instead, you suppress it for 1d6 hours.

Resist Element

Abjuration

Level: ArW 2, Clr2, Drd2, Idl 2, Pal 2, Rgr 1, Sor/Wiz 2, Wok 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell provides a creature limited protection from damage of whichever one of six element types you select: air, earth, fire, metal, water or wood. The subject gains element resistance 10 against the element type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the element resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist element absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist element* overlaps (and does not stack with) *protection from element* and similar spells such as *resist energy*. If a character is warded by *protection from element* and *resist element*, the *protection* spell absorbs damage until its power is exhausted.

Rhino's Charge

Transmutation

Level: Clr 2, Drd 2, Idl 2, Pal 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to charge their opponents with immense power. The spell doubles all normal weapon damage done on a single charge attack. It does not double other effects such as bonus damage from Power Attack, sneak attack, energy weapons, etc.

Material Component: A sliver from a rhinoceros' horn.

Rhino's Charge, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *rhino's charge*, except that it has a longer duration.

Rhino's Charge, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *rhino's charge*, except that it affects multiple creatures.

Safeguard from Force

Abjuration

Level: Clr 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Safeguard from force grants temporary immunity to force. When the spell absorbs 8 points per caster level of force damage (to a maximum of 120 points at 15th level), it is discharged.

Note: *Safeguard from force* overlaps (and does not stack with) *defy force*. If a character is warded by *safeguard from force* and *defy force*, the *safeguard* spell absorbs damage until its power is exhausted.

Safeguard from Negative Energy

Abjuration

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)



Safeguard from negative energy grants temporary immunity to force. When the spell absorbs 8 points per caster level of negative energy damage (to a maximum of 120 points at 15th level), it is discharged.

Note: *Safeguard from negative energy* overlaps (and does not stack with) *defy negative energy*. If a character is warded by *safeguard from negative energy* and *defy negative energy*, the *safeguard* spell absorbs damage until its power is exhausted.

Sacred Aura

Enchantment (Compulsion) [Mind-Effecting] [Good]

Level: Clr 3, Pal 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 20 ft.

Target: The caster and all allies within a 20-ft. radius of the caster

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The power of good fills the souls of your allies, making them braver. Each non-evil ally gains a +4 sacred bonus on saving throws against fear effects.

Material Component: A vial of holy water that is sprinkled in the air while casting the spell.

Sanctify

Enchantment [Good] or [Evil] (see text)

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A white (good) or black (evil) light washes over the targeted creature causing a positive effect on their spell casting. The spell causes the targeted creature, if the same alignment of the caster within the good/evil axis, to have an effective caster level of one higher. This spell does not effect the number of spells the targeted creature receives; it only increases the effective caster level by one. For example, a good cleric of 9th level under the effects of a *sanctify* would have the number of spells of a 9th level cleric but have an effective caster level of 10 for the purposes of duration and spell effect.

Material Component: A vial of holy (or unholy) water and incense that is consumed during the casting of the spell.

XP Cost: 100 XP.

Scholar's Memory

Transmutation

Level: Eld 2

Components: V, S

Casting Time: 1 standard action

Range: Self

Target/Area: Self.

Duration: 1 minute/level

Saving Throw: none

Spell Resistance: Yes

The Elderkin calls upon the spirits of his ancestors to assist him in understanding an issue before him. For the duration of the spell the Elderkin has a +10 on all knowledge checks and may attempt them as if trained. It is obvious to anyone observing the Elderkin that he is consulting with someone, as the communication with the spirits in question must be spoken. However, the answers to the Elderkin's questions are only heard by him or her.

Shared Mind

Divination

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

Components: V, S, M

Casting Time: 1 standard action

Range: Self and Touch

Target/Area: Self and one other person touched.

Duration: 10 minutes/level

Saving Throw: none

Spell Resistance: Yes

A bond is forged between the caster and one other person who must be present and in physical contact with the caster when the spell is cast. The caster sees what the subject sees and hears what the subject hears for up to one mile's distance. Any spell that would disrupt a charm effect, like *protection from good*, etc. disrupts the bond and ends the spell.

Material Component: A cup, jar, or bottle that is broken at the time of casting. Both the caster and the subject touched must keep a fragment of the component on their person throughout the duration of the spell.

Shark's Scent

Transmutation

Level: Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to notice creatures by scent while underwater. This spell grants the target the ability to notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to a half a mile.

This spell has no effect whenever the spell's target is not fully submerged in water.

Material Component: A tooth from a shark.

Shark's Scent, Greater

Transmutation

Level: Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *shark's scent*, except that it has a longer duration.

Shark's Scent, Mass

Transmutation

Level: Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *shark's scent*, except that it affects multiple creatures.

Simpleton's Answer

Enchantment

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: Willing living creature touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

In their war against the Wizards' Cabal, the Eldritch Underground greatest weakness is its own agents. In order to prevent captured agents from revealing their secrets, the resistance developed simpleton's answer, a spell that reduces a captured agent to a feebleminded simpleton incapable of answering Cabal interrogations.

The spell is placed upon a willing subject, who is given a trigger, usually a short command phrase or gesture. The spell remains inactive until triggered, or the duration runs out.

If the spell is triggered, the target creature's Intelligence and Charisma scores drop permanently to 1. The target creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. The subject remains in this state until a *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *Simpleton's Answer*.

Note that many agents are ensorcelled with the spell while on important missions, but electing to reduce oneself to a gibbering simpleton is a choice few are willing to contemplate.

Material Component: A spoonful of quicksilver, smeared over the scalp.

Sleep Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One or more animals within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes a magical slumber to come upon 4 Hit Dice of animals. Animals with the fewest HD are affected first. Among animals with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect an animal are wasted. Sleeping animals are helpless. Slapping or wounding awakens an affected animal, but normal noise does not. Awakening



an animal is a standard action (an application of the aid another action).

Sleep animal does not target unconscious animals

Material Component: A piece of fleece from a sheep.

Snake's Strike, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *snake's strike*, except that it has a longer duration.

Snake's Strike, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *snake's strike*, except that it affects multiple creatures.

Songbird's Tune

Transmutation

Level: Brd 2, Drd 2, Idl 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects are able to sing like the beautiful birds within the plush forests. This spell grants the target an increased singing ability by providing a +4 enhancement bonus on all Perform (sing) checks.

Material Component: A feather from a songbird.

Songbird's Tune, Greater

Transmutation

Level: Brd 6, Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *songbird's tune*, except that it has a longer duration.

Songbird's Tune, Mass

Transmutation

Level: Brd 5, Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *songbird's tune*, except that it affects multiple creatures.

Soothe

Enchantment

Level: ArW 3, Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell calms and pacifies one spellcaster of your choose, which aids them in casting spells in difficult situations. The creature gets a +8 morale bonus on all Concentration checks while under the effects of the spell.

Material Component: A pure white feather.

Speak with Spirits

Necromancy

Level: Idl 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with non-corporeal undead, even if they previously did not or currently do not speak a language know to you.

The spell doesn't make the non-corporeal undead any more friendly or cooperative than normal. Furthermore, evil non-corporeal undead are likely to be evasive, if not hostile, at best. If a non-corporeal undead is friendly towards you, it may aid you, if possible (as determined by your judge).

Spittle

Conjuration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action



Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex avoids

Spell Resistance: No

You conjure forth a stream of jet-black mucus that spits out towards the target. You must succeed on a ranged touch attack to strike a target. If a struck opponent then fails a Reflex save, they are blinded for 1d4 rounds.

Material Component: A drop of saliva from a beastman.

Storm of Spirits

Evocation

Level: Eld 9

Components: V, S, F

Casting Time: 1 standard action

Range: Self

Target/Area: 50 foot radius burst centered on caster.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The Elderkin calls upon his ancestors to smite and destroy his or her enemies and a great host rises and surrounds him, inflicting harm. Striking as a force effect, the spirits of the Elderkin's family inflict 1d6 damage per caster level (max 20d6) to all enemies within the area of effect.

Focus: An item of significance to the Elderkin's family of at least 5,000 GP value.

Teleportation Ward

Abjuration

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 24 hours

Range: Touch

Target/Area: 1 square mile/level

Duration: special

Saving Throw: None

Spell Resistance: No

Rumored to be a product of the twisted mind of the Egg of Coot, this potent spell allows the creation of a gem-studded obelisk that wards the area where it is erected. Any attempt to teleport into an area so warded causes the caster of the teleport and all that travel with him/her to be redirected to any area you specify within the warded area. Traditionally, this is an area heavily guarded or heavily trapped, although the Palace of the Thonian Emperor is rumored to be warded such that uninvited guests find themselves submerged in a sealed vat of acid.

The caster and any number of specific people that the caster chooses to attune to the ward are immune to its effects. People immune to the effects of the ward must be specified at the time of the ward's creation.

The teleportation ward is tied to the construction of a stone obelisk studded with gems of no less than 1,000 gp value each. Each gem incorporated into the obelisk itself will block one attempt to teleport into the warded area, after which, it is destroyed. A caster may incorporate one gem per caster level into any given obelisk. Only one obelisk may ward an area at any given time. In an area warded by more than one obelisk, the oldest one always takes precedence. Younger obelisks are in effect dormant until the older ward is consumed.

Teleporting through a ward to the new destination is traumatic. Individuals in transit must roll as if teleporting into a false destination.

Material Component: The Obelisk itself costs 2,000 gp to make plus 1,000 gp for each gem incorporated into its constructions. The obelisk itself shatters with a thunderous crack when all the gems used in its construction are consumed.

XP Cost: Creation of a teleportation ward costs 5,000 xp.

Toad's Coloration

Transmutation

Level: Brd 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects' skin seems to blend into the surrounding area. The spell grants a +4 enchantment bonus on Hide checks. This bonus is doubled (a +8 enchantment bonus) when the target is within marshy or swampy areas.

Material Component: A slice of skin from a toad.

Toad's Coloration, Greater

Transmutation

Level: Brd 6, Drd 7, Idl 7, Sor/Wiz 7

Duration: 1 hour/level

This spell functions like *toad's coloration*, except that it has a longer duration.

Toad's Coloration, Mass

Transmutation

Level: Brd 5, Drd 6, Idl 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *toad's coloration*, except that it affects multiple creatures.

Torment of Voices

Conjuration

Level: Clr 3, Eld 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft./10 ft. level)

Target/Area: One target

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

When cast, the target is surrounded by a cacophony of wailing and howling voices that cry out for his or her death and shouting his or her intimate secrets into the wind. This can be quite distracting and disrupts spell casting. The target initially makes a Fortitude save. If successful, the target casts as normal. If unsuccessful, then the caster must make a concentration check equal to the DC of this spell plus 1 for every 4 caster levels and suffers a -10 penalty on any other concentration checks that he or she may have to make. So, if the victim of this spell is attacked for damage while casting, or has to cast defensively, that roll is now made with a -10 penalty. For example, Peshwah na Sigi, a 10th level Elderkin with a 16 Charisma successful casts on Yedri, a Skandaharan sorcerer. Yedri fails his save and must now make a DC 18 concentration check each round to cast.

Focus: A bone whistle.

Touch of Madness¹

Enchantment [Mind-Affecting]

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Transcribe Song

Conjuration

Level: Brd 1

Components: V, M, F

Casting Time: 1 standard action

Range: Touch

Target: One piece of paper, parchment, manuscript or book

Duration: 10 min./level

This spell allows for the caster to notate on paper any non-magical song played as it is being performed.

Any attempt to copy a magical song, such as a harpy's song, results in the spell ending.

Material Component: A vial of ink.

Focus: A fine quill pen worth at least 25 gp.

Trio

Illusion (Figment)

Level: Brd 2

Components: V, F

Casting Time: 1 standard action

Range: Personal



Target: You

Duration: 1 min./level

This spell creates two accompanying musical partners whenever the caster sings or plays any instrument. The caster receives a +4 circumstance bonus on all perform checks that pertain to singing or playing any musical instrument, as if being aided by another (two in fact).

Focus: A small miniature musical instrument.

Turtle's Shell

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects' skin becomes hard like a shell. The spell grants a +4 enchantment bonus to the creature's existing natural armor bonus. The enchantment bonus provided by *turtle's shell* stacks with the target's natural armor bonus, but not with other enchantment bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Material Component: A piece of hard shell of a small turtle.

Turtle's Shell, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *turtle's shell*, except that it has a longer duration.

Turtle's Shell, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *turtle's shell*, except that it affects multiple creatures.

Unseen

Conjuration

Level: Clr 3, Eld 3

Components: V, S, M

Casting Time: 1 standard action

Range: Self

Target/Area: 1 creature/2 levels in a 30 ft. radius burst

Duration: 1 round/level

Saving Throw: Will (special)

Spell Resistance: No

The caster calls upon guardian and protective spirits to hide her from her enemies. Enemies within the area of effect must make a Will save each round to be able to see the caster for the duration of the spell. The caster has total concealment against targets that fail their save and partial concealment against those that make their save.

Material Component: A handful of dust and a piece of black silk.

Vengeance

Conjuration

Level: Eld 7

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 feet + 40 ft./level)

Target/Area: 1 target

Duration: 1 round/level

Saving Throw: Will Negates (special)

Spell Resistance: No

Guardian spirits are summoned to act as a force of retribution and vengeance for the Elderkin. The caster's designated target must make a Will save each time he inflicts hit points upon the caster or have them reflected from the Elderkin back to him. The Elderkin will take half damage from each attack that his opponent fails to save against and full damage from attacks he does save against, be it magical or physical in nature. So, if a fighter strikes the Elderkin for three separate attacks, doing 24, 17 and 16 points, he would need to make three separate Will saves. Assuming he does not save versus the last two attacks, he would take 33 (17+16) points of damage while the Elderkin would take 40 (24 + 8 + 8).

Material Component: The Elderkin must already be injured and have lost at least one hit point to cast this spell. Eschew materials does not replace this condition.

Vermin Growth

Transmutation

Level: Drd 5, Rgr 4, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one vermin (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of vermin grow to twice their normal size and eight times their normal weight. This alteration changes each vermin's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The vermin's existing natural armor bonus increases by 2. The size change also affects the vermin's modifier to AC and attack rolls and its base damage. The vermin's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the vermin attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a vermin is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged vermin's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged vermin.

Multiple magical effects that increase size do not stack.

Vulture's Diet

Transmutation

Level: Drd 2, Idl 2, Rng 2, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

While under the effects of this spell, the subject is immune to all ingested poisons, fungus, molds and the like. Additionally, the consumption of any food or drink has not ill effect upon the spell's subject.

Material Component: A pinch of poo from an adult vulture.

Vulture's Diet, Greater

Transmutation

Level: Drd 7, Idl 7, Wok 6

Duration: 1 hour/level

This spell functions like *vulture's diet*, except that it has a longer duration.

Vulture's Diet, Mass

Transmutation

Level: Drd 6, Idl 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *vulture's diet*, except that it affects multiple creatures.

Wall of Guardian Spirits

Conjuration

Level: Eld 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./level)

Target/Area: Wall whose area of effect is up to one 10 ft. square a level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The Wall of Guardian Spirits functions exactly as a Wall of Force except that anyone within 15 feet of its surface must make a Fortitude save or become dazed. Also, it is not transparent, like a Wall of Force. Rather, it is opaque and its surface seems to shift and move. The faces of the Elderkin's ancestors move across the surface of the wall.

Watery Blades of Vengeful Striking

Transmutation [Water]

Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental water damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental water damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

Material Component: A small bottle or vial filled with just fresh water.

Watery Waves of Death

Evocation [Water]

Level: Clr 5, Sor/Wiz 5, Wok 5

Components: V, S, M

Casting Time: 1 standard action



Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Enormous waves of elemental water crash down upon the area dealing 1d8 points of elemental water damage per caster level (maximum 15d8) to every creature within the area. Unattended objects also take this damage.

This spell cannot be used to do additional damage above and beyond the elemental water damage.

Material Component: A small glass vial filled with deep blue water.

Weasel's Grasp

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects with a bite attack are able to attach their self upon their opponent's body. This spell grants target's with a natural bite attack the ability to latch onto the opponent's body and automatically deal bite damage each round they remain attached. An attached creature loses its Dexterity bonus to Armor Class.

An attached creature can be struck with a weapon or grappled itself. To remove an attached creature through grappling, the opponent must achieve a pin against the creature.

Material Component: Two teeth from a weasel.

Weasel's Grasp, Greater

Transmutation

Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6

Duration: 1 hour/level

This spell functions like *weasel's grasp*, except that it has a longer duration.

Weasel's Grasp, Mass

Transmutation

Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *weasel's grasp*, except that it affects multiple creatures.

Wolf's Sight, Greater

Transmutation

Level: Idl 7, Sor/Wiz 7, Wok 6

Duration: 6 hours/level

This spell functions like *wolf's sight*, except that it has a longer duration.

Wolf's Sight, Mass

Transmutation

Level: Idl 6, Sor/Wiz 6, Wok 5

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *wolf's sight*, except that it affects multiple creatures.

Wolverine's Rage

Transmutation

Level: Clr 2, Drd 2, Idl 2, Rng 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject flies into a maddening rage. Upon taking damage in combat, the target of the spell flies into a berserk rage on its next turn, fighting madly until either it or its opponent is dead. The target gains +4 to Strength, +4 to Constitution and -2 to Armor Class. The target cannot end its rage voluntarily. This spell does not stack with a barbarian's rage ability or any similar type ability.

Material Component: Three hairs from an angry wolverine.

Wolverine's Rage, Greater

Transmutation
Level: Clr 7, Drd 7, Idl 7, Sor/Wiz 7, Wok 6
Duration: 1 hour/level

This spell functions like *wolverine's rage*, except that it has a longer duration.

Wolverine's Rage, Mass

Transmutation
Level: Clr 6, Drd 6, Idl 6, Sor/Wiz 6, Wok 5
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *wolverine's rage*, except that it affects multiple creatures.

Wooden Hammers of Unforgiving Bashing

Transmutation [Wood]
Level: ArW 3, Clr 3, Drd3, Rgr 2, Sor/Wiz 3, Wok 3
Components: V, S, M

Casting Time: 1 standard action
Range: Touch
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This transmutation makes one weapon or fifty projectiles (arrows, bolts, or bullets) deal elemental wood damage to struck opponents. Any time the transformed weapon hits an opponent it also does an additional 2d6 points of elemental wood damage above the normal weapon damage.

Projectiles, but not thrown weapons, lose their transmutation when used.

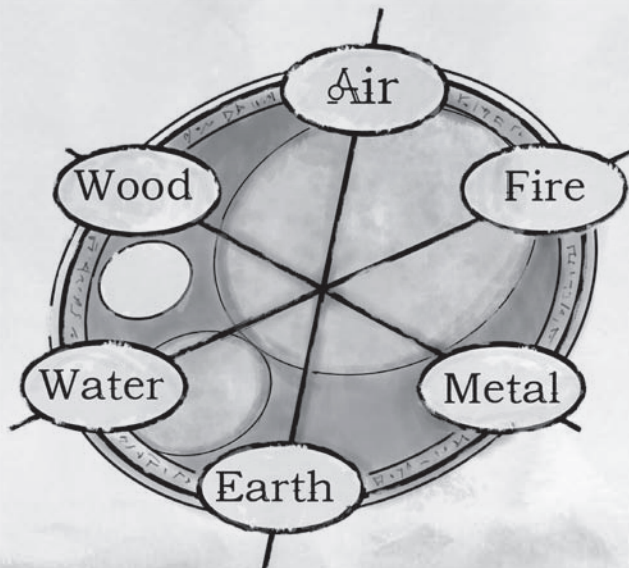
Material Component: A splinter from an ancient oak tree.

Wrapped in Spirit

Conjuration
Level: Eld 8
Components: V, S
Casting Time: 1 standard action
Range: Self
Target/Area: Self
Duration: 1 round/level
Saving Throw: Will Negates (harmless)
Spell Resistance: No

The Elderkin calls upon his ancestors to shield him from harm. For the duration of the spell the Elderkin has Spell resistance equal to 10 + caster level and DR 10/-.

¹ SRD spell





Chapter 6: New Mundane Items

Presented in this chapter are a vast number of mundane items that can be found in the world of Blackmoor. These mundane items can also be used in campaigns in other worlds as desired by your judge.

WEAPONS

Not all metal weapons are made of iron and steel in the world of Blackmoor. There are times and places when these materials are simply not available. There are locations, such as the town of South Pim, where the use of such weapons could result in their permanent destruction. Additionally, there are craftsmen who have mastered other techniques in improving upon a weapon.

Presented below are several new types of weapon materials and types.

Bone: Bone weapons are crafted from the remains of creatures with a skeleton, usually large ones like alligators, trolls, ogres, giants and the like. Staffs, greatclubs, spears and swords are often crafted from leg bones; clubs and other small weapons from arm bones; daggers and arrowheads from hand and foot bones and teeth.

In some locations, bone weapons are easier to locate than metal ones. They take about half the time to make.

Light melee bone weapons and ranged ammunition cost 1 gp over normal cost; one-handed melee bone weapons cost 2 gp over normal costs; two-handed melee bone weapons cost 4 gp over normal costs; ranged bone weapons cost 10 gp over normal costs.

Bone weapons weigh one less pound than their metal version (minimum 1 lb.) and do normal weapon damage but any time a critical failure (natural 1) is rolled on an attack roll, the weapon has a 50% chance of breaking into several pieces. Fixing the weapon requires a *fabricate* spell; a *mending* spell does not work due to the multiple breaks.

Bronze: Bronze weapons are usually crafted by the lower humanoids, such as kobolds and goblins, who do not have access to iron or steel. Bronze weapons cost, weigh and take the same amount of time to make as their iron or steel counterparts, but do one less point of damage. (For example, a medium bronze short sword does 1d6-1 points of damage.)

Hardened: A hardened weapon is one that has been treated with an alchemical substance granting it increased hardness and hit points. Any weapon, be it iron, steel, bone, bronze, stone, wood, mithral, adamantite, silver or cold iron, that has been hardened has 50% more hardness and hit points than usual.

You can't add the hardened quality to a weapon after it is created; it must be crafted as a hardened weapon (see the Craft skill in Chapter 2, page 18). The hardened quality adds 150 gp to the cost of the weapon.

A hardened weapon can be made to be masterwork or masterpiece, or even both. The cost of a hardened masterwork masterpiece weapon is 750 gp (150 gp for hardened, 300 gp for masterwork and 300 gp for masterpiece) plus the cost of the weapon.

Masterpiece: A masterpiece weapon is a finely fashioned version of a normal weapon. On a successful hit, such weapons inflict a +1 enhancement bonus on damage rolls.

You can't add the masterpiece quality to a weapon after it is created; it must be crafted as a masterpiece weapon (see the Craft skill in Chapter 2, page 18). The masterpiece quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition such as an arrow). For example a masterpiece dwarven waraxe costs 330 gp, while a set of 10 masterpiece arrows costs 70 gp. Adding the masterpiece quality to a double weapon requires that each end be made masterpiece separately for purposes of cost and craft checks.

Masterpiece ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterpiece ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

A weapon can be made to be both masterwork and masterpiece. Doing so costs 600 gp (300 gp for masterwork and 300 gp for masterpiece) plus the cost of the weapon. It can even be hardened, or all three (hardened, masterwork and masterpiece). A masterpiece weapon need not be of masterwork quality.

A weapon that is only masterpiece (not also masterwork) cannot be made into a magical weapon. However, a masterwork masterpiece weapon could be made into a magical weapon.

Stone: Made of large rocks, stone weapons are crafted when metals are not available. Often, the handle or shaft of the weapon is wood with a sharpened stone attached to it via thick vine, hemp or rope. Stone weapons cost, weigh and take the same amount of time to make as their iron or steel counterparts. Stone weapons do normal weapon damage but any time a critical failure (natural 1) is rolled on an attack roll, the weapon has a 25% chance of breaking into several pieces. Fixing the weapon requires a *fabricate* spell; a *mending* spell does not work due to the multiple breaks.

Wood: Crafted from the strongest of trees, wooden weapons cover those that are typically made out of metal, such as swords, maces and lances. Weapons that are usually made

out of wood, such as staffs and clubs do not apply here. Wooden weapons take about half the time to make and cost 1 gp less (minimum 1 gp unless already lower). They weigh 75% of their metal counterpart and do one step lower on damage (see *Dungeon Master's Guide*, page 28, Table 2-3).

ARMOR AND SHIELDS

Besides the usual armor and shields, there are a number of unusual types of armor and shields that exist in the world of Blackmoor.

Bark: Made from the worked and cured bark of an aging tree, bark armor takes the same amount of time to craft as hide armor. When in forests or heavily wooded areas, there is no armor check penalty on Hide checks for wearing this armor.

Shields made from bark function as normal wooden shields.

Bone: Bone armor is crafted from the remains of creatures with a skeleton, usually large ones like alligators, trolls, ogres, giants and the like. There are three types of bone armor: bone shirt armor, bone mail armor and bone plate armor.

In some locations, bone weapons are easier to locate than metal ones. They take roughly the same amount of time to make as their metal equivalent.

Any time a confirmed critical hit is scored upon someone wearing bone armor, the armor has a 10% chance of breaking into several pieces. Fixing the weapon requires a *fabricate* spell; a *mending* spell does not work due to the multiple breaks.

Shields cannot be crafted out of bone.

Bronze: Bronze armor and shields are usually crafted by the lower humanoids, such as kobolds and goblins, who do not have access to iron or steel. Bronze armor costs, weighs and takes the same amount of time to make as their iron or steel counterparts, but only has a hardness of 8 (instead of 10 like iron or steel).

Fur: Made from the furs of large animals, such as dire wolves, fur armor often contains various bugs, such as ticks and fleas, and carries a musty smell. Fur armor takes the same time to craft as leather armor.

Some druids prefer fur armor, mainly for the visual appearance.

Shields cannot be crafted out of fur.

Heath: Made from various aquatic plants and trees, heath armor is a lightweight armor that does not hinder the wearer from swimming. There is no armor check penalty on Swim checks for wearing this armor. Heath armor takes the same amount of time to make as leather armor.

Shields cannot be crafted out of heath.

Table 6-1: Armor and Shields

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	(20 ft.)	Weight l
<i>Light armor</i>								
Bone shirt	25 gp	+4	+4	-3	25%	30 ft.	20 ft.	25 lbs.
Fur	20 gp	+2	+6	-1	15%	30 ft.	20 ft.	15 lbs.
Heath	200 gp	+3	+5	-23	20%	30 ft.	20 ft.	15 lbs.
<i>Medium armor</i>								
Bark	15 gp	+3	+3	-44	25%	20 ft.	15 ft.	30 lbs.
Bone mail	50 gp	+5	+2	-6	35%	20 ft.	15 ft.	40 lbs.
Turtle shell	45 gp	+4	+4	-6	40%	20 ft.	15 ft.	30 lbs.
<i>Heavy armor</i>								
Bone plate	200 gp	+7	+0	-8	45%	20 ft.2	15 ft.2	55 lbs.
<i>Shields</i>								
Turtle shell, light	9 gp	+1	-	-2	10%	-	-	6 lbs.
Turtle shell, heavy	15 gp	+2	-	-3	20%	-	-	15 lbs.



¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weights half as much, and armor fitted for Large characters weights twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ The armor check penalty does not apply to Swim checks.

⁴ The armor check penalty does not apply to Hide checks when in forested or wooded areas.

Thick Hide: Thick hide armor is heavy, bulky hide armor that restricts movement but provides good protection to its wearer. Thick hide armor takes the same amount of time to make as hide armor.

It is favored by some druids, who prefer the increased protection over other non-metal armors, such as leather, hide or bone armor.

Shields cannot be crafted out of thick hide.

Turtle Shell: Made from shells of large turtles, shell armor and shields (both light and heavy) take one quarter the time to craft as their metal counterparts.

Any time a confirmed critical hit is scored upon someone wearing shell armor or wielding a turtle shell shield (light or heavy), the item in question has a 10% chance of breaking into several pieces. Fixing the weapon requires a *fabricate* spell; a *mending* spell does not work due to the multiple breaks.

Hardened: Hardened armor and shields have been treated with an alchemical substance granting it increased hardness and hit points. Most armor or shields, including iron, steel, bark, bone, bronze, thick hide, mithral, adamantite and turtle shell, that has been hardened has 50% more hardness and hit points than usual. Fur and heath armor cannot be hardened.

You can't add the hardened quality to armor or shields after it is created; it must be crafted as a hardened weapon (see the Craft skill in Chapter 2, page 18). The hardened quality adds 75 gp to the cost of the armor or shield.

Hardened armor and shields can also be made to be masterwork. The cost of a hardened masterwork armor or shield is 225 gp (75 gp for hardened and 150 gp for masterwork) plus the cost of the armor or shield.

GOODS

Adventuring Gear

Balm of Grassy Binding: This balm has a strong mint and rosemary smell to it, and is a pale green in color. When applied to a wound, the balm is the equivalent of a *cure minor wound* spell. The balm must be applied and allowed to stay on the wound for a period of 8 hours.

While the balm is applied, any physical activity causes the balm to be sweated off. The entire balm must be used for the effects to take hold. The balm is nearly weightless and costs 10 gp.

Dwarven Backpack: This backpack serves one purpose, to carry a small (2 gallon) keg of ale, mead or beer. Out-fitted for dwarfs for the long trips, some even have a tube allowing the owner to drink as they travel. Some have credited this invention as saving the day for those dwarfs who quickly grow thirsty in the heat of day. A dwarven backpack weighs 2 pounds when empty, 18 pounds when full, and costs 2 gp.

Pole Lantern: A pole lantern is quite large. It has shuttered or hinged sides and rests at the end of a 7- to 10-foot long metal-reinforced pole. It clearly illuminates a 45-foot radius and provides shadowy illumination in a 90-foot radius. It burns for 3 hours on a pint of oil. You must use two hands to carry a pole lantern. A pole lantern weighs 8 pounds and costs 8 gp.

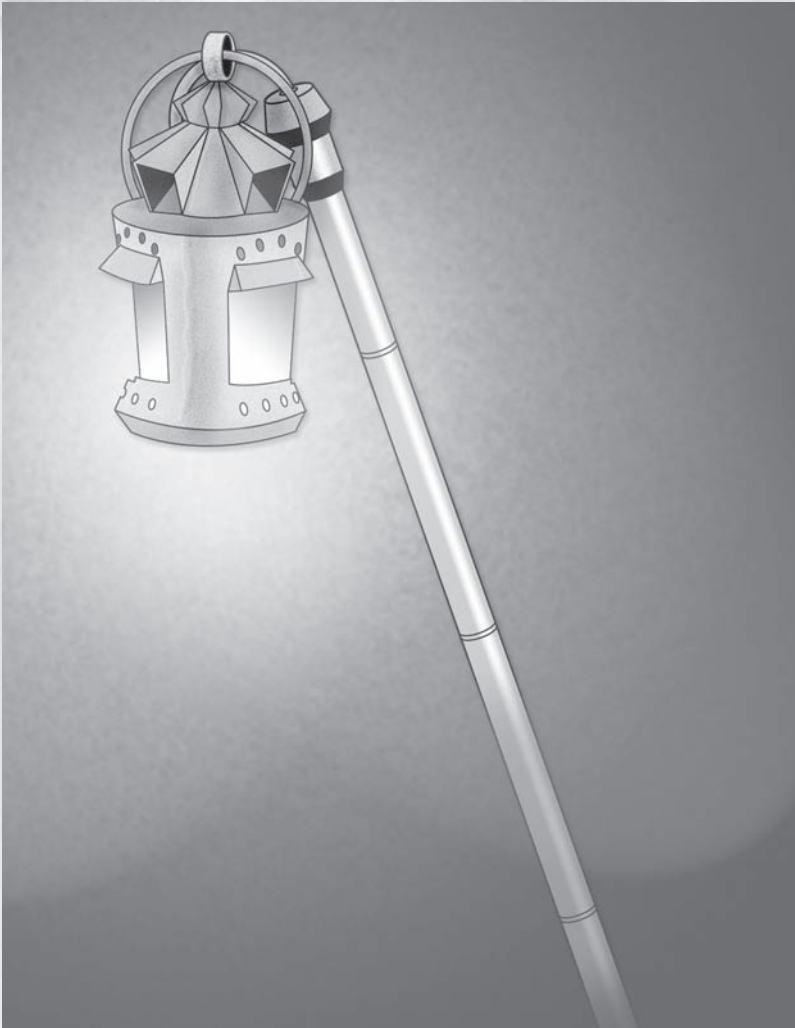
Smoking Pipe – Dwarven: Short and stout, just like their owners, dwarven smoking pipes are crafted from hard, dark wood. They are about six inches in length and wide, for easy holding by their pudgy-fingered owners. Smoking pipes are generally only used by the oldest of the dwarfs, as younger ones tend towards spending their time and coin consuming ale, mead and beer. The cost of these pipes range anywhere from 1 gp to 10 gp.

Smoking Pipe – Halfling: Long and slender, halfling smoking pipes are made out of dried reeds. They are generally about two to three feet in length, just short enough for a halfling to hold up with his outreached hand. Just about every male adult halfling owns a smoking pipe, many of which have been passed down from previous generations. The cost of these pipes range anywhere from 1 sp to 5 gp.

Food

Centaur Cheese: An extremely rare cheese enjoyed by elves during only the grandest of celebrations. The cheese is relatively easy to make but obtaining the necessary milk ingredient from a female centaur is troublesome at best. Sometimes, a jug of fresh centaur milk is given as payment for a debt or in thanks for a most honorable or brave deed, thus allowing the recipient to make a wheel of this fine cheese. A wheel of centaur cheese weighs 5 pounds and costs 100 gp.

Kedgerree: Rice cooked with butter and a puree of beans, peas, lentils, flavored with spices and shredded onions. Halflings and docrae enjoy this dish despite the differences in taste between family dishes due to the use of different spices. A dinner dish of kedgerree typically costs 5 sp.



this drink before a large meal to help coat their stomach. A mug of bonnyclabber costs 2 cp.

Dwarven Ale: Only the hardiest of folks, such as the dwarfs, even think of drinking a mug of this thick alcoholic drink. These come in a variety of colors and textures. Red dwarven ale tends to give the drinker a burning mouth; dark brown is often gritty; light brown is rich in taste; yellow is cheap, somewhat watery and less filling, but does provide a buzz, even if a bad one. A mug of dwarven ale ranges in price from 2 cp to 1 sp.

Dwarven Crystal Lager: This clear, transparent, alcoholic drink contains a relatively small amount of hops and is aged from six weeks to six months to allow sedimentation. A full mug costs 1 cp.

Dwarven Ghost Ale: A fermented alcoholic beverage containing malt and hops, similar to but heavier than beer. When poured, this drink gives a slight, faint trace mist that the drunk often believe to be a ghost, thus the name. A mug costs 2 cp.

Dwarven Grog: This uncommon dwarven alcoholic drink is rum diluted with water. A mug full costs a mere 1 cp.

Dwarven Ninehead Stout: This strong, exceptionally dark ale is made from nine different malt and hops. The drink is so strong that only dwarfs and heavy drunks drink it with any frequency. A mug typically costs 1 sp.

Peshwah Cheese: A mild cheese every common among the Peshwah, this cheese is made from the milk of a steppes charger mare. It is rarely shared with non-Peshwah, and receiving it from a Peshwah as a gift is a sign of honor. A wheel of Peshwah cheese weighs 5 pounds and costs 5 gp when available for sale.

Saveloy: A highly seasoned, cooked and dried sausage containing pig's brains. Such a meal is considered a delicacy to among half-orcs. A serving of saveloy generally costs 1 sp.

Drink

Booh Brandy: This drink is an alcoholic liquor distilled from fermented fruit juice. It is only made by the halflings and docrae of the town of Booh. Merchants who come to the town often purchase a few bottles, one for their own pleasure and the others for trade in other towns and cities. A glass costs 1 sp.

Bonnyclabber: This buttermilk is a thick sour milk, naturally clotted as it turns. Some halflings enjoy a cup of

Elven Wine: A fine wine made from only the best hand picked grapes. The ages of elven wine differ greatly but generally tend to be at least two hundred years old. Anything less than this is not considered to have aged enough to acquire a mouth tingling taste. Dwarfs do not drink elven wine preferring even water, or any other non-alcoholic drink to it. A bottle of elven wine can cost anywhere from 10 gp to 1,000 gp, and sometimes even more for those rare and well-aged wines.

Mesok: A potent liquor concoction from the town of Boggy Bottom, Mesok is distilled from the honey of giant bees. While bringing one to the point of intoxication quickly, it also has therapeutic effects, granting anyone who drinks a full cup a +1 alchemical bonus on Fortitude saving throws for the next hour. Often fed to those who are diseased or poisoned, it has never been clear if the goal of such administration is curative or just a distraction from the pain.

Newgate Amber Wine: An intoxicating brownish yellow wine made from fermented juice of various fruits or plants made near Newgate. One glass is said to exhilarate

rate the palate so that it tingles for hours. A glass costs 5 sp.

Refreshing Night Sleep: This strong powerful tea smells of strawberries and fresh cut grass. This tea is a powerful brew that helps revive and refresh a person who did not get enough sleep. Brewing and drinking a cup of this tea, a person feels as if they sleep for a full eight hours, even if they only slept for two. The downside of this tea is that a Fortitude Save (DC 16) must be made the next day, or the person requires twice the normal amount of sleep. If the tea is drank again the save increased by a +1 DC. As long as the tea is drunk the effects are put off. Once the tea runs out, the person crashes and sleep 8 hours multiplied by the number of days the tea was drank. A fourth of a pound makes 4 cups of tea and costs 20 gp.

Secret Booh Brew: This brew is made from imported water and other secret ingredients from the Peaks of Booh. This brew is particularly smooth and tasty. After imbibing a mug of this brew, the drinker must make a Will Save DC 11 to avoid craving a second mug of the brew. For each additional mug that is drank after the first, the drinker must make a Fortitude Save DC 11 (+1 per additional mug drank) to keep from passing out for 1d3 hours. A cask, which costs 10 gp, makes 10 mugs of brew.

Swamp Juice: This greenish drink is made with a mixture of lime, banana, orange, mango and pineapple juice plus rum. When served it resembles a juice that might be scooped out of the swamp itself. It is common to the towns in the swamp, especially South Pim. One glass costs 1 sp.

Tea of Soothing: This tea, once brewed, and drank, cures a person of nausea and sickness. The tea has a deep orange and thyme aroma. One pound of tea, which costs 8 sp, has enough to make 20 mugs of tea.

Tilla's Kiss: This is a fermented blue cider made from blueberry juice. It is very sweet to the taste buds and stains ones lips blue. This liquid can easily be used as both a beverage and a dye. A one gallon jug, which costs 5 gp, makes 5 glasses of this drink.

Uncle Milt's Bubbly: This beer brew has a resemblance to champagne. The color is a light tan hue and is frothing with bubbles. After imbibing a mug of this brew, the drinker must make a Fortitude Save DC 11 to avoid hiccups. The hiccups last for one hour and cause a -1 penalty to all attacks, saves, and skill checks. A one gallon jug, which costs 2 gp, makes 5 glasses of bubbly.

Verjuice: A sour juice of unripe fruits, especially crab apples and grapes, often enjoyed by halflings and docrae. Elves tend to steer away from this drink preferring drinks with ripened fruits. A tall glass of Verjuice costs 4 cp.

Vespetro: A liqueur with a base of brandy, to which are added anise, fennel, coriander, and angelica, the whole being sweetened with sugar. Gnomes enjoy this concoction often changing the amounts of each of the ingredients hoping to find just the perfect taste. A glass of Vespetro costs 5 cp.



Chapter 7: New Magic Items



Presented in this chapter are a vast number of magic items that can be found in the world of Blackmoor. These magic items can also be used in campaigns in other worlds as desired by your judge.

ARMOR AND SHIELDS

Enhancements

Arcanist's Armor: A suit of armor with this property further reduces the arcane spell failure chance by 5%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abilities, special materials, or magical properties but not the Armor Casting feat.

Faint evocation; CL 3rd; Armor Casting, Craft Magic Arms and Armor, floating disk; Price +9,000 gp.

Arcanist's Armor, Greater: A suit of armor with this property further reduces the arcane spell failure chance

by 15%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abilities, special materials, or magical properties but not the Greater Armor Casting feat.

Moderate evocation; CL 7th; Greater Armor Casting, Craft Magic Arms and Armor, floating disk; Price +21,000 gp.

Arcanist's Armor, Improved: A suit of armor with this property further reduces the arcane spell failure chance by 10%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abilities, special materials, or magical properties but not the Improved Armor Casting feat.

Faint evocation; CL 5th; Improved Armor Casting, Craft Magic Arms and Armor, floating disk; Price +15,000 gp.

Arcanist's Armor, Ultimate: A suit of armor with this property further reduces the arcane spell failure chance by 20%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abili-

ties, special materials, or magical properties but not the Ultimate Armor Casting feat.

Moderate evocation; CL 9th; Ultimate Armor Casting, Craft Magic Arms and Armor, floating disk; Price +27,000 gp.

Arcanist's Shield: A non-tower shield with this property further reduces the arcane spell failure chance by 5%. This reduction in arcane spell failure chance stacks with that gained from other armor casting class abilities, special materials, or magical properties but not the Shield Casting feat.

Faint evocation; CL 3rd; Shield Casting, Craft Magic Arms and Armor, floating disk; Price +9,000 gp.

Arcanist's Shield, Improved: A non-tower shield with this property further reduces the arcane spell failure chance by 10%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abilities, special materials, or magical properties but not the Improved Shield Casting feat.

Moderate evocation; CL 7th; Shield Casting, Craft Magic Arms and Armor, floating disk; Price +21,000 gp.

Arcanist's Tower Shield: A tower shield with this property further reduces the arcane spell failure chance by 20%. This reduction in arcane spell failure chance stacks with that gained other armor casting class abilities, special materials, or magical properties but not the Tower Shield Casting feat.

Faint evocation; CL 5th; Tower Shield Casting, Craft Magic Arms and Armor, floating disk; Price +15,000 gp.

Elemental Air Resistance: A suit of armor or shield with this property normally has gentle streaks of blue or white running across it. The armor absorbs the first 10 points of elemental air damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Air Resistance, Improved: As elemental air resistance, except it absorbs the first 20 points of elemental air damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Air Resistance, Greater: As elemental air resistance, except it absorbs the first 30 points of elemental air damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Elemental Earth Resistance: A suit of armor or shield with this property normally has dull earthen or brownish appearance. The armor absorbs the first 10 points of elemental earth damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Earth Resistance, Improved: As elemental earth resistance, except it absorbs the first 20 points of elemental earth damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Earth Resistance, Greater: As elemental earth resistance, except it absorbs the first 30 points of elemental earth damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Elemental Fire Resistance: A suit of armor or shield with this property normally has wisps of fiery red flames wildly painted across it. The armor absorbs the first 10 points of elemental fire damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Fire Resistance, Improved: As elemental fire resistance, except it absorbs the first 20 points of elemental fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Fire Resistance, Greater: As elemental fire resistance, except it absorbs the first 30 points of elemental fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Elemental Metal Resistance: A suit of armor or shield with this property normally has a metallic or grayish appearance. The armor absorbs the first 10 points of elemental metal damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Metal Resistance, Improved: As elemental metal resistance, except it absorbs the first 20 points of elemental metal damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Metal Resistance, Greater: As elemental metal resistance, except it absorbs the first 30 points of elemental metal damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Elemental Water Resistance: A suit of armor or shield with this property normally has a dark blue or sea green appearance. The armor absorbs the first 10 points of elemental water damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Water Resistance, Improved: As elemental water resistance, except it absorbs the first 20 points of elemental water damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Water Resistance, Greater: As elemental water resistance, except it absorbs the first 30 points of elemental water damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Elemental Wood Resistance: A suit of armor or shield with this property normally has a grainy, brownish appearance with tiny flacks of green speckled about. The armor absorbs the first 10 points of elemental wood damage per attack that the wearer would normally take (similar to the resist element spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist element; Price +18,000 gp.

Elemental Wood Resistance, Improved: As elemental wood resistance, except it absorbs the first 20 points of elemental wood damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist element; Price +42,000 gp.

Elemental Wood Resistance, Greater: As elemental wood resistance, except it absorbs the first 30 points of elemental wood damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist element; Price +66,000 gp.

Sacred Aura: A suit of armor or shield with this property typically has the religious symbols of a good aligned deity. All non-evil allies of the suit of armor or shield within 10 feet gain a +4 sacred bonus on saving throws against fear effects.

Faint evocation; CL 5th; Craft Magic Arms and Armor, sacred aura; Price +15,000 gp.

WEAPONS

Enhancements

Arrow Deflection: This property can only be placed on a melee weapon. This ability grants the wielder with the ability to deflect incoming arrows, crossbow bolts, spears or other projectiles or thrown weapons with the enchanted weapon. When wielding the weapon, once per round when you would normally be hit with a ranged weapon, you may parry it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to parry a ranged weapon does not count as an action. Unusually massive ranged weapons, such as

boulder hurled by giants, and ranged attacks generated by spells, such as *lightning bolt*, cannot be parried with this magical ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus.

Arrow Redirection: This property can only be placed on a melee weapon. This ability grants the wielder with not only the ability to deflect incoming arrows, crossbow bolts, spears or other projectiles or thrown weapons with the enchanted weapon but to redirect them back at the attacker. The deflection of the attack is automatic, so long as you are aware of the attack and not flat-footed, but the redirection to hit the attacker with the projectile is not. The latter requires an attack roll but with a +4 circumstance bonus. Attempting to redirect a ranged weapon does not count as an action. Unusually massive ranged weapons, such as boulder hurled by giants, and ranged attacks generated by spells, such as *lightning bolt*, cannot be redirected with this magical ability.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *greater cat's grace*; Price +2 bonus.

Arrow Split: This ability can only be placed upon a ranged weapon that uses ammunition like a bow, crossbow or sling. Anytime a missile is fired, a mundane duplicate of itself appears just before it strikes the target. Example: An archer, with this enchantment on his bow, fires an arrow at a charging froglin. In flight the arrow creates one duplicate of itself. The archer rolls to hit for the two arrows separately using his full ranged attack bonus. Both arrows deal normal damage (or if the original missile fired had magical properties, it uses them but the second arrow would use normal arrow damage).

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, *multiple missile*; Price +2 bonus.

Arrow Split, Greater: This ability can only be placed upon a ranged weapon that uses ammunition like a bow, crossbow or sling. Anytime a missile is fired, two mundane duplicates of itself appears just before it strikes the target. Example: An archer, with this enchantment on his bow, fires an arrow at a raging beastman. In flight the arrow creates two duplicates of itself. The archer rolls to hit for the three arrows separately using his full ranged attack bonus. All three arrows deal normal damage (or if the original missile fired had magical properties, it uses them but the second and third arrow would use normal arrow damage).

Moderate enchantment; CL 12th; Craft Magic Arms and Armor, *multiple missile*; Price +4 bonus.

Biting: This ability increases the critical multiplier of the weapon by one. For example, a longsword would have a critical multiplier of x3 instead of the usual x2. This benefit doesn't stack with any other effect that expands

the critical multiplier of a weapon (such as the biting blade spell or the Improved Critical Multiplier feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *biting blade*; Price +1 bonus.

Disarming: This property can only be placed on a melee weapon. A disarming weapon allows a wielder with the Combat Expertise feat to use the Improved Disarm feat for one single melee attack per round.

Moderate Evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

Elemental Air: Upon command, an elemental air weapon is surrounded by a tight spiraling wind. The air does not harm the wielder. The effect remains until another command is given. An elemental air weapon deals an extra 1d6 points of elemental air damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental air upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (air)*; Price +1 bonus.

Elemental Air Burst: An elemental air burst weapon functions as an elemental air weapon that also explodes with strong winds upon striking a successful critical hit. The air does not harm the wielder. In addition to the extra elemental air damage from the elemental air ability (see above), an elemental air burst weapon deals an extra 1d10 points of elemental air damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental air damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental air damage. Bows, crossbows, and slings so crafted bestow the elemental air upon their ammunition.

Even if the elemental air ability is not active, the weapon still deals its extra elemental air damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (air)*; Price +2 bonus.

Elemental Earth: Upon command, an elemental earth weapon is sheathed with protruding pieces of rock and granite. The earth does not harm the wielder. The effect remains until another command is given. An elemental earth weapon deals an extra 1d6 points of elemental earth damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental earth upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (earth)*; Price +1 bonus.

Elemental Earth Burst: An elemental earth burst weapon functions as an elemental earth weapon that also explodes with shards of rock and granite upon striking a successful critical hit. The earth does not harm the wielder. In addition to the extra elemental earth damage from the elemental earth ability (see above), an elemental

earth burst weapon deals an extra 1d10 points of elemental earth damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental earth damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental earth damage. Bows, crossbows, and slings so crafted bestow the elemental earth upon their ammunition.

Even if the elemental earth ability is not active, the weapon still deals its extra elemental earth damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (earth)*; Price +2 bonus.

Elemental Fire: Upon command, an elemental fire weapon is sheathed in intense fire. The fire does not harm the wielder. The effect remains until another command is given. An elemental fire weapon deals an extra 1d6 points of elemental fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental fire upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (fire)*; Price +1 bonus.

Elemental Fire Burst: An elemental fire burst weapon functions as an elemental fire weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra elemental fire damage from the elemental fire ability (see above), an elemental fire burst weapon deals an extra 1d10 points of elemental fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental fire damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental fire damage. Bows, crossbows, and slings so crafted bestow the elemental fire upon their ammunition.

Even if the elemental fire ability is not active, the weapon still deals its extra elemental fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (fire)*; Price +2 bonus.

Elemental Metal: Upon command, an elemental metal weapon is sheathed with shards of metal. The metal does not harm the wielder. The effect remains until another command is given. An elemental metal weapon deals an extra 1d6 points of elemental metal damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental metal upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (metal)*; Price +1 bonus.

Elemental Metal Burst: An elemental metal burst weapon functions as an elemental metal weapon that also explodes with pieces of metal upon striking a successful critical hit. The metal does not harm the wielder. In addition to the extra elemental metal damage from the ele-

mental metal ability (see above), an elemental metal burst weapon deals an extra 1d10 points of elemental metal damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental metal damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental metal damage. Bows, crossbows, and slings so crafted bestow the elemental metal upon their ammunition.

Even if the elemental metal ability is not active, the weapon still deals its extra elemental metal damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (metal)*; Price +2 bonus.

Elemental Water: Upon command, an elemental water weapon is sheathed in waves of water. The water does not harm the wielder. The effect remains until another command is given. An elemental water weapon deals an extra 1d6 points of elemental water damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental water upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (water)*; Price +1 bonus.

Elemental Water Burst: An elemental water burst weapon functions as an elemental water weapon that also explodes with a tidal wave of water upon striking a successful critical hit. The water does not harm the wielder. In addition to the extra elemental water damage from the elemental water ability (see above), an elemental water burst weapon deals an extra 1d10 points of elemental water damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental water damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental water damage. Bows, crossbows, and slings so crafted bestow the elemental water upon their ammunition.

Even if the elemental water ability is not active, the weapon still deals its extra elemental water damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (water)*; Price +2 bonus.

Elemental Wood: Upon command, an elemental wood weapon is sheathed with protruding pieces of wood. The wood does not harm the wielder. The effect remains until another command is given. An elemental wood weapon deals an extra 1d6 points of elemental wood damage on a successful hit. Bows, crossbows, and slings so crafted bestow elemental wood upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *elemental ball (wood)*; Price +1 bonus.

Elemental Wood Burst: An elemental wood burst weapon functions as an elemental wood weapon that also explodes like a falling tree upon striking a successful criti-

cal hit. The wood does not harm the wielder. In addition to the extra elemental wood damage from the elemental wood ability (see above), an elemental wood burst weapon deals an extra 1d10 points of elemental wood damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of elemental wood damage instead, and if the multiplier is x4, add an extra 3d10 points of elemental wood damage. Bows, crossbows, and slings so crafted bestow the elemental wood upon their ammunition.

Even if the elemental wood ability is not active, the weapon still deals its extra elemental wood damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *elemental ball (wood)*; Price +2 bonus.

Precognitive: This property can only be placed upon a melee weapon. This ability grants the wielder with a +2 insight bonus on melee attack rolls with the magical weapon plus a +2 insight bonus on all skill checks when the weapon is drawn.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *precognitive*; Price +2 bonus.

Spell Deflection: This property can only be placed on a melee weapon. This ability grants the wielder with the ability to deflect incoming ranged spell attacks. Once per round when you would normally be hit with a ranged, personally targeted spell with visual effects, such as *scorching ray*, you may deflect it so that you take no damage from it. You can use the enchanted weapon to deflect spells up to a certain spell level, as shown on the table below. You must be wielding the melee weapon to use the ability. This ability is not effective against area of effect spells such as *cone of cold*.

Weapon Bonus	Deflected Spell Level
+4	3rd level spells
+5	4th level spells
+6*	5th level spells
+7*	6th level spells
+8*	7th level spells
+9*	8th level spells
+10*	9th level spells

*Normally, a magical weapon cannot have a bonus higher than +5. The listed values above +5 are here for weapons that have additional powers or abilities, such as this one.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *cat's grace*; Price +3 bonus.

Spell Redirection: This property can only be placed on a melee weapon. This ability grants the wielder with the

ability to not only deflect incoming ranged spell attacks, but to redirect them back at the caster. Once per round when you would normally be hit with a ranged, personally targeted spell with visual effects, such as *scorching ray*, you may choose to deflect and redirect the spell back at the caster, so you take no damage from the attack and potentially hit them with the spell. The deflection of the attack is automatic, so long as you are aware of the attack and not flat-footed, but the redirection to hit the caster with the spell is not. The latter requires an attack roll but with a +4 circumstance bonus. You must be wielding the melee weapon to use the ability. You can use the weapon to deflect and redirect spells up to a certain spell level, as shown with the *spell deflection* weapon enhancement.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *greater cat's grace*; Price +4 bonus.

Stunning: Opponents hit with a stunning weapon must make a DC 13 Fortitude for each successful hit or be stunned for one round. Bows, crossbows, and slings so crafted bestow the stunning ability upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *sound burst*; Price +2 bonus.

Sundering: This property can only be placed on a melee weapon. A sundering weapon allows a wielder with the Power Attack feat to use the Improved Sunder feat for one single melee attack per round.

Moderate Evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

Sure Strike: A sure strike weapon allows a wielder with at least 1d6 sneak attack damage to trade in as many 1d6 sneak attack damages as they currently possess. For example, a 5th level rogue with 3d6 sneak attack damage could trade in 1d6, 2d6 or 3d6 sneak attack damage for a +1, +2 or +3, respectively, bonus to all attacks rolls for one round

Faint divination; CL 5th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus.

Tripping: This property can only be placed on a melee weapon. A tripping weapon allows a wielder with the Combat Expertise feat to use the Improved Trip feat for one single melee attack per round.

Moderate Evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

POTIONS AND OILS

Potions

Elongated Arms (caster level 5)	250 gp
Badger's Burrow	300 gp

Bat's Sight	300 gp
Beaver's Bite	300 gp
Bison's Stampede	300 gp
Boar's Ferocity	300 gp
Camel's Stamina	300 gp
Canine's Scent	300 gp
Cheetah's Sprint	300 gp
Crocodile's Breath	300 gp
Donkey's Stability	300 gp
Elephant's Trample	300 gp
Fish's Flight	300 gp
Hummingbird's Flight	300 gp
Lion's Pounce	300 gp
Monkey's Grip	300 gp
Raccoon's Mask	300 gp
Remove Madness	300 gp
Resist Element (type)	300 gp
Rhino's Charge	300 gp
Shark's Scent	300 gp
Songbird's Tune	300 gp
Toad's Coloration	300 gp
Turtle's Shell	300 gp
Weasel's Grasp	300 gp
Wolverine's Rage	300 gp
Enlarge Giant (caster level 5)	500 gp
Reduce Giant (caster level 5)	500 gp
Protection from Elements (type)	750 gp
Soothe	750 gp

Oils

Airy Blades of Slashing Retaliation	750 gp
Biting Blade	750 gp
Earthen Mallets of Smashing Retribution	750 gp
Fiery Blades of Burning Vengeance	750 gp
Metallic Blades of Cutting Revenge	750 gp
Watery Blades of Vengeful Striking	750 gp
Wooden Hammers of Unforgiving Bashing	750 gp

RINGS

Ring of Elemental Command (Metal): This metallic ring appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate

type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. The possessor of a ring of elemental command (metal) takes a -2 saving throw penalty against wood-based effects.

In addition to the powers described above, the ring gives its wearer the following abilities:

- *Shrapnel* (unlimited)
- *Resist element (metal)* (unlimited use, wearer only)
- *Elemental Ball (metal)* (twice per day)
- *Rusting Grasp* (once per day)
- *Wall of Iron* (once per day)
- *Iron Body* (once per week)

The ring appears to be a *ring of major elemental resistance (metal)* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells, Price 200,000 gp.

Ring of Elemental Command (Wood): This wooden ring appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*,

Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. The possessor of a ring of elemental command (metal) takes a -2 saving throw penalty against wood-based effects.

In addition to the powers described above, the ring gives its wearer the following abilities:

- *Barkskin* (unlimited use, wearer only)
- *Wood Shape* (unlimited)
- *Plant Growth* (twice per day)
- *Wall of Thorns* (Once per day)
- *Ironwood* (Once per day)
- *Liveoak* (Once per day)

The ring appears to be a *ring of major elemental resistance (wood)* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells, Price 200,000 gp.

Ring of Elemental Resistance: This ring continually protects the wearer from damage from one type of element—air, earth, fire, metal, water, or wood (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of elemental resistance* grants 10 points of resistance. A *major ring of elemental resistance* grants 20 points of resistance. A *greater ring of elemental resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist element*, all appropriate spells, Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

RODS

Metamagic, Elemental Mixture: The wielder can cast up to three spells per day that alter the elemental type as though using the Elemental Mixture feat.

Strong (no school); CL 17th; Craft Rod, Elemental Substitution; Price 3,000 gp (lesser), 11,000 (normal), 24,500 gp (greater).

Metamagic, Elemental Substitution: The wielder can cast up to three spells per day that alter the elemental type as though using the Elemental Substitution feat.

Strong (no school); CL 17th; Craft Rod, Elemental Substitution; Price 3,000 gp (lesser), 11,000 (normal), 24,500 gp (greater).

Metamagic, Energy Mixture: The wielder can cast up to three spells per day that alter the elemental type as though using the Energy Mixture feat.

Strong (no school); CL 17th; Craft Rod, Elemental Substitution; Price 3,000 gp (lesser), 11,000 (normal), 24,500 gp (greater).

SCROLLS

New scrolls include any 0-level spell through 9th level spell that appears within the pages of this book. The value of a scroll is 25 gp x the level of the spell x the level of the caster plus any material component costs.

STAFFS

Staff of Animal's Transmutation: This oaken staff has several animals carved into it. Each *Staff of Animal's Transmutation* has the ability to cast four to six of the spells listed below. The spells that can be cast determine the carvings upon the staff.

- *Badger's Burrow* (1 charge)
- *Bat's Sight* (1 charge)
- *Bear's Endurance* (1 charge)
- *Beaver's Bite* (1 charge)
- *Bison's Stampede* (1 charge)
- *Boar's Ferocity* (1 charge)
- *Bull's Strength* (1 charge)
- *Camel's Stamina* (1 charge)
- *Canine's Scent* (1 charge)
- *Cat's Grace* (1 charge)
- *Cheetah's Sprint* (1 charge)
- *Coyote's Dirge* (1 charge)
- *Crocodile's Breath* (1 charge)
- *Dolphin's Leap* (1 charge)
- *Donkey's Stability* (1 charge)
- *Eagle's Splendor* (1 charge)
- *Elephant's Trample* (1 charge)

- *Fish's Flight* (1 charge)
- *Fox's Cunning* (1 charge)
- *Hawk's Eye* (1 charge)
- *Hummingbird's Flight* (1 charge)
- *Lion's Pounce* (1 charge)
- *Monkey's Grip* (1 charge)
- *Mustang's Speed* (1 charge)
- *Otter's Claw* (1 charge)
- *Owl's Wisdom* (1 charge)
- *Raccoon's Mask* (1 charge)
- *Raven's Glide* (1 charge)
- *Rhino's Charge* (1 charge)
- *Shark's Scent* (1 charge)
- *Snake's Strike* (1 charge)
- *Songbird's Tune* (1 charge)
- *Toad's Coloration* (1 charge)
- *Turtle's Shell* (1 charge)
- *Weasel's Grasp* (1 charge)
- *Wolf's Sight* (1 charge)
- *Wolverine's Rage* (1 charge)

Moderate transmutation; CL 8th; Craft Staff, all appropriate spells; Price 16,500 gp (4 spells), 19,500 gp (5 spells), 22,500 gp (6 spells).

Staff of Animal's Greater Transmutation: This oaken staff has several large animals carved into it. Each *Staff of Animal's Greater Transmutation* has the ability to cast four to six of the spells listed below. The spells that can be cast determine the carvings upon the staff.

- *Badger's Burrow, Greater* (2 charges)
- *Bat's Sight, Greater* (2 charges)
- *Bear's Endurance, Greater* (2 charges)
- *Beaver's Bite, Greater* (2 charges)
- *Bison's Stampede, Greater* (2 charges)
- *Boar's Ferocity, Greater* (2 charges)
- *Bull's Strength, Greater* (2 charges)
- *Camel's Stamina, Greater* (2 charges)
- *Canine's Scent, Greater* (2 charges)
- *Cat's Grace, Greater* (2 charges)
- *Cheetah's Sprint, Greater* (2 charges)
- *Coyote's Dirge, Greater* (2 charges)
- *Crocodile's Breath, Greater* (2 charges)
- *Dolphin's Leap, Greater* (2 charges)
- *Donkey's Stability, Greater* (2 charges)
- *Eagle's Splendor, Greater* (2 charges)
- *Elephant's Trample, Greater* (2 charges)
- *Fish's Flight, Greater* (2 charges)
- *Fox's Cunning, Greater* (2 charges)
- *Hawk's Eye, Greater* (2 charges)

- *Hummingbird's Flight, Greater* (2 charges)
- *Lion's Pounce, Greater* (2 charges)
- *Monkey's Grip, Greater* (2 charges)
- *Mustang's Speed, Greater* (2 charges)
- *Otter's Claw, Greater* (2 charges)
- *Owl's Wisdom, Greater* (2 charges)
- *Raccoon's Mask, Greater* (2 charges)
- *Raven's Glide, Greater* (2 charges)
- *Rhino's Charge, Greater* (2 charges)
- *Shark's Scent, Greater* (2 charges)
- *Snake's Strike, Greater* (2 charges)
- *Songbird's Tune, Greater* (2 charges)
- *Toad's Coloration, Greater* (2 charges)
- *Turtle's Shell, Greater* (2 charges)
- *Weasel's Grasp, Greater* (2 charges)
- *Wolf's Sight, Greater* (2 charges)
- *Wolverine's Rage, Greater* (2 charges)

Strong transmutation; CL 13th; Craft Staff, all appropriate spells; Price 93,850 gp (4 spells), 110,900 gp (5 spells), 128,000 gp (6 spells).

Staff of Animal's Mass Transmutation: This oaken staff has several groupings of animals carved into it. Each *Staff of Animal's Mass Transmutation* has the ability to cast four to six of the spells listed below. The spells that can be cast determine the carvings upon the staff.

- *Badger's Burrow, Mass* (2 charges)
- *Bat's Sight, Mass* (2 charges)
- *Bear's Endurance, Mass* (2 charges)
- *Beaver's Bite, Mass* (2 charges)
- *Bison's Stampede, Mass* (2 charges)
- *Boar's Ferocity, Mass* (2 charges)
- *Bull's Strength, Mass* (2 charges)
- *Camel's Stamina, Mass* (2 charges)
- *Canine's Scent, Mass* (2 charges)
- *Cat's Grace, Mass* (2 charges)
- *Cheetah's Sprint, Mass* (2 charges)
- *Coyote's Dirge, Mass* (2 charges)
- *Crocodile's Breath, Mass* (2 charges)
- *Dolphin's Leap, Mass* (2 charges)
- *Donkey's Stability, Mass* (2 charges)
- *Eagle's Splendor, Mass* (2 charges)
- *Elephant's Trample, Mass* (2 charges)
- *Fish's Flight, Mass* (2 charges)
- *Fox's Cunning, Mass* (2 charges)
- *Hawk's Eye, Mass* (2 charges)
- *Hummingbird's Flight, Mass* (2 charges)
- *Lion's Pounce, Mass* (2 charges)
- *Monkey's Grip, Mass* (2 charges)

- *Mustang's Speed, Mass* (2 charges)
- *Otter's Claw, Mass* (2 charges)
- *Owl's Wisdom, Mass* (2 charges)
- *Raccoon's Mask, Mass* (2 charges)
- *Raven's Glide, Mass* (2 charges)
- *Rhino's Charge, Mass* (2 charges)
- *Shark's Scent, Mass* (2 charges)
- *Snake's Strike, Mass* (2 charges)
- *Songbird's Tune, Mass* (2 charges)
- *Toad's Coloration, Mass* (2 charges)
- *Turtle's Shell, Mass* (2 charges)
- *Weasel's Grasp, Mass* (2 charges)
- *Wolf's Sight, Mass* (2 charges)
- *Wolverine's Rage, Mass* (2 charges)

Strong transmutation; CL 11th; Craft Staff, all appropriate spells; Price 68,100 gp (4 spells), 80,500 gp (5 spells), 92,900 gp (6 spells).

Staff of Major Detection: This staff is crafted from the oldest of all oak trees. It allows the use of the following spells:

- *Detect Construct* (2 charges)
- *Detect Elemental* (3 charges)
- *Detect Outsider* (3 charges)

Moderate divination; CL 11th; Craft Staff, *detect construct, detect elemental, detect outsider*; Price 41,250 gp.

Staff of Detection: This staff is crafted from an aging oak tree. It allows the use of the following spells:

- *Detect Aberration* (2 charges)
- *Detect Magical Beast* (2 charges)
- *Detect Monstrous Humanoid* (2 charges)
- *Detect Ooze* (2 charges)
- *Detect Shapechanger* (2 charges)

Moderate divination; CL 9th; Craft Staff, *detect aberration, detect magical beast, detect monstrous humanoid, detect ooze, detect shapechanger*; Price 32,900 gp.

Staff of Minor Detection: This staff is crafted from an oak tree. It allows the use of the following spells:

- *Detect Giant* (1 charge)
- *Detect Humanoid* (1 charge)
- *Detect Lycanthrope* (1 charge)

Moderate divination; CL 8th; Craft Staff, *detect giant, detect humanoid, detect lycanthrope*; Price 12,000 gp.

Staff of Divine Aid: This pale tan wooden staff, made of wood from an almond tree, allows use of the following spells:

- *Bless* (1 charge)
- *Precognitive Knowledge* (1 charge)
- *Prayer* (2 charges)
- *Divine Inspiration* (2 charges)

Moderate Enchantment; CL 8th; Craft Staff, *bless, precognitive knowledge, prayer, divine inspiration*; Price 23,250 gp.

Staff of Elemental Air: This light blue staff, covered with wisps of clouds, allows use of the following spells:

- *Resist element [air]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Airy Blades of Slashing Retaliation* (2 charges)
- *Airy Winds of Destruction* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *airy blades of slashing retaliation, airy winds of destruction, protection from elements, resist element*; Price 40,250 gp.

Staff of Elemental Earth: This brown granite staff, covered with pieces of rock and earth, allows use of the following spells:

- *Resist element [earth]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Earthen Mallets of Smashing Retribution* (2 charges)
- *Earthen Load of Crushing* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *earthen load of crushing, earthen mallets of smashing retribution, protection from elements, resist element*; Price 40,250 gp.

Staff of Elemental Fire: This wooden staff, covered with burns and charring marks, allows use of the following spells:

- *Resist element [fire]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Fiery Blades of Burning Vengeance* (2 charges)
- *Rain of Fire* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *fiery blades of burning vengeance, protection from elements, rain of fire, resist element*; Price 40,250 gp.

Staff of Elemental Metal: This inflexible grayish staff, adorned with shards of various metals, allows use of the following spells:

- *Resist element [metal]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Metallic Blades of Cutting Revenge* (2 charges)
- *Cutting Shards of Metal* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *cutting shards of metal, metallic blades of cutting revenge, protection from elements, resist element*; Price 40,250 gp.

Staff of Elemental Water: This aqua-colored staff tipped bluish gemstone allows use of the following spells:

- *Resist element [water]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Watery Blades of Vengeful Striking* (2 charges)
- *Water Waves of Death* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *protection from elements, resist element, watery blades of vengeful striking, water waves of death*; Price 40,250 gp.

Staff of Elemental Wood: This hard oaken staff allows use of the following spells:

- *Resist element [wood]* (1 charge)
- *Protection from elements [air]* (2 charges)
- *Wooden Hammers of Unforgiving Bashing* (2 charges)
- *Crashing Woods of Flattening* (3 charges)

Moderate evocation; CL 11th; Craft Staff, *crashing woods of flattening, protection from elements, resist element, wooden hammers of unforgiving bashing*; Price 40,250 gp.

WANDS

New wands include any 0-level spell through 4th level spell that appears within the pages of this book. The value of a wand is 750 gp x the level of the spell x the level of the caster plus 50 x any material components costs.

WONDROUS ITEMS

Animal Charm: When these small silver one-use charms, which come in a variety of different animals, are held up and the command word spoken, they grant the wearer with the appropriate animal spell, such as *cat's grace, beaver's bite* or *rhino's charge*. Often a number of them are placed upon one's necklace for ease of carrying. Possible animal charms are listed on the table below:

Badger's Burrow	Bat's Sight
Bear's Endurance	Beaver's Bite
Bison's Stampede	Boar's Ferocity
Bull's Strength	Camel's Stamina
Canine's Scent	Cat's Grace
Cheetah's Sprint	Coyote's Dirge
Crocodile's Breath	Dolphin's Leap
Donkey's Stability	Eagle's Splendor
Elephant's Trample	Fish's Flight
Fox's Cunning	Hawk's Eye
Hummingbird's Flight	Lion's Pounce
Monkey's Grip	Mustang's Speed
Otter's Claw	Owl's Wisdom
Raccoon's Mask	Raven's Glide
Rhino's Charge	Shark's Scent
Snake's Strike	Toad's Coloration
Weasel's Grasp	Wolf's Sight
Wolverine's Rage	

Faint transmutation; CL 3rd; Craft Wondrous Item, appropriate spell; Price 300 gp.

Boots of Sprinting: These simple soft leather boots allow the wearer to run at six times their normal speed for a number of rounds equal to their Constitution modifier, once per day. After doing so, the wearer is fatigued for one hour.

The wearer also gains a +2 competence bonus on Jump checks made after a running start.

These boots do not affect any movement, such as swimming, burrowing or flying, save land movement.

Faint transmutation; CL 5th; Craft Wondrous Item, *expeditious retreat*; Price 2,200 gp.

Boots of the Mountain: These dark brown boots were crafted out of bear hide. When both boots are worn, they negate any movement penalties in mountain/hilly terrain to the wearer.

Moderate abjuration; CL 7th; Craft Wondrous Item, *freedom of movement*; Price 2,800 gp.

Boots of the Swamp: These grayish boots were crafted out of crocodile hide. When both boots are worn, they negate any movement penalties in marsh/swamp terrain to the wearer.

Moderate abjuration; CL 7th; Craft Wondrous Item, *freedom of movement*; Price 2,800 gp.

Crucible of Controlling Metal Elementals: At first glance, this crucible appears to be nothing more than a piece from a masterwork metal smith's tool kit. However, if the possessor places some common metal in it (copper, iron, etc) and speaks the command words, it melts the metal and summons a Large Metal Elemental. This is

a full round action and in all other ways functions as the *summon monster VI* spell. If precious metals such as silver or gold of at least 500 gp in value is placed within, the elemental that comes is Huge instead, and the crucible functions as the *summon monster VII* spell. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain). The metal placed in the crucible is destroyed in the casting. The crucible can not be used to destroyed magical metal objects.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp, Weight 3 lbs.

Crystalline Enigmas: These small precious raw gemstones hold mysterious powers. To activate the power, one must swallow the gemstone whole. At this point, the mysterious crystalline enigma bonds itself with the owner's soul and grants its mysterious powers. Each type of crystalline enigma can only be swallowed once. Any attempt to willing swallow a type already swallowed requires the owner to make a Fortitude save (DC 24). A success indicates that the owner merely rejects the second gemstone spitting it up. A failure results in the subject falls under the effects of a *feeblemind* spell, which can only be healed with a *wish* or *miracle* spell.

Only a *wish* or *miracle* spell can remove the bonded power of a crystalline enigma. However, the bond between the crystalline enigma and the owner's soul never ceases.

Known crystalline enigma, their color, effects and values are listed below:

Type	Color	Effect	Market Value
Agate	Multi	Sustains creature without food or water	4,000 gp
Alexandrite	Multi	+2 insight bonus to Initiative checks	20,000 gp
Amethyst	Purple	+5 inherent bonus to Intelligence	137,500 gp
Andalusite	Multi	+5 inherent bonus to Strength	137,500 gp
Aquamarine	Light Blue	Sustains bonded creature without air	18,000 gp
Chrysoberyl	Golden	+5 inherent bonus to Dexterity	137,500 gp
Citrine	Gold	Immunity to poison	54,000 gp
Coral	Red	Subject gains a swim speed of 30 ft.	54,000 gp
Diamond	Clear	Subject gains DR 5/-	76,000 gp
Emerald	Green	Regenerate 1 point of damage per hour	20,000 gp
Garnet	Deep Red	Subject can illuminate himself at will, as if affected by continual flame	15,000 gp
Iolite	Varies	Subject gains a +10 ft. inherent bonus to base land movement rate	11,000 gp
Jade	Green	Immunity to fear	54,000 gp
Jasper	Multi	Subject gains a climb speed of 30 ft.	54,000 gp
Kunzite	Various	All Conjuration (Healing) spells are cast at 2 levels higher	20,000 gp

Type	Color	Effect	Market Value
Lapis Lazuli	Deep Blue	Can detect all lies but also cannot tell any lies or even mislead others	10,000 gp
Morganite	Pink	Immunity to charm (compulsion) spells and spell-like abilities	54,000 gp
Moonstone	Pale Blue	Commune with your deity once per day	36,000 gp
Obsidian	Black	+5 inherent bonus to Constitution	137,500 gp
Opal	Multi	+1 morale bonus on attack rolls, saves, skill checks, and ability checks	40,000 gp
Pearl	White	Subject can use water breathing, on self only, at will as a spell like ability	9,000 gp
Peridot	Green	Gain darkvision 60 ft. or increase darkvision by 60 ft.	20,000 gp
Ruby	Red	+5 inherent bonus to Charisma	137,500 gp
Sapphire	Blue	Subject gains SR 21	180,000 gp
Spinel	Red	Creature can polymorph self once a day	36,000 gp
Tanzanite	Blue	Subject gains a burrow speed of 10 ft.	54,000 gp
Topaz	Varies	True seeing at will	150,000 gp
Turquoise	Sky-Blue	+1 luck bonus on attack rolls, saving throws, skill checks, and ability checks	20,000 gp
Tourmaline	Multi	Creature gains a fly speed of 30 ft. (perfect)	54,000 gp
Zircon	Various	+5 inherent bonus to Wisdom	137,500 gp

Strong varied; CL 15th; Craft Wondrous Item, creator must be 15th level.

Dinner Cloth of Feasting: This simply, often stained, dinner cloth can produce enough highly nourishing, but rather bland food for fifteen people or five horses once a day when placed upon a table and the command word is uttered. The food decays and becomes inedible within 24 hours or when the dinner cloth is removed from the table. However, the water doesn't go bad as the food does.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Dwarven Beard Gems: Some dwarfs, especially nobles and those with strong religious ties, are known to braid their beards. Some even add gemstones, which have been crafted to resemble beads, to the braided beards. A rare few of these dwarven beard gems have been enchanted to provide the wearer with some magical benefit. These dwarven beard gems only function for dwarfs. They take the amulet slot and only two can be worn at a time. Wearing two or more dwarven beard gems causes them all not to function, as does wearing any sort of magical amulet, brooch, medallion, necklace, periapt, or scarab. Known dwarven beard gems, their effects and values are listed below:

Type	Effect	Market Value
Adaptation	Immune to all harmful vapors and gases and allows breathing even underwater or in a vacuum	13,500 gp
Detection	Cast any one detect spell a day	24,300 gp
Golembane	Functions as a Scarab of Golembane	3,750 gp
Health	Immune to disease including supernatural diseases	11,250 gp
Health +2	+2 enhancement bonus to Constitution	6,000 gp
Health +4	+4 enhancement bonus to Constitution	24,000 gp
Health +6	+6 enhancement bonus to Constitution	54,000 gp
Natural Armor +1	+1 enhancement bonus to natural armor bonus	3,000 gp
Natural Armor +2	+2 enhancement bonus to natural armor bonus	12,000 gp
Natural Armor +3	+3 enhancement bonus to natural armor bonus	27,000 gp
Natural Armor +4	+4 enhancement bonus to natural armor bonus	48,000 gp

Type	Effect	Market Value
Natural Armor +5	+5 enhancement bonus to natural armor bonus	75,000 gp
Nondetection	Functions as an Amulet of Proof against Detection and Location	52,500 gp
Poison Immunity	Immune to poison	40,500 gp
Protection	Functions as a Scarab of Protection	57,000 gp
Thought	Detect thoughts at will (DC 14)	18,000 gp
Wound Closure	Functions as a Periapt of Wound Closure	22,500 gp

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

Elemental Gem (Metal): This gem contains a conjuration spell attuned to the Elemental Plane of Metal. When the gem is crushed, smashed, or broken (a standard action), a large metal elemental appears as if summoned by a *summon nature's ally V* spell. The metal elemental is under the control of the creature that broke the gem. Metal elemental gems are made from hematite and are metallic in appearance.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elemental Gem (Wood): This gem contains a conjuration spell attuned to the Elemental Plane of Wood. When the gem is crushed, smashed, or broken (a standard action), a large wood elemental appears as if summoned by a *summon nature's ally V* spell. The wood elemental is under the control of the creature that broke the gem. Wood elemental gems are light green or amber in color.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elven Earrings: Some elves are known to wear fancy earrings made from a variety of metals and minerals easily found in the forests. A rare few of these elven earrings have been enchanted to provide the wearer with some magical benefit. These elven earrings only function for elves and half-elves. They take the head slot and only two (one for each ear) can be worn at a time. Wearing two or more elven earrings per ear causes them all not to function, as does wearing any sort of magical headgear. Known elven earrings, their effects and values are listed below:



Type	Effect	Market Value
Archery, Greater	+2 competence bonus on attack rolls and +1 competence bonus on damage rolls whenever using a bow (not including crossbow)	37,500 gp
Archery, Lesser	+1 competence bonus on attack rolls whenever using a bow (not including crossbow)	7,500 gp
Bluff	+5 competence bonus on Bluff checks	3,750 gp
Diplomacy	+5 competence bonus on Diplomacy checks	3,750 gp
Gather Information	+5 competence bonus on Gather Information checks	3,750 gp
Intellect +2	+2 enhancement bonus to Intelligence	6,000 gp
Intellect +4	+4 enhancement bonus to Intelligence	24,000 gp
Intellect +6	+6 enhancement bonus to Intelligence	54,000 gp

Type	Effect	Market Value
Listening	+5 competence bonus on Listen checks	3,750 gp
Persuasion	+3 competence bonus on Charisma-based checks	6,750 gp
Protection +1	+1 insight bonus to AC	3,750 gp
Protection +2	+2 insight bonus to AC	15,000 gp
Protection +3	+3 insight bonus to AC	33,750 gp
Protection +4	+4 insight bonus to AC	60,000 gp
Protection +5	+5 insight bonus to AC	93,750 gp
Scripts	Functions as a <i>Helm of Comprehend Languages and Read Magic</i>	7,800 gp
Telepathy	Functions as a <i>Helm of Telepathy</i>	40,500 gp

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.



Elixir of Ghast Stench: This thick, horrid tasting draught causes the drinker to gain the stench of death and corruption just like a ghast. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The drinker is immune to his own stench.

Faint conjuration; CL 5th; Craft Wondrous Item, stinking cloud; Price 750 gp.

Elixir of Mephit Breath: This unusual elixir bestows upon the drinker the ability to use a mephit's breath weapon attack for 10 minutes. The type of mephit breath is selected upon creation of the elixir not by the drinker. Available types are air, earth, fire, metal (also known as steel), water, and wood.

Moderate transmutation; CL 9th; Craft Wondrous Item, mephit's breath; Price 1,350 gp.

Elixir of Troglodyte Stench: Drinking this oily, musky elixir causes the drinker to gain the stench of a troglodyte for 5 minutes. All living creatures (except troglodytes) within 30 feet of a drinker must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected again. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The drinker is immune to his own stench.

Faint conjuration; CL 5th; Craft Wondrous Item, stinking cloud; Price 750 gp.



Gloves of Gripping: These black leather gloves have small pieces of felt on the fingers. When worn on the hands, the wearer receives a +10 bonus to resist being disarmed, as if he were wearing a locked gauntlet. Unlike a locked gauntlet, the ability can be activated and deactivated as a free action once per round.

Faint abjuration; CL 5th; Craft Wondrous Item, hold portal; Price 4,000 gp.

Goggles of Keen Eye: The lenses of this item are made of perfectly clear crystal. When placed over the eyes of the wearer with the trapfinding ability, the lenses enable her to locate traps even when not actively searching for them. Whenever the wearer is within 5 feet of a trap (magical or mechanical), she is allowed a Search check, but at a -5 penalty, even when not actively looking for it. This Search check should be rolled secretly by your judge. Both lenses must be worn for the magic to be effective.

Faint divination; CL 5th; Craft Wondrous Item, clairaudience/clairvoyance; Price 10,000 gp.

Grail of Holy Water: When the command word is spoken, this gem-encrusted cup produces a dozen gallons (or 96

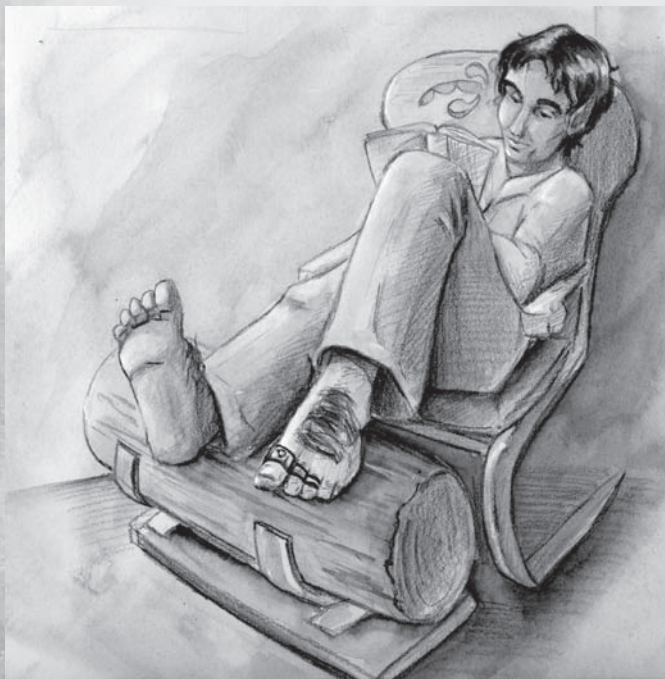
vials) of holy water. The water pours out at a rate of one gallon per round. The Grail can be used once per day. Pouring the holy water onto an unwilling target requires a melee touch attack each round, and affects the targeted creature as if it were hit directly by 1d4 vials of holy water.

Moderate transmutation [good]; CL 6th; Craft Wondrous Item, bless water, create water; Price 10,800 gp.

Halfling Toe Rings: It is not uncommon to see a halfling or docrae going about barefoot with several rings upon their toes. Some of these toe rings are even enchanted to provide the wearer with some magical benefit. These toe rings, fitted only for small creatures, only function for a halfling or docrae. They take the boots slot and only two (one for each foot) can be worn at a time. Wearing two or more halfling toe rings per foot causes them all not to function, as does wearing any sort of footwear. (Thus in order for halfling toe rings to function, the halfling or docrae must be barefoot and have only one magical toe ring on per foot.) Known halfling toe rings, their effects and values are listed below:

Type	Effect	Market Value
Burrowing	Continuous burrow speed of 10 feet/round	18,000 gp
Climbing	+5 competence bonus on Climb checks	3,750 gp
Climbing, Improved	+10 competence bonus on Climb checks	15,000 gp
Dexterity +2	+2 enhancement bonus to Dexterity	6,000 gp
Dexterity +4	+4 enhancement bonus to Dexterity	24,000 gp
Dexterity +6	+6 enhancement bonus to Dexterity	54,000 gp
Flying	Cast fly three times/day for up to 5 minutes each time	24,000 gp
Freedom of Movement	Continually under the effects of a <i>freedom of movement</i> spell	60,000 gp
Levitation	Continually use the spell <i>levitate</i>	11,250 gp
Jumping	+5 competence bonus on Jumping checks	3,750 gp
Jumping, Improved	+10 competence bonus on Jumping checks	15,000 gp
Mountain	As per <i>Boots of the Mountain</i>	4,200 gp
Speed	Use <i>haste</i> once for 10 rounds/day	18,000 gp
Spider Climb	Use the spell <i>spider climb</i> 10 minutes/day	7,200 gp
Sprinting	As per <i>Boots of Sprinting</i>	3,300 gp
Striding and Springing	Add 10 feet to base land movement & +5 competence bonus on Jump checks	8,250 gp
Sure Footing	Gain +5 competence bonus to avoid being tripped, knocked down or bull rushed and to all Balance checks	15,000 gp
Swamp	As per <i>Boots of the Swamp</i>	4,200 gp
Swimming	+5 competence bonus on Swimming checks	3,750 gp
Swimming, Improved	+10 competence bonus on Swimming checks	15,000 gp
Teleportation	Teleport three times/day	78,500 gp
Water Walking	Continually use the spell <i>water walk</i>	22,500 gp
Winterlands	As per <i>Boots of the Winterlands</i>	3,750 gp

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.



Holy Symbol of Amplified Curatives: This pristine holy symbol of a good god increases the effective caster level of any cure spell by two levels. This amulet is pure goodness and radiates as such when examined with a *detect good* spell. You may only use a holy symbol of your own god.

Faint conjuration (healing); CL 5th; Ability to turn undead, good alignment, Craft Wondrous Item, *cure light wounds*; Price 10,000 gp.

Horn of Despair: Carved upon this masterwork silver horn are horrified faces in utter fear. Once per day, when played, it bellows out a low, almost moan-like, sound, after which for the next minute any use of the *inspire courage*, *inspire competence*, *inspire greatness* or *inspire heroics* by the horn's player instead causes *inspire cowardice* (instead of *inspire heroics*), *inspire despair* (instead of *inspire courage*), *inspire inability* (instead of *inspire competence*) or *inspire insignificance* (instead of *inspire greatness*).

Moderate necromancy; CL 9th; bardic music, Craft Wondrous Item, 3 ranks perform, *fear*; Price 9,720 gp.

Instruments of Accompaniment: These wondrous items encompass the full spectrum of masterwork musical instruments, from brass horns to wooden flutes to noisy drums, with one of five different possible magical powers (see below). When the musical instrument is played by someone with at least one rank in the appropriate perform skill, one or more (depending on the magical power) illusory musical partners join the performer.

Duet: Once per day, when played, the *duet* spell is duplicated for as long as the instrument is played.

Moderate illusion; CL 3rd; Craft Wondrous Item, 1 rank perform, *duet*; Price 1,080 gp.

Trio: Once per day, when played, the *trio* spell is duplicated for as long as the instrument is played.

Moderate illusion; CL 6th; Craft Wondrous Item, 3 ranks perform, *trio*; Price 6,480 gp.

Quartet: Once per day, when played, the *quartet* spell is duplicated for as long as the instrument is played.

Moderate illusion; CL 9th; Craft Wondrous Item, 5 ranks perform, *quartet*; Price 16,200 gp.

Quintet: Once per day, when played, the *quintet* spell is duplicated for as long as the instrument is played.

Moderate illusion; CL 12th; Craft Wondrous Item, 7 ranks perform, *quintet*; Price 30,240 gp.

Orchestra: Once per day, when played, the *orchestra* spell is duplicated for as long as the instrument is played.

Moderate illusion; CL 15th; Craft Wondrous Item, 9 ranks perform, *orchestra*; Price 48,600 gp.

Magical Healing Kit: This specially crafted healing kit magically replenishes its supplies every morning when the sun rises. It contains ten uses per day and is considered spent for the duration of the day after all ten applications are used. It confers the regular +2 bonus to Heal checks as a regular healer's kit.

Faint conjuration; CL 3rd; Craft Wondrous Item, *make whole*; Price 1,200 gp.

Necklace of Elemental Evocation: This simple piece of jewelry appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as an *elemental ball* (*air, earth, fire, metal, water* or *wood*) spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. Each *necklace of elemental evocation* contains a combination of spheres of various strengths. Traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

If the necklace is being worn or carried by a character who fails her saving throw against a magical elemental attack of the same element type, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *elemental ball*.

Pot of Controlling Wood Elementals: This device appears to be a simple pot used to hold a plant. When a seed is

placed within the pot, a Large wood elemental appears. The summoning words require 1 full round to speak. In all ways the pot functions as the *summon monster VI* spell. If water is added immediately after the seed is placed within the pot, the elemental is Huge instead of Large, and the pot works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new seed (and water, if appropriate), which cannot be planted until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp, Weight 3 lbs.

Robe of Missiles: This floor length purple robe has one hundred and one yellow stars woven into it. Each time the wearer casts the magic missile spell, they gain one additional missile up to a maximum of six missiles. Doing so, results in one of the woven yellow stars to fade and disappear from the robe. After all one hundred and one yellow stars (or charges) have faded away, the robe becomes non-magical.

Moderate evocation; CL 9th; Craft Wondrous Item, *magic missile*; Price 13,500 gp.

Teeth of Magiks: There are 28 different *Teeth of Magiks*. They are extremely rare causing many sages to doubt their existence. They are rarely found together and never found in magical markets, but rather upon the corpses of powerful opponents.

Each pure white irony tooth has a specific ability and location within the mouth. For example, all lower right cuspids (or canines) grant the owner a +2 insight bonus on weapon damage rolls.

In order for the bonus effect to work, the owner's original tooth must be pulled from his mouth and replaced with the desired magical tooth. Only the correct tooth will fuse with the owner's empty sock, so attempting to place the lower right 2nd molar in the upper left 2nd molar position does not work.

The magical tooth stays within the owner's mouth until forcibly removed. Once removed, that tooth location can never again hold a tooth (magical or non-magical).

All *Teeth of Magiks* have 20 hit points and a hardness of 8.

The 28 *Teeth of Magiks*, their effects and values are listed below:

Type/Location	Effect	Market Price
Lower Left Central (Incisor)	5 points of elemental metal resistance	12,000 gp
Lower Left Lateral (Incisor)	5 points of elemental earth resistance	12,000 gp
Lower Left Cuspid (Canine)	+2 insight bonus on attack rolls	16,000 gp
Lower Left 1st Bicuspid (Premolar)	5 points of acid energy resistance	12,000 gp
Lower Left 2nd Bicuspid (Premolar)	+1 competence bonus on damage per die on all <i>acid energy</i> spells	25,000 gp
Lower Left 1st Molar	+1 competence bonus on damage per die on all <i>elemental earth</i> spells	25,000 gp
Lower Left 2nd Molar	+1 competence bonus on damage per die on all <i>elemental metal</i> spells	25,000 gp
Lower Right Central (Incisor)	5 points of elemental wood resistance	12,000 gp
Lower Right Lateral (Incisor)	5 points of elemental water resistance	12,000 gp
Lower Right Cuspid (Canine)	+2 insight bonus on weapon damage rolls	16,000 gp
Lower Right 1st Bicuspid (Premolar)	5 points of cold energy resistance	12,000 gp
Lower Right 2nd Bicuspid (Premolar)	+1 competence bonus on damage per die on all <i>cold energy</i> spells	25,000 gp
Lower Right 1st Molar	+1 competence bonus on damage per die on all <i>elemental water</i> spells	25,000 gp
Lower Right 2nd Molar	+1 competence bonus on damage per die on all <i>elemental wood</i> spells	25,000 gp
Upper Left Central (Incisor)	5 points of elemental fire resistance	12,000 gp
Upper Left Lateral (Incisor)	5 points of fire energy resistance	12,000 gp
Upper Left Cuspid (Canine)	+2 insight bonus on saves	16,000 gp
Upper Left 1st Bicuspid (Premolar)	Toughness (as the feat)	10,000 gp
Upper Left 2nd Bicuspid (Premolar)	+2 insight bonus to AC	20,000 gp
Upper Left 1st Molar	+1 competence bonus on damage per die on all <i>fire energy</i> spells	25,000 gp
Upper Left 2nd Molar	+1 competence bonus on damage per die on all <i>elemental fire</i> spells	25,000 gp

Type/Location	Effect	Market Price
Upper Right Central (Incisor)	5 points of elemental air resistance	12,000 gp
Upper Right Lateral (Incisor)	5 points of electricity energy resistance	12,000 gp
Upper Right Cuspid (Canine)	+2 insight bonus on skill checks and ability checks	20,000 gp
Upper Right 1st Bicuspid (Premolar)	5 points of sonic energy resistance	12,000 gp
Upper Right 2nd Bicuspid (Premolar)	+1 competence bonus on damage per die on all <i>sonic energy</i> spells	25,000 gp
Upper Right 1st Molar	+1 competence bonus on damage per die on all <i>electricity energy</i> spells	25,000 gp
Upper Right 2nd Molar	+1 competence bonus on damage per die on all <i>elemental air</i> spells	25,000 gp

Moderate varied; CL 13th; Craft Wondrous Item, creator must be 13th level.

Token of animal messenger: This token is usable once and acts like an *animal messenger* spell. When this token is used, it transforms into a carrier pigeon and can be used to deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message.

Moderate conjuration; CL 5th; Craft Wondrous Item, *animal messenger*; Price 300 gp.

Vest of Nature's Power: This leather vest is worn over normal clothing or armor. Most such vestments are brown, embroidered with animal motifs. When this item is worn by a character with the borrow nature's power ability, the character can use that ability two additional times per day. The Extra Borrow Nature's Power feat does not affect these two bonus uses.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or borrow nature's power ability; Price 10,000 gp.

Vest of Squirring: This slick silk vest aids the wearer in escaping in times of need. The vest grants a +2 competence bonus to Escape Artist checks and a +2 competence bonus to grapple checks when attempting to break free from a hold or pin.

Faint conjuration; CL 3rd; Craft Wondrous Item, *grease*; Price 800 gp.

Unholy Symbol of Amplified Afflictions: This foul unholy symbol of an evil god increases the effective caster level of any inflict spell by two levels. This amulet is wholly evil and radiates as such when examined with a *detect evil* spell.

Faint necromancy; CL 5th; Ability to rebuke undead, evil alignment, *Craft Wondrous Item, inflict light wounds*; Price 10,000 gp.

OTHER FORMS OF MAGIC ITEMS

Some magical items are found in different forms in the world of Blackmoor. These alternate forms can be used in campaigns in other worlds as desired by your judge.

Oils: Instead of oils, sometimes externally applied potions come in the form of balms, creams, ointments, or salves that are applied by rubbing them on the desired person or item to receive the magical effect. The color and smell of these often provide a hint at the magic they hold. For example, a bright red ointment with a burning smell could hold the magic of a *fiery blades of burning vengeance*.

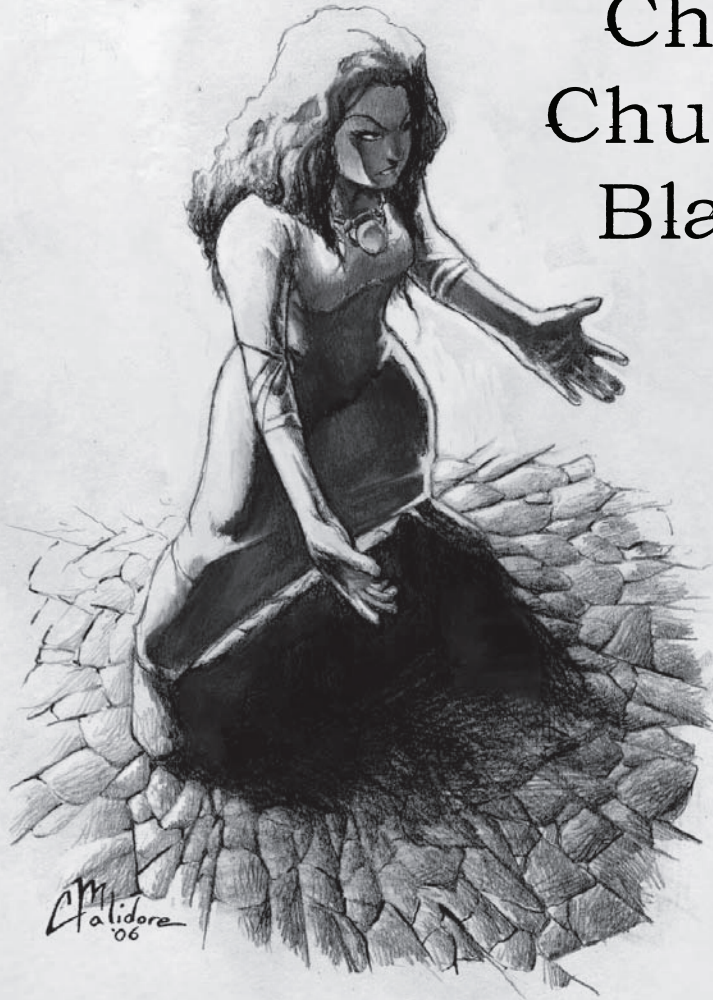
Potions: Cups of ale, beer, wine and other liquors, along with a variety of easily eaten fruits, such as strawberries, grapes, apples, pears and peaches, or nuts, can also hold magic that is typically placed within a potion. Dwarfs tend towards ale; elves toward fine wines; while druids, rangers and wotan towards fruits and nuts.

Rods, Staffs and Wands: Idolaters commonly craft small humanoid idols that fill the roles of a rod, staff or wand. When all charges are consumed, the idol gains a certain level of dullness.

Scrolls: Idolaters rarely use scrolls, unless taken from a defeated enemy, preferring to write their magic upon a small idol for later use. When the spell is cast and the magic consumed, the idol turns gray.



Chapter 8: Churches of Blackmoor



Numerous deities are worshiped throughout the North. This wealth of divine power is reflected in the variety of churches, cults, and philosophies found in the region. Organized religion plays a fundamental role in society, be it the wealthy merchant houses of Kela's Church of the Wanderer, the spiritual outlook of Hydros's Path of the Wave, or the rigidly hierarchal Church of Odir.

Faith unifies a people, and helps guide and teach the ways of society to many. Religion is more than a set of rules or a code of beliefs; it is a philosophy that shapes and hardens views. More than anything else, religion in Blackmoor reflects the diversity of that land.

This chapter explores the religions of the North within the context of the lives and needs of player characters. You will find discussions on the beliefs and structures of various faiths, as well as the path clerics and paladins must follow in order to be a representative of a faith. One thing to keep in mind while playing a priest of Blackmoor is that the information found here establishes only

the broad strokes. Every faith has members with views and attitudes different from the norm. The information presented here represents what is known to all. What a character does with it is up to you.

The Ways of Faith

For the residents of the North, faith is an integral part of life. There is no singular church or singular god followed by all worshipers. Each group, be it dwarf, Peshwah, Westryn, or Thonian, has deities unique to it alone. The religions that are connected to these deities are seen by many as being one view of worship, but it is not the only view. For some, whispering a quick prayer to Odir in search of insight is just as acceptable (and often more practical) than the services and ceremonies of formal worship.

Religion is a personal matter for the folk of the North, and many come to a faith on their own terms—some

looking for guidance, some looking for purpose, and still others looking to believe in a higher power. Where like-minded people come together to form a community of worshipers, they create a sense of identity. Through common worship, the communities of Blackmoor grow strong, and act as a stabilizing influence in times of trouble and uncertainty.

Organized religions wield much power: financial, political, and magical. Refined through centuries of ritual, debate, and belief, this power is sometimes used for both good and ill. Blackmoor's churches collect much wealth by way of donations and contributions. However, for every church using such donations to help the poor and those in need, as many see these tithes as a way to fund their own self-serving works and projects.

The political power of the churches is seen only by a few, as such power is wielded behind the scenes and outside the view of the faithful. Though some church leaders are reluctant to exert their influence, many have no problem pushing their own agendas and plans. Magical power is the side of faith most often seen (and feared) by the common folk, as it is the priests who can channel their deity's power and work spells of great power.

The worshipers of some deities take a less institutional and more spiritual approach to worship. Often viewed as cults, these faiths are built around teaching and tenets treated as guiding principles, followed in the hope of attaining enlightenment. Through their faith, some become closer to their deity and are able to work magic in his or her name. Unlike the more organized religions, these faiths are lax in structure and leadership. Instead, like-minded worshipers share ideas informally, working together to attain a better understanding.

A select few religions grow over time to become an integral part of society. These faiths are linked to current power groups, and work their influence and power through those groups. In such societies, priests use their influence and ability to channel the god's powers to subtly guide society down the right path—or to further their own agendas under the guise of such guidance.

Religions of the North

The churches of the humans of the north are as varied as the faithful who worship there.

Baldin

Name of Church: Church of the Sun

Leader of Church: Maldern Springsong, Voice of Light

Location of Main Temple: Blackmoor

Other Temples: Dragonia, Jackport, Kenville, Maus, Newgate, Ramshead

As the patron deity of bards, poets, and artisans, Baldin stands at the forefront of the arts of Blackmoor. He is associated with the sun, and clergy of his church have a sacred mission to bring the light of the sun to the souls of all living creatures.



Though the Church of the Sun has temples throughout the North, its leadership is based in Blackmoor, and all church matters are shaped and directed from there. At the top of the church's hierarchy is the head priest known as the Voice of the Light. Not just a spiritual leader, the voice is seen by many as the public face of the faith. Aiding the Voice of the Light is a group of priests known as the Order of the Sun and Harp. The order is composed of clerics or paladins in various leadership roles, and they oversee the bureaucratic functions of the church. To be chosen to join the order is a great honor, and those promoted into this group are often head priests from the various temples. Together with the voice, the order works tirelessly to promote the faith and make it strong.

Each member of the Order of the Sun and Harp is not only a cleric but also an accomplished bard in his or her own right. In addition to overseeing the bureaucracy, each member of the order oversees a number of temple head priests. Aiding the order is the next layer of bureaucracy known as the Choir, consisting of those priests who work the temples or roam the land bringing Baldin's light to all.

The current Voice of Light is Maldern Springsong, who holds the distinction of not only being the first half-elf to hold the title but the first woman as well. Since becoming the voice, she has worked hard to reorganize and bring a new focus to the hierarchy. Under the leadership of the former voice, the church had become disorganized, focusing more on art than matters of faith. Since Maldern took power, many of the older priests have retired and been replaced by younger ones who agree with her views. This group is moving to increase the number of temples, and plans are underway to increase the church's presence across Blackmoor.

Though the church is well established in many of the land's larger cities, it is especially popular in rural areas, and this is where Maldern has focused her rebuilding efforts. She hopes to spread not only her faith, but learning and knowledge as well. Since all clerics to Baldin are accomplished bards, she feels that they are perfectly suited to the role of educator. By shining the light of

truth into people's lives, the clergy can bring enlightenment that might melt away prejudice and ignorance.

Devoted of Baldin honor their god every day, performing their duties while the sun rides through the sky. At dawn, all clerics greet the rising sun with song and the playing of musical instruments. By doing so, they welcome Baldin and reaffirm their commitment to bring his light to all. At the sun's zenith, the devoted take a few moments to offer a quick prayer. At sunset, Baldin's faithful once again pray through the use of song, ushering the sun to its rest for the night.

The holiest day for the faith is the Summer Solstice, the longest day of the year. This is the day on which all clerics reaffirm their commitment to their god, as well as the day when positions within the Order of the Sun and Harp are assigned. The day is one of celebration, and all shrines and temples dedicated to Baldin open themselves for a free festival of the arts. With musicians, singers, poets, and storytellers in attendance, the temples are a focal point of artistic expression. All are invited to attend these festivals regardless of faith.

The Spring Equinox has slowly become important for the faith as a result of its presence in rural areas. Clerics in rural churches lead prayers to Baldin asking for a good growing season, and for his light to nurture their crops.

As with most faiths, Ascendance is especially important for the church. During these three days, clerics seek out the blind and deaf, bringing them to their temples to partake of the light of Baldin. Clerics dedicate themselves to curing any case of blindness or deafness brought to them, seeking no payment or favor in return.

Those seeking to join the hierarchy of the church of Baldin, whether as a cleric or a paladin, must be skilled in the a musical instrument and either poetry or singing as well. All church leaders must earn at least one level in bard before being accepted into the fold, and must earn one level of bard for every two levels of cleric or paladin they subsequently gain. Clergy failing to do this are typically excommunicated for their lack of dedication. (Paladins of Baldin can advance freely in the bard class. This is an exception to the normal restrictions on paladins as multiclass characters.)

The majority of Baldin's paladins are based out of the Blackmoor temple, traveling to other temples and across the North in their quest to protect the faithful. The church's paladins view themselves as the protectors of art, and consider it a sacred mission to ensure that it is kept safe in order to be enjoyed by all. Like the clergy, Baldin's paladins are artists in their own right, and many view themselves as warrior-poets. They take their devotion to art seriously, honing their talents at music, writing, and singing as much as their combat skills.

Elgath

Name of Church: None

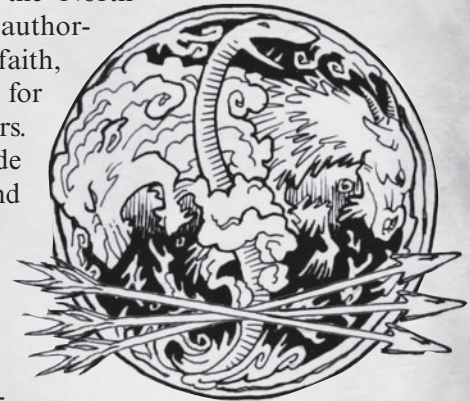
Leader of Church: Archdruid Folmeran Protus and Talbert Haver

Location of Main Temple: Outskirts of Jackport

Other Temples: Rural areas away from large cities

The faith dedicated to Elgath is split in two. Though they share the same god, both sides have different views on Elgath's teachings and on the best way to follow them.

The druids of the North are the central authority of Elgath's faith, and have been for uncounted years. On the other side are hunters and archers who view Elgath as their patron, and who feel that the druid's teachings conflict with the true teachings



of the god. Making matters worse is the fact that despite both sides' best efforts to find common ground, Elgath himself seems to enjoy and encourage the dichotomy.

Elgath's organized worship is centered on the druids, and it is their belief that the god was, in fact, the first druid to walk the land. It was Elgath himself who taught Halgred Forestwalker the ways of nature, and Halgred who developed the rites and rituals the faithful still practice to this day. Druids dedicated to Elgath venerate him for the creation of all animals, and see themselves as the true druids.

Elgath's druids follow the archdruid as the head of the order. From the main temple (located on the outskirts of Jackport), the archdruid is acknowledged as the supreme leader of the faith. Beneath him are the druids who lead the temples found throughout the North. The current archdruid is Folmeran Protus, who is close to eighty years old and has held the position for the past thirteen years. Though wise and highly skilled, Folmeran is seen by many as the reason the faith is suffering a split. Folmeran maintains that the druids are the primary worshipers of Elgath, and that clerics who venerate the god are upstarts who have no place within the faith.

Elgath's druids are rivals with the druids dedicated to Sollus, and the two groups have widely divergent outlooks. Sollus's druids seek to protect all nature in the name of balance, while Elgath's druids see hunting as a necessary part of nature's balance. While the two groups have come together to defend common interests, members

of the different faiths are typically uncomfortable in each other's presence.

Elgath stresses vigilance, strength, and the sanctity of the hunt. For the faithful, maintaining balance requires that some animals be hunted from time to time. If there are too many wolves, there will not be enough deer. If there are too few foxes, there will be too many rabbits. As such, hunting is a necessary function, but it is not one without rules. Killing an animal or magical beast for only its pelt—or worse, as a trophy—is wasteful, and is the greatest sin a person can commit in Elgath's name.

Though druids are the primary agents of Elgath, a growing cult of clerics venerate the god and lead the faithful in worship. These clerics fall outside the druidic structure, and instead feel that the druids have done too little to spread the teachings of the god. Leading small churches that cater to not only hunters and bowmakers but also farmers and herders, the cult is growing in importance. Some feel that it is only a matter of time before a new church emerges. The head of this sect is the priest Talbert Haver, who was a ranger before receiving a vision from Elgath. In that vision, the god told him that he was to dedicate himself to preaching and to leading the faithful in prayers. Founded ten years ago, the sect has grown to hundreds of members, and has nearly twenty small churches spread throughout the rural communities of the North.

Hunters pray to Elgath prior to a hunt. After a hunt, the animal's heart is removed and burned in a raging fire. By doing so, the spirit of the animal is sent to Elgath's lodge, in exchange for which the god will return new animals to the world. Temples to Elgath are found in rural areas away from cities and high concentrations of people. They resemble a hunting lodge more than any traditional church, with pelts and weapons in abundance. It is here that the druids and clerics pray and perform their duties. Many holidays and ceremonies are important to Elgath's faithful. All worship takes place at night and outside, while the god's constellation is in the sky. Celebrations at the four equinoxes reflect the life cycle of the animals that are sacred to the faith. The Spring Equinox is a celebration of birth; the Summer Equinox, a celebration of growth. Autumn Equinox is a celebration of independence, marking each new generation's passage into maturity. Winter Equinox is a time for remembrance of those creatures whose time has passed.

Hunters and archers always offer a quick prayer to Elgath before going off on a hunt or into battle. "Elgath make my aim true, my eyes sharp, and my arm strong," is an entreaty that many archers and hunters whisper each time they fire an arrow. The prayer is an ancient one, whose origins date back to the time of Halgred.

Though uncommon, a few paladins dedicate themselves to Elgath. They are typically loners, however, and are seldom accepted within the church. Rangers view themselves as Elgath's warriors, and the faith is often a poor fit for the paladin view of life. Though not nearly as skilled in woodcraft as rangers, paladins of Elgath are comfortable in the wilds, and many favor lighter armor and weapons suited to the hunt.

A number of Elgath's paladins belong to a small cult known as the Hunters of Elgath. This group, based out of the Wet Wood, view themselves as holy hunters, wandering the land to ensure that magical beasts do not get out of hand. Those coming to the cult are often in search of individual fulfillment or a connection to nature. The head of the cult is Justinus Forgarth, a former druid who chose to abandon that calling to become the first paladin of Elgath.

Fronaus

Name of Church: The Church of Fronaus

Leader of Church: Chief Justice Flanagan Torvek

Location of Main Temple: Bramwald

Other Temples: Blackmoor, Dragonia, Erak, Glendower, Kenville, Maus, Newgate, Ramshead, Vestfold, Williamsfort

The church dedicated to Fronaus has been in a state of flux of late, owing to the visions of Chief Justice Flanagan Torvek. Fronaus himself has appeared in Torvek's dreams, and the two have debated the meaning of life and law. Gods being a fickle lot (and beyond the understanding of mortals), Fronaus decided that his longstanding neutrality no longer fit his current outlook.

Furthermore, Fronaus felt that his worshipers were confused, and that this confusion had brought discord to the world. As a god of law, justice, and nobility, Fronaus found the centric approach of neutrality too limiting. Thus, Fronaus has shifted his philosophy to the ethos of lawful neutral. This change in alignment has been an adjustment for all. Gone are the old ways of attempting to maintain impartiality. Now, clerics and the faithful take a more proactive role in maintaining law and protecting the North from the chaos that threatens to engulf it.



The Church of Fronaus is perhaps the wealthiest religion in the North, due in no small part to Fronaus being favored by the nobility. Nobles seeking blessing and good fortune from their god are generous with contributions and donations. Lawyers also make up a large percentage of the faithful, and many of Fronaus's clerics work as lawyers, with the fees they collect put back into the church.

The church is run by a group of four justices and a chief justice. In addition to overseeing the well-being of the church, these five are considered the most knowledgeable representatives of the law of Fronaus, and are often consulted in legal matters.

Many cities and town have a temple dedicated to Fronaus. These temples serve not only as places of worship, but as centers for the study and practice of the law. Each temple is overseen by a high priest who answers directly to the justices. Those seeking legal help and aid come to the temples of Fronaus to speak with the clerics there. With a small donation, petitioners can seek advice as well as look for representation in legal matters. All are welcome in a temple, and its clerics use a sliding scale for donations. No one is asked to pay more than they can afford, and all people regardless of status, race, or sex can gain Fronaus's protection.

Prior to the signing of contracts and agreements, a cleric of Fronaus is always present as a witness and to invoke Fronaus's name and blessing. In matters of law, all trials and courts have a cleric present to ensure that the truth is told and rule of law maintained. Any trial held without a cleric present is considered invalid, and entering into agreements not witnessed by a cleric is risky at best.

Prayers to Fronaus are conducted at sunrise each morning. It is during this time that the faithful affirm their commitment to upholding law, protecting the weak, and maintaining justice. These three duties form the foundation of the faith. One need only ask for protection from the church in order to gain it, though the faithful of Fronaus do not defend criminals or those with evil in their hearts.

Strength is important to Fronaus, and he is prayed to before any battle. Duelists and knights see the god as the embodiment of all strength, and many seek to have their blades blessed to ensure that they remain strong in a fight. Fronaus's faithful are required to be strong not only in body, but in mind.

The most important time for the church is Ascendance. During that three-day celebration, the temples are thrown open. Those who have previously been unable to obtain legal aid, or who feel that the law has treated them unjustly, will receive preferential treatment from the clergy. Ascendance is the time when the clergy of Fronaus recommit themselves to the protection of the law, and they

will often seek out cases where the unjustly accused have been punished.

Paladins dedicated to Fronaus see themselves as protectors and upholders of the law. They are the earthly agents of the deity's grace, and roam the land seeking to help those in need. It is their sacred duty to protect the weak, and they have been known to target nobles using the law to oppress the common folk. Paladins see themselves as both guardians and judges, and they use their skills and knowledge to not only uphold order but to protect it from corruption.

Often, the individual views of a paladin will come into conflict with the will of the church. The shift in the viewpoint of Fronaus has brought much disorder to the clergy, and being proactive in the upholding of order and law is still a foreign concept to many. Paladins, who have always been proactive in their approach to law, are the least affected by the new order. In addition, many paladins maintain that the real source of the clergy's unrest is the fact that the corruption that once ran rampant in the church is less acceptable to the new order.

Before the change, it was an open secret that those who made large enough donations could guarantee that the clerics of Fronaus would work to ensure the law was on their side. Justice became a secondary concern to law, and often the very foundation of the law was changed to benefit those with the greatest wealth. Through the paladins working to balance the needs of law and justice, many corrupt priests were exposed. With the change in the church, the clergy are now finding themselves in conflict with those who once thought the law was for sale.

Hadeen

Name of Church: No official name; mostly referred to as Hadeen's Cult or the Cult of Hadeen

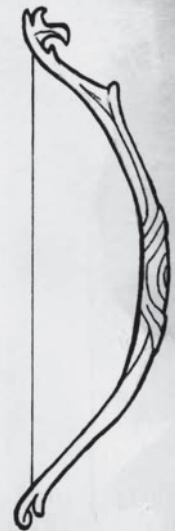
Leader of Church: None

Location of Main Temple: None

Other Temples: None

The deceased god Hadeen holds a special place among the Peshwah, and his faithful tirelessly search for his lost bow. The Peshwah believe that Hadeen granted them the gift of archery and the skill with which they craft their bows. The Leado of the Peshwah honor Hadeen for his strength, and for coming to the aid of their people against the Afridhi.

Hadeen has no church or formal followers, but a cult has grown up around the search for the god's lost bow. Meeting in secret, the cult works to disrupt the plans of Calelrin. The cults of Hadeen are



small, usually numbering no more than twenty members. Each cult is led by a head priest known as the Fletching, who officiates at all ceremonies. Cult members travel among the tribes, meeting in secret at night on the outskirts of camp.

Cult members travel the tribes seeking Calelrin's faithful. Hadeen's cultists venerate their god in all they do. They are typically expert archers, and act as protectors and hunters within the tribes. Hadeen's followers believe that though their god is fallen, he is waiting to be reborn.

The tenets of the faith preach nobility, and that anyone regardless of birth can attain that state. The faithful carry themselves with nobility in mind, and show their devotion to their god by honesty, bravery, and a willingness to protect their fellow Peshwah.

Though many Peshwah feel that the cult does good work, its members' search for the Bow of Hadeen is typically dismissed as folly. Many among the Peshwah view the bow as nothing more than legend, and consider the Cult of Hadeen followers of a lost dream.

All worship and ceremony within the cult takes place on the night of the New Moon, in acknowledgement of Hadeen's death and eventual rebirth. The cult's holiest day is Star Fall (Hotien 30)—the day Calelrin murdered his brother and Hadeen fell. This day of mourning is marked with fasting and prayer, with the faithful unstringing their bows and wrapping them in black cloth to match the clothing they wear. To further mark the day, worshipers take a vow of silence as they pray that Hadeen's bow will be found. Another important day for the faithful is the Winter Solstice, the turning point between darkness and light. Worshipers spend the long night in prayer, reaffirming their commitment to Hadeen and to their search.

Worshipers of Hadeen are enemies of Calelrin, and they fight agents of that god without mercy. To the cult, Calelrin is a murderer who must be brought to justice. His worshipers are seen as enemies not only to the Peshwah but to all life.

Followers of Hadeen do so without clerics, druids or paladins. Many of Hadeen's faithful continue in their worship without the benefit of divine magic as a testimony of their faith. Priests of Hak often officiate over Hadeen's rights, honoring Hak's favorite son.

Hak

Name of Church: No official name

Leader of Church: Each tribe has a Hommett who is aided by lesser priests, although the Somhak Hommett is always

the most senior and respected and presides over the Camberi

Location of Main Temple: Sul Peshwan

Other Temples: Many household shrines

The father of horses and of the Peshwah who love them, Hak is the central deity of that people. Hak is beloved of the wind, powerful and gentle, and this spirit is mirrored

within the hearts of the Peshwah themselves. Though the Peshwah worship other gods, Hak's faith is the best-established and most important one within that culture.

Every tribe has a Hommett devoted to Hak, whose duty it is to lead prayers, officiate over treaties, and bear witness. The Hommett is the overall religious leader of the tribe, and he rules over the lesser priests and druids who assist him. Each tribe has only one Hommett, and when that shaman dies or retires, his replacement is chosen by the priests from among their own number.

Clerics and druids are thought to be the eyes and ears of Hak, and are treated with respect and reverence. Harming a Hommett in any way is a crime punishable by death. It is the divine servants of Hak who guide the nomadic Peshwah across the plains, and the Hommett who helps the Leado set the path they travel. The priests serve a crucial role as historians, for it is they who record the tribe's customs and lore.

During a normal year, there is little communication between the priests of different tribes. Each year during the Camberi, the priests of Hak consult and share strategy and ideas, and discuss the needs of the people. Ritual is important to the Peshwah, and Hak's clergy carry out many ancient rites in their god's name. When any Peshwah travels (whether alone or with the tribe as a whole), a lock of the traveler's hair is buried at the place from which the journey begins. By marking where they have been in this way, the Peshwah maintain a connection to their land and past journeys. Failure to perform this ritual is said to bring bad luck to the traveler. Another elaborate ritual happens when a child reaches the age of thirteen summers. As children, Peshwah

do not cut their hair. On the night of his birthday, the child's head is shaved and the hair collected in a copper bowl. Taking the bowl, the child throws it into a raging fire, and on the smoke travels the news that he is no longer a child, but an adult.



In matters of treaties or formal agreements among the Peshwah, a priest of Hak is always present, listening to and memorizing what has taken place. When treaties are signed, a shaman or a priest cuts both signatory's left palms, which are then clasped together. By blood and prayers to Hak, such treaties are blessed.

The seasons are important for the worshipers of Hak, as Peshwah life is closely tied to the turning of the year. Spring Equinox marks the season of grazing and of birth, and all newborn (children and horses alike) are blessed in the hopes that Hak will protect them. The tribes gather for the Camberi at this time at Sul Peshwan. It is the priests of Hak who sanctify marriages arranged or agreed to during the previous Camberi. The Summer Equinox marks the time for transhumance, and the day is filled with song and dance, as well as prayers to Hak asking for fair weather and a safe path. The Autumn Equinox marks the end of summer and the preparation for winter ahead. The people pray to Hak, and a sacrifice is made thanking him for safe travel and asking for a plentiful fall hunt or harvest. The Winter Equinox is a time of sadness and remembrance, and is the day when ancestors are honored and many make pilgrimage to the Tower of Salt to hear the first horse. In addition to the equinoxes, Star Fall is extremely important to the people of Hak. The tribe fasts from sunrise to sundown, spending the day in prayer and meditation.

When the sun sets, the priests lead a ceremony that is marked by prayers and mournful songs lamenting the loss of Hadeen. The end of the ceremony is marked by the sacrifice of a grazer, symbolizing the strength of Hadeen and the hope that this strength will be reborn within the hearts of the Peshwah. The tribes then celebrate the breaking of the fast and spend the rest of the night in celebration.

The druids and clerics of Hak are a central part of the way the Peshwah make decisions and view the world. To most Peshwah, these men and women speak with the authority of Hak. There are few greater sins, than betrayal of that trust.

Henrin

Name of Church: The Church of Henrin

Leader of Church: Cardinal Flanagan Torvek

Location of Main Temple: Newgate

Other Temples: Blackmoor, Dragonia, Erak, Glendower, Maus, Ramshead, Vestfold, Williamsfort

Among the poor, especially peasant knights and soldiers, there is no deity more important than Henrin. Those who are humble, mild, and meek strive to live their lives according to the teachings of the valiant god. To some, the faith of Henrin is no more than a cult. The larger

and wealthier religions see its small temples and strict devotion to poverty as evidence of the diminished status of the faith. Ask Henrin's clerics and faithful their thoughts on this and you will likely get a simple shrug of the shoulders. However, Henrin's faith is not measured in the size of a temple or the fullness of its coffers, but by deeds.

The Church of Henrin is devoted to protection, and the faithful vow to serve all who need it regardless of cost or risk. Though the church is centered out of Maus, it has no unified leadership. The religion adheres to humility, and nowhere is this more evident than in the lack of titles and honors for its clergy. All priests are equals under Henrin, and no one has superior status to another. However, age and experience are important to the church. The oldest cleric is typically seen as the leader of a temple, though its administration will be by consensus rather than any chain of command. Henrin's temples are modest in design and construction, and serve not only as places of worship but as shelters for the homeless and the poor. The church is found in all major cities, and its doors remain open at all hours of the day. Anyone seeking aid or safety need only enter and ask for it, and those who strive to protect others are always welcomed.

Those who seek to enter the clergy of Henrin must swear a vow of poverty, service, and protection. Upon joining the clergy, new priests give all their money and worldly goods to the church, which uses such wealth to fund its charity work. Wandering priests, as well as the faith's most devoted worshipers, vow to give a tithe of all income to the church, retaining only what they need to live on. Clergy strive to be humble, and warriors and clerics in Henrin's service eschew elaborate weapons and armor.

Reflecting the humility of the church, there are very few rituals devoted to Henrin. The morning prayer is the most important of these. While facing the rising sun, the faithful kneel and rest a sword across outstretched palms. They then utter this simple prayer:

I devote my soul to the service of others.

I devote my sword to protecting those who need Henrin's protection.

I devote myself in Henrin's name.

The Church of Henrin has no holy days or days of significance. This extends from the belief that no day is more



important than another, and that life is about service and carrying out work in the god's name. Though Ascendance is celebrated by the faithful, some among the elder clergy feel that other faiths would do well to remember the meaning of this ceremony throughout the year.

Though most soldiers and poor knights venerate Henrin, a growing number of paladins have come to embrace the tenets of his church. Though many come from humble and poor backgrounds, paladins of wealth and power sometimes turn to the church as a means of connecting with the higher ideals they may have lost. Such paladins often become so devoted to helping those in need that they tithe all their wealth to the church. Some resemble beggars, wearing rough armor and patched tabards, but the paladins of Henrin see themselves as humble servants, no better than those they defend.

Hersh

Name of Church: No official name

Leader of Church: None; each temple is led by a pit boss

Location of Main Temple: None

Other Temples: Archlis, Blackmoor, Boggy Bottom, Booh, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

Among theologians and religious scholars, the faith of Hersh is often a source of confusion.

Unlike those gods whose temples are architectural marvels expressing the faithful's devotion or simple structures reflecting the simplicity of nature, Hersh's

temples resemble gambling halls more than anything else. As the houses of a god of gamblers and thieves, some feel that this is an honest representation, but the clergy and worshipers of Hersh take exception to this. For them, Hersh is the deity one turns to for luck, and they accept that their god has little interest in their well-being or salvation.

The clergy of Hersh has little organization, and there is no central authority for the faith. Each temple is an independent entity answering to no one but its members. The clergy lead the faithful and carry out their unique religious practices, all the while getting rich off the backs of unlucky gamblers. So decentralized is the faith of Hersh that larger cities such as Maus and Blackmoor have more than one temple dedicated to the god, all of

which compete actively for worshipers and their coins. Some theologians feel that this multitemple outlook clearly shows the emptiness of the faith, with the church intentionally maximizing its profits at the expense of the poor who generate them. The faithful counter that the true nature of luck and chance mean that nothing in life is guaranteed. For them, having to compete for worshipers is a gamble that speaks to the core of Hersh's faith.

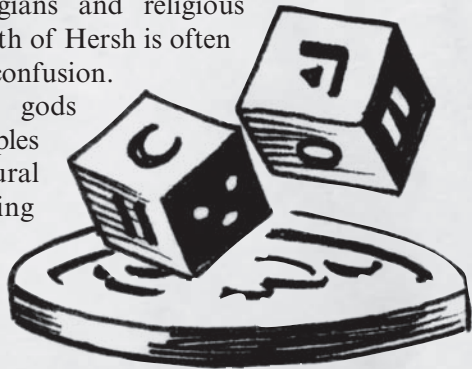
Each temple is led by a head priest known as the pit boss. He leads all religious ceremonies and oversees the gambling business of the temple. Beneath the pit boss are the lesser clergy who watch over day-to-day operations, as well as interact with the temple's patrons.

Hersh's religious ceremonies center on gambling, and the faithful are often strident in defending the importance of gambling to their faith. By willingly betting your wealth on a roll of the dice, you invoke Hersh's attentions. Only by first having the god's attention can you be blessed by Hersh, allowing your fortune to change. Those willing to pay the price do so gladly, because they know that Hersh is generous to those who are granted good luck.

Within the temple, those seeking good fortune throw a pair of dice into a raging fire. Those who practice the art of thievery sacrifice a black mouse before using their skills, in the hope that Hersh will watch over them. Those seeking to enter into agreements or embarking on business ventures pray to Hersh and toss a precious gem into a fire. Though Hersh is known as a god of gamblers and thieves, all pray to him when they seek good fortune in any risky endeavor. The Church of Hersh acknowledges the holy days of the other Blackmoor gods but has none of its own. The faith is focused on the here and now. Every day is a day to venerate Hersh, and every day is a day to collect money in his name.

Though most see the wealth of the church as a sign of its popularity, the faith of Hersh has a generous side that few see. Each temple uses a great deal of its wealth to help the poor and destitute, helping to bring a change of fortune into the lives of those whose luck has gone bad. Every month on the night of the full moon, the temples are closed and the gaming tables stand empty. However, few know that on these nights, the clergy go abroad to secretly leave money for those in need.

Clerics of Hersh are skilled in not only the games of chance but in the arts of thievery. Those seeking to join the clergy must have some skill as a rogue, and such characters are welcomed within the church. Paladins of Hersh are very rare, but not unheard of. They tend to be less serious than others of their kind, acting more like high-class gamblers than defenders of the faith. Favoring areas off the beaten path, Hersh's paladins can often be found playing cards, rolling dice, or betting on horses, but with a greater purpose than the hope of lining their



pockets. Paladins of Hersh seek to protect those who are being victimized by cheating or deception, and by favoring areas of nefarious activity, can protect the innocent and fight evil when it rears its head.

Kadis

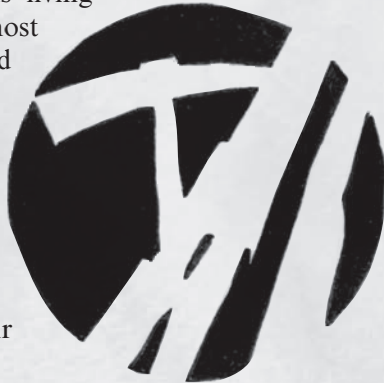
Name of Church: No official name

Leader of Church: Marta Rost

Location of Main Temple: None; see below

Other Temples: None; see below

For miners and smiths living in Ten, Kadis is the most revered and honored god. Those who work the forge, the anvil, the pick, and the hammer look to Kadis for both strength and guidance. His worshipers are few in number, but they are fanatical in their faith.



Kadis is worshiped exclusively by smiths and miners, and no public temples exist for the god. Instead, his chapels are located below ground in abandoned mine shafts, or at shrines attached to busy foundries. Chapels and shrines are small and simply adorned. Their altars are often either an anvil or a rock with Kadis's symbol carved into it. It is here that worshipers begin their day asking for Kadis's protection, and here where they thank the god for that protection when the day is done.

Clerics of the church most often come into the faith after seeing the hand of Kadis intervene in their own lives. Working underground or in the foundry is dangerous work. Often, the survivors of accidents or those who escape a close call with death are inspired to devote their lives to the god who they feel has protected them. Clerics are required to work alongside the faithful, and it is often hard to distinguish the clergy from the miners they serve. Clerics lead their fellow worshipers in prayer at the start and end of each day.

Because Kadis and his worshipers have little time for celebration while there is work to be done, there are few holidays associated with the god. The only celebration of note is the Feast of Kadis, which takes place on the last night of each month. Gathering in his shrines and chapels, Kadis's priests sacrifice a roasted pig and a barrel of strong beer into a raging fire. This is done as an offering of thanks to Kadis for the strength and protection he lends his followers while they work.

The clergy of Kadis are poorly organized at best. They have little hierarchy within their ranks, but do have a high priestess named Marta Rost, of which little is known about her. Shrines typically have no more than two priests to supervise worship. As Kadis has little need for a large clerical bureaucracy, his priests are few in number.

Very few Paladins ever swear allegiance to Kadis, but those who do see themselves as the god's earthly hands. Paladins of Kadis are the worker's protectors, and can be found standing guard at foundries or working to clear mines of the foul creatures that sometimes lurk there. After the Afridhi invasion into Ten, paladins of Kadis began to expand their vigilance, and they work to fight the evil that has come to their land.

Khoronus

Name of Church: Church of Khoronus

Leader of Church: General of the Faith Galid Bronzures

Location of Main Temple: None; see below

Other Temples: None; see below

The church devoted to Khoronus is a young one, and it presently finds itself in a state of flux. Khoronus was a great general during his mortal life, and his most trusted confidant was Londours Trovern. When Khoronus ascended to godhood, Trovern dedicated himself to spreading the teachings and life lessons of his friend. Courage in the face of adversity, strength of determination, protection of the defenseless, and adherence to law are the cornerstones of the church and the faith it is based on.

The church is organized much like an army, with ultimate power held by the general of the faith, currently Galid Bronzures. The general is assisted by the majors of the churches, the head priests of the faith's main temples. A major is responsible for overseeing a number of smaller churches, each known as a battalion and headed by a captain. Though this rigid militaristic approach seems awkward to some other faiths, it provides not only a set chain of command but assures that the church can respond to threats quickly and efficiently. This hierarchy has proven particularly effective given the church's current situation.

When the Afridhi invaded Ten, the Church of Khoronus was one of their first targets, owing largely to the



number of warriors and military minds the church counts among its members. Though the early days of the invasion went badly for the church, Galid Bronzures used his position as general to not only hold the faith together but to respond to the attacks.

Now the church has gone underground, dedicated not only to its god but to defeating the forces of Zugzul. Its former temples in Starmorgan and the other cities of Ten stand empty, but its clerics can be found throughout that land, helping the rebellion effort as they spread and uphold the faith. Though it has ties with the Brothers of the Greenwood, the church sees itself as the group with the best chance of leading Ten out of its troubles.

Despite being actively targeted by the Afridhi, the church still holds close to its beliefs and practices. Each morning, prayers are held where the faithful swear their oath to Khoronus and vow to uphold the four tenets of the faith. Before any battle, prayers to the god ask for a clear mind and the strength to carry the fight. Clerics of the church carry longswords and fight with those weapons exclusively. The longsword is the symbol of Khoronus, used by the god during his mortal life.

The church has traditionally celebrated the holidays of Ten, and continues to do so despite having gone underground. The church's most holy day is Tihumia 13, when Khoronus ascended into godhood. Known as the Crowning, it is day of fasting and meditation. All clerics and paladins spend the daylight hours praying to Khoronus and rededicating themselves to his cause. At sunset, a ceremony is held in each temple where new clerics and paladins (known as novices) swear their vows of loyalty and pledge their lives to the church.

The ceremony takes place in secret locations far from Afridhi eyes, and is officiated by the general of the faith. Before an altar, the general anoints the novices' heads with oil, placing longswords in their outstretched hands. Each novice cuts the palm of his or her right hand on the blade, placing their bloody hand on the hilt of the sword as the oath is spoken. At the completion of the ceremony, the day-long fast is broken by a celebratory feast.

Paladins to Khoronus have existed since the earliest days of the church, and they are common in the ranks of its captains and majors. Paladins view themselves as the true warriors of Khoronus, striving to eradicate threats to both the church and the people it serves. With the current troubles facing Ten, many paladins have taken an active role in the war against Zugzul.

Mwajin

Name of Church: Church of the Silver-Lined Clouds

Leader of Church: High Pontiff Floral Kyle

Location of Main Temple: Maus

Other Temples: Archlis, Blackmoor, Boggy Bottom, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

The faith of Mwajin is dedicated to merchants, sailors, and those making their living as adventurers. The Church of the Silver-Lined Cloud is centered in the city of Maus. Though every major city in the North has a temple dedicated to Mwajin, all priests look toward the Maus temple for leadership and guidance.

The head of the church holds the title of high pontiff, and oversees all church operations. Smaller temples are found throughout the North, and the pontiffs who administer these report directly to the High Pontiff. This structure allows the church to be easily organized and motivated, and by eliminating layers of unnecessary bureaucracy, its business can be run with great efficiency.

One area where this efficiency pays off is in the collection of donations. Mwajin's church is one of the wealthiest in the North, due in no small part to the church's typical worshipers. Many merchants, river barge owners, and ship captains belong to the church, and are free with their donations in the hope of obtaining Mwajin's blessings. These donations make the church wealthy, but also allow it to fund the numerous charities it oversees.

The current high pontiff is Floral Kyle. Barely thirty years of age, she has the distinction of being the youngest priest to hold the office. Unlike most previous high pontiffs, Floral's duties as a priest saw her spend time at sea rather than within a temple. While working as a navigator, she preached the faith of her god, and her years among sailors have given her a quick temper and a flair for profanity. A strong woman, she has angered some of the older priests in the church with her unwillingness to hold to tradition. However, the younger clergy look to her for the change that is needed if the church is to continue to flourish.

Temples of Mwajin are typically built near the water, bringing the faith closer to the faithful. Merchants, sailors, and others who depend on the water for their livelihood pray daily to their god. Any new sailing vessel is blessed by a priest in the hope that Mwajin will watch over it during its journeys. Sailors and captains pray to Mwajin before setting sail, with captains offering a gem worth at least 50 gp as a sacrifice

to the sea. Most ship's captains ensure that they have a cleric of Mwajin on board for major voyages,



a service the church provides to any willing to pay a donation.

The church celebrates all major holidays, but two are unique to the faith. The celebration of Ice Break is held on Yovenouom 22, the day that marks the start of the shipping season. At sunrise, clerics gather at the docks and harbors to bless all ships and boats about to set sail. The blessing calls upon Mwajin to protect his followers, and asks for a safe sailing season. This is also the day on which newly built ships are most often launched, and priests bless them as they start their life at sea.

Wind Dying is held on Dumimia 25. This day marks the end of the sailing season, and is a time of mourning and remembrance. For those ships and sailors lost at sea, prayers are made asking for their rest in Mwajin's realm. Sailors and captains who survived the season make sacrifices thanking the god for protecting them.

The clerics of Hersh and Mwajin are bitter rivals by virtue of the tension between their followers. Hersh is viewed as a god of thieves and scoundrels, and it is these groups that are often involved in robbing the merchants and captains who worship Mwajin. The two groups' vocal animosity sometimes spills over into physical confrontation, and though such actions are publicly denounced by the clergy of both faiths, both groups would be happy to see the other fall on hard times.

Paladins of Mwajin are rare, and most can be found working as sailors or wandering the roads of the North. Paladins of the faith exemplify their god's devotion to travel, and work to protect fellow travelers in Mwajin's name. Of all paladins, Mwajin's tend to be the most down-to-earth, and do not take themselves as seriously as their peers in other faiths.

Odir

Name of Church: Church of the Holy Spear

Leader of Church: Garamond Bolitho, Bishop of Blackmoor

Location of Main Temple: Blackmoor

Other Temples: Archlis, Boggy Bottom, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

The god-king and his Church of the Holy Spear are the religious foundation of life in the North—at least according to the faithful and their clergy. Others see the church as a group of pompous busybodies more concerned with currying political favor than with matters of faith. In truth, though most folk of the North whisper a quick prayer to Odir from time to time, he is not a god for the common folk.

Odir is the god of war, knowledge, and magic. The Church of the Holy Spear counts wizards, sages, famous bards, elite warriors, and the leaders of armies among its members. The church's close alliance with the Wizard's Cabal, as well as its focus on protecting the world from the evil of the Egg of Coot, lends it an air of danger that causes many to keep a healthy distance from its priests and temples.

The Church of the Holy Spear is based in the city of Blackmoor, and it is from this primary temple that the faith is led. From temples in major cities throughout the North, all head priests look to the Blackmoor temple for guidance and leadership. The church is led by Garamond Bolitho, who has been an active and integral part of Northern politics since before the rebellion. He is both a close friend and companion of King Uther. A tough and grizzled leader, Bolitho uses his power and influence to advance the church's goals, chief among them the overthrow of the Egg.

Aiding the church is a small group known as the War College. The college numbers only six members, but they are responsible for the administration of all the church's temples, and the head priests answer directly to them. This tightly controlled structure allows the church to be efficiently controlled and mobilized in times of conflict.

Odir's main temple in Blackmoor is a large and imposing structure. It is a central location for learning and study among the faithful, and it is here that the best military minds gather to teach the arts of war. The clergy of Odir are one of the most learned groups in all Blackmoor when it comes to military science, and their large library is said to be the finest collection ever assembled on the topic. In addition to books devoted to war and the military, the library holds thousands of tomes dealing with history, politics, geography, and the sciences. So great is this store of knowledge that many bards take up the worship of Odir just to gain access to the collection.

The church's relationship to the Wizards' Cabal has led some to see both organizations as one and the same. Though the two groups actually have very different agendas, both share a common enemy in the Egg of Coot, and see the benefit of working together to eliminate this threat. As Odir is worshiped by many wizards, both groups also share common views on the dangers of sorcery.

Clergy of the church are schooled in the arts of war, from the intricacies of military science to the practical skills



of mounted combat. When performing religious ceremonies, all clerics wear a breastplate adorned with Odir's symbol over robes of gray. Head priests and members of the War College carry rods that resemble spears. In addition, Odir's radiance wears a small circlet of platinum. In battle or when traveling, Odir's clerics wear plate mail and a tabard with the god's symbol embroidered on it. The only weapons clerics are allowed to employ are the staff and spear.

Clerics and paladins make up two separate divisions within the church, yet acknowledge each other as equal partners. The clergy are the leaders and spiritual heart of Odir's faith. It is through them that the god's blessings are brought into the world, and clerics direct and inspire the faithful to combat the enemies of their god. Paladins are the arm of Odir, acting as his soldiers as they deliver justice and protection to those who need it.

Ceremonies to Odir tend to be long, and turn around the faithful pledging their lives to the god. One ceremony unique to Odir's faith is known as the Anointing. It is held for anyone who enters into the faith as a paladin, and no paladin of Odir is recognized as such without taking part. The ceremony begins with hopeful paladins meditating for a week while observing a fast from sunup to sundown. Even then, they are allowed only bread and water, and must spend their waking hours cloistered in a cell praying to Odir.

When the week is over, aspirants are led from their cells to a large pool within the temple. There they bathe, cleansing themselves of their former lives as they prepare for the new. Donning robes of white, each hopeful paladin carries a spear into the main temple and kneels before the radiance, who then blesses the spear. Aspirants are questioned by the radiance as to their reasons for seeking a place within the church. They are then dressed in new armor and again bidden to kneel. With head bowed, each aspirant vows to fight with honor and to uphold the teachings of Odir. A large book known as the Tome of Honor is carried forth, and aspirants are told to write their names within. Those whose names enter the tome are the paladins of Odir.

The god-king is worshiped before battle, when the faithful ask for the courage to face the fight. Honor is important to all Odir's faithful, and they strive to live their lives according to its code. Those seeking to enter into agreements swear an oath to Odir. If such an oath is broken, it is considered a crime against the god himself. The faithful see themselves as having a sacred duty to lead, and their quest for honor ensures that their leadership will be fair and just.

Those who worship Odir's nonmartial aspects, including wizards, sages and bards, also take honor seriously, but seldom to the extremes that Odir's clerics and pala-

dins do. Odir is the god of knowledge, and such characters offer prayers to him before any research or experiment is undertaken. Like their fellow worshipers, knowledge seekers fight to bring the light of truth to bear on a dark world. For them, there is no greater crime than destroying knowledge. Those caught stealing or destroying books or scrolls often find themselves a target of the church's wrath.

Pacuun

Name of Church: Church of the Sun Sword

Leader of Church: Sun Priest Clemet Forz

Location of Main Temple: Blackmoor

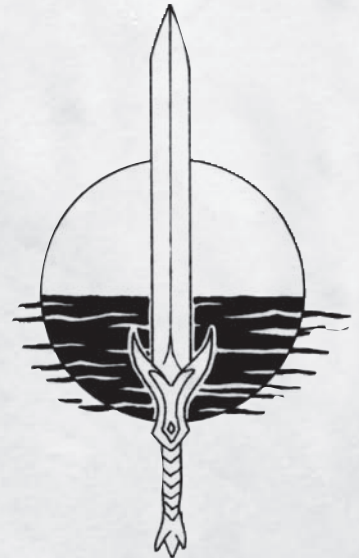
Other Temples: Archlis, Boggy Bottom, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort, plus numerous roadside shrines

Pacuun is the god of travel, and it is through this aspect that most worship him. Small roadside shrines to the god are scattered throughout the North, each staffed by up to four priests and serving as a way station for travelers. Any traveler, regardless of rank or status, can stay in a shrine for as long as they like with a small donation. While at the shrine, travelers can enjoy a meal, seek aid for their wounds, and pray to the god to grant them a safe journey.

However, Pacuun's church is not simply a collection of shrines, but an organized faith with temples found in all major cities in the North. The church has a centralized leadership structure, and the head priest of the Blackmoor temple (known as the sun priest) leads the entire faith. Each main temple oversees the smaller shrines in the area, keeping them staffed and supplied.

Since assuming leadership of the church ten years ago, Sun Priest Clemet Forz has worked tirelessly to help the church grow. From expanding the number of shrines to funding the construction of new temples, Clemet has aspirations of shaping the church as a weapon in the fight against evil—and in particular, against the undead that Pacuun abhors.

As the sworn foe of those who use necromancy to manipulate the power of undeath, the church uses its network of shrines to respond to undead threats quickly and efficiently. Reports of undead activity that reach one



shrine are quickly relayed by carrier pigeon to alert other shrines and the closest temple. Once the church assesses the threat, it directs resources to combat it.

Those preparing to start a journey make prayers to the god for safe passage. Typically, a small sacrifice or a pair of boots is left at a roadside shrine in Pacuun's name. While traveling, prayers for protection and safety are said at the start of each day, along with prayers of thanks at the day's end. For those seeking protection from the undead, a quick prayer is spoken whenever the need arises.

Lately, the Church of the Sun Sword has taken a greater role in the burying of the dead. Anyone can bring a dead body to the nearest shrine or temple and have a priest perform the rites of burial in exchange for a small donation. A body is blessed, then burned so that it cannot be abused by those working the dark arts of necromancy.

Unlike most churches in the North, the Church of the Sun Sword does not often practice the arts of resurrection, reincarnation, or the raising of the dead. Pacuun's faithful see death as a necessary journey. Returning the dead to life disrupts that journey, and prevents the dead from obtaining the everlasting peace they have earned. To the most of the church, reincarnation and resurrection are crimes as great as necromancy. Though the church does not punish the clergy of other faiths, it is rare for a Pacuun priest to perform such rites.

The holy days of the church revolve around travel, and like Mwajin's faithful, the Church of the Sun Sword celebrates the holidays of Ice Break and Wind Dying. Shrines and temples spend those days blessing the nearby roads, and asking Pacuun to bring his protection to all who travel along them. In addition, new roads are blessed by a priest of Pacuun at the beginning and end of construction.

In recent years, the church has begun to focus its resources on the fight against Zugzul. The invasion of Ten angers both the god and his faithful, and Clemet sees a chance for the church to gain influence by moving clerics and warriors into Ten. Adventurers have been hired by the church in large numbers and put into contact with Ten's resistance in the hope of turning the tide of battle.

Paladins associated with the church are devoted to fighting the undead and protecting those who travel the roads of the North. Some are wanderers devoted to freedom; others see themselves as Pacuun's earthly sword as they hunt down necromancers, witches, and any who worship death. Vampires, liches, mummies, and other intelligent undead are their sworn enemies, and Pacuun's paladins hunt such creatures tirelessly.

Phellia

Name of Church: Church of the Loving Weaver

Leader of Church: Mother Valerie Songbird

Location of Main Temple: Maus

Other Temples: Archlis, Blackmoor, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

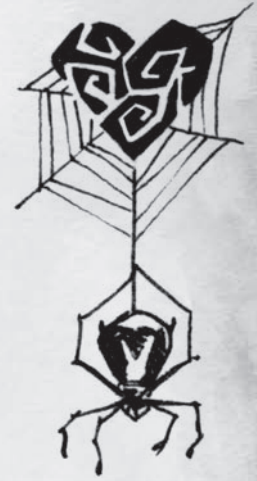
Dedicated to beauty and the celebration of life, the Church of the Loving Weaver has temples in cities across the North. However, its true heart lies in the smaller rural temples that provide midwifery, education, and healing to the common folk. The faith builds strong ties within rural communities, and sees all residents of such areas as Phellia's children.

Phellia's faithful express their devotion to their goddess in the creation of art. Any art or craft, whether composing a song, painting a landscape, or working clay into a vase, is considered an act of creation and the means by which beauty is brought into the world. This devotion to art attracts many bards to the faith, and the temples in Maus, Blackmoor, and Robinsport have small bardic colleges attached to them. All races are welcomed into these colleges, and the artists working here are known far and wide for their skill.

In addition to being skilled in the arts, clerics of Phellia must have some degree of bardic training. The clergy's devotion is expressed not only by their artisanship but by their continually seeking to improve their skill. Those who do not often have their devotion to the goddess questioned, and can be expelled from the church.

The Church of the Loving Weaver is based in the city of Maus, and its centralized leadership spreads out from the temple there. The head of the church, known as mother, is aided in her leadership duties by the Circle, a group composed of the head priests of each temple. Together, they craft church policy and work to ensure the growth and health of the faith.

The current mother is Valerie Songbird, who has held the position for the past twenty years. Under her leadership, the church has not only grown but expanded, taking in great numbers of artists and artisans. Lately, however, Valerie has been distracted as a result of losing her ability to sing. How this happened, no one knows, but many feel that Valerie's search for an explanation has compromised her focus on her faith.



Though the church celebrates the standard holidays of the North, none is more important than the Spring Equinox. Herald of the return of life and beauty to the world, the day is marked with numerous weddings, as well as midday prayer services where the faithful renew their vows to the goddess. When new head priests are assigned to temples, and when a new Mother must be officially anointed, it is done on this day.

Autumn Equinox is a day of somber reflection and remembrance for what has passed. The day is spent with the clergy and faithful praying in the temple and remembering those who have died. From sunrise to sunup, the faithful wear black and gray to symbolize the passing of beauty with the coming of autumn. When the sun sets, the black and gray is put away and bright colors are donned for celebration.

The two most important ceremonies of the church are those of marriage and birth. Any couple, regardless of wealth or station, can be married by a cleric of Phellia in a temple. All that is required is for the couple to donate something they have created together. Such items symbolize the two coming together as one, and can include wood carvings, embroidered cloth, and in some cases, food. Women about to give birth are welcome in the temples, where skilled midwife clerics assist them. For those unable to travel, a cleric will often come to a mother's residence.

Paladins dedicated to Phellia are rare, and show their devotion by protecting works of art in addition to the faithful. Few exemplify the love of beauty and art more than Phellia's paladins, and their ranks include some of the most skilled painters and sculptors in Blackmoor. Their calm demeanor and great love of life are reflected in all they do, but those who view the goddess's paladins as lesser fighters often have their opinion changed if they are unlucky enough to face one in action.

Raelralataen

Name of Church: No official name

Leader of Church: Peshwah na Purju am Faleem

Location of Main Temple: Tampul am Raelrlataen in High Tenlish

Other Temples: The Naktok "Barrow Gate"

Raelralataen and his fallen brother Hadeen took mortal form to fight the Afridhi. Raelralataen was drawn from among the first Peshwah and was the founder of the Irfat tribe. Clerics, monks, and paladins of Raelralataen are some of the most militant and aggressive of the Peshwah and are known for their zeal in hunting the enemies of the People. The clergy of Raelralataen are the judges of their people and the guardians of the dead. The chosen of Raelralataen are responsible for recording the lineage of

each man and horse, resolving dispute between Peshwah, and binding and securing agreements between the Peshwah as individuals and tribes. If Hak is the doting grandfather, then Raelralataen is them stern father.

The worship of Raelralataen is common throughout each Peshwah camp, but it is centralized in two locations. The Tampul am Raelralataen in High Tenlish is spiritual center of the faith.

The warrior priests of the order patrol the city of the Faleem and journey to every part of the Hak offering their services to the people and resolving strife. The monks of the order are especially militant, all being Peshwah unable to bond with horses and eager to prove themselves to their people and protect them from their own excesses and from their enemies, chief of which are the Afridhi and any followers of Calelrin they might find. Paladins of Raelralataen are among the finest horsemen of the Peshwah and known for their refusal to give quarter to the Afridhi. Clerics and the occasional druid are a fixture in most camps, although it is the city dwelling Faleem and the dour Irfat who sport the most clerics of this god.

It is the duty of each Raelralataen's clergy to care for the dead. The Naktok, or Barrow Gate of the Peshwah is another sacred place for this faith. Each Peshwah hopes that his or her deeds

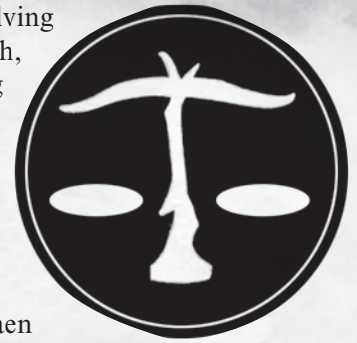
will warrant a place of interment in Naktok. The greatest heroes of the Peshwah are buried there and the priests of Raelralataen are the individuals who make the determination if a Peshwah is worthy of this honor.

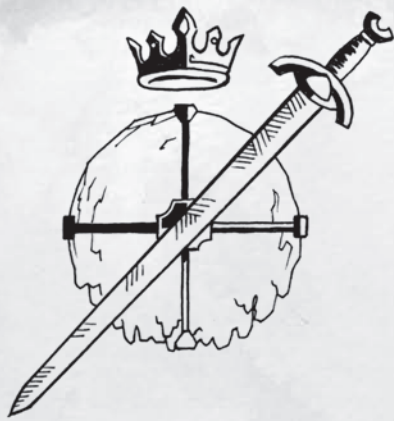
This clergy presides over Peshwah funeral service. All dead Peshwah are brought to the tent of Raelralataen and prepared for this next journey. Bodies are washed and any wounds are bound. In cases where there are too many bodies to move (typically after great battles), the priests administer the funeral rites in the field. To the Peshwah, death is the next stage of life, and priests ensure that the dead are treated with respect. In cases where a Peshwah's body cannot be interred at home, or where the Peshwah must be left exposed to the elements, the fallen warrior's heart is cut out and returned to the priests of Raelralataen, so that the spirit may be put to rest.

Sacwhynne

Name of Church: Church of the Sword

Leader of Church: None; see below





Location of Main Temple: None
Other Temples: Archlis, Blackmoor, Bramwald, Dragonia, Glendower, Jackport, Maus, Newgate, Ramshead, Vestfold, Williamsfort

The Church of the Sword is seen by many as nothing more than a pious

dueling society. Its temples are training halls dedicated to the art of fighting, and those interested in honing their skills (and who can afford the steep yearly donations) train there. The bulk of a temple is devoted to training rooms, but a small shrine adjacent to the halls is where worshipers pray. Though the church caters to those from all walks of life, it also sponsors the Court of the Rapier (see page XX), an elite dueling society for Blackmoor's nobility.

There is no centralized leadership for the church. Each temple is independent, run by a head priest. Beneath this post are the lower-ranking priests who oversee the day-to-day operations of the church. Though the leadership is independent, head priests meet regularly to decide policy and debate issues affecting the entire faith. This gathering takes place every three months, with its location rotating between temples. One purpose of these gatherings is to settle any grievances clergy might have with each other. Most of these can be settled with simple mediation, while others require honorable combat. Such duels are highly structured and are fought until first blood is drawn.

Devotion to Sacwhynne is shown through training with the longsword, and clerics and the faithful alike are allowed to wield no other weapon. A tradition dating back to the founding of the church dictates that one never draws a sword unless intending to use it in combat.

Many of the ceremonies of the faith center around dueling. Before ritual combat, both combatants point their swords skyward, offering a prayer to Sacwhynne. Once the prayer is done, the hilt of the sword is kissed and battle is joined. After combat, victor and loser again kiss the hilt of their swords while offering a prayer of thanks to the goddess.

Those seeking to learn to duel flock to the temples to study and train. Though Sacwhynne is viewed by many to be a goddess of the wealthy, any who earn a living as warriors are welcome within the temples. Though one will be given respect from the faithful according to one's station, skill with a sword counts for far more.

Given the nature of the faith, paladins are common within the Church of the Sword. They devote themselves to strength and protection, dedicating their blades to the fight against evil. As wandering warriors, they constantly improve their dueling skills even as they seek out injustice. Devoted—even fanatical—to their goddess, Sacwhynne's paladins strive to be the epitome of their faith.

Sollus

Name of Church: No official name

Leader of Church: Grand Druid Halgerd Leafstream

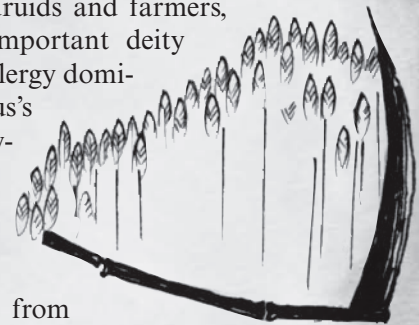
Location of Main Temple: Kenville

Other Temples: Archlis, Blackmoor, Boggy Bottom, Booh, Bramwald, Dragonia, Erak, Glendower, Jackport, Lake Gloomy, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

For Blackmoorian druids and farmers, there is no more important deity than Sollus. With a clergy dominated by druids, Sollus's church and its followers view themselves as the protectors of the land. Centered in the countryside, the faith shies away from city life. Where temples serve a major center, they are typically located a few miles beyond its walls. Here, druids pray to Sollus and oversee the small groups of worshipers who gather to pray to the god. Sollus is the key to life for the faithful, who see the god's sun steed bring life-giving light to the sky.

The god's worshipers are devoted to growth and nature, and strive to protect it from harm. Farmers in particular understand the fragility of life, and pray to Sollus for the health and protection of their crops, while the druids who oversee the faith are its spiritual leaders. Sollus's church is highly organized, and the leader of the faith is known as the grand druid. The current grand druid is Halgerd Leafstream, and he leads the order from a small grove northwest of Kenville. Halgerd has been the grand druid for close to forty years, with some attributing his long life to a half-elf ancestry. Halgerd is a tireless leader who sees the evil growing in the North as the dominant threat to nature. Under his leadership, the druids of Sollus have mobilized and grown in numbers, preparing for the time when the world will be fought for.

Beneath the grand druid are two great druids responsible for aiding Halgerd's control of the faith. Each great druid is responsible for overseeing eight of Sollus's main temples, each headed by an archdruid who answers to the great druids and Halgerd alike. In addition to the main temples, numerous smaller temples and shrines are



spread throughout the North. These are led by a high druid who reports to the archdruid in the closest city.

Though Sollus's churches are known as temples, all worship of the god takes place outdoors in sacred groves and places of great natural beauty. His druids live in simple huts, and sometimes in caves or areas of natural shelter near a grove.

The holidays of the faith revolve around the four equinoxes, but all Sollus's faithful reconfirm themselves daily to their god at the rising of the sun. The faithful gather in the sacred groves or in the fields, and are led in prayers by the druids. These prayers greet Sollus on his daily ride, asking him to shine his light on all things. At sunset, the faithful gather again, and offer prayers of thanks for the god's day of light.

Druids devoted to Sollus are generally on good terms with the druids of the other nature gods, though their differing views sometimes create tension between Sollus's druids and those of Elgath. All the druidic faiths conduct a common gathering at the Summer Equinox—a time where all come together to celebrate the bounty of nature. At this time, druids who are ready to progress in the leadership of their respective faiths are anointed and honored.

Sollus and his faithful are enemies to the dark god Thanatos, whose worshipers seek to increase their god's power through the spread of disease and pestilence. When reports of Thanatos's agents reach the ears of the faithful, they organize in order to quickly end the threat.

The rare paladins dedicated to Sollus make up a small group known as the Warriors of the Sun. They see themselves as the land's protectors, and seek to ensure that no harm befalls it. Aiding farmers threatened by roaming monsters, fighting alongside the druids of the faith, and destroying the forces of Thanatos where they gather are all the purview of the Warriors of the Sun. Sollus's paladins are nature-oriented, and more personable than the paladins of other faiths. They see all living things as equals, and do not take on an air of authority.

Tilla

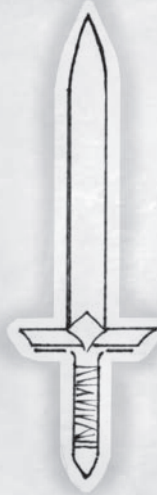
Name of Church: Church of the Holy Redeemer

Leader of Church: None; see below

Location of Main Temple: None

Other Temples: Archlis, Boggy Bottom, Booh, Bramwald, Dragonia, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Pebbletown, Ramshead, South Pim, Vestfold, Williamsfort

The Church of the Holy Redeemer is the only religion of the Docrae, but increasing numbers of non-Docrae halfings have begun to follow the faith. As a result, the



church is undergoing rapid growth that has led to conflict and a breakdown in leadership.

There is no overall organizational structure in Tilla's church. Each temple is led by a head priest known as Tilla's swordbearer, who serves not only as a spiritual leader but as a military leader in times of trouble. Aiding each swordbearer is a group of five lesser priests known as the companions. Companions act as advisors to the swordbearer, overseeing much of the day-to-day operations of each temple.

Though each temple is run independently, the swordbearers meet formally throughout the year. This council, known as the Circle of Swords, works to unify the growing church and to ensure that every temple works toward the betterment of the faith. In addition, the circle is dedicated to the Great Plan—the underlying philosophy and strategy of the church. No one outside the circle knows even the barest details of the Great Plan, and only clerics raised to the position of swordbearer are initiated into its secrets.

Ceremonies for Tilla are filled with song, dance, and music as the faithful celebrate life and freedom. Observers of these ceremonies often note that they resemble concerts more than traditional worship, but for Tilla's faithful, this is the point. Life must be enjoyed to be fully lived, and every day of freedom is a cause for celebration.

Tilla's clergy and followers are dedicated to freedom. For them, there is no greater crime than holding another creature in unjust captivity, and it is a cleric's sworn duty to oppose such actions. Art and creativity also play a large role in the worship of Tilla, and all clerics are required and encouraged to develop artistic skills and create items of beauty in honor of their goddess. However, though many assume that the church's focus on aesthetics makes it soft, some of the Docrae's best warriors are found among the clergy. Freedom is something to be fought for and protected, and none fight more fiercely in freedom's defense than Tilla's chosen.

A good number of paladins devote themselves to Tilla, and though they are not affiliated with the church, they are seen as being integral to the Great Plan. Paladins are devoted to their goddess and swear vows of obedience, pity, and poverty in her name. Tilla's paladins must remain free from temptation, staying focused in their work for the goddess. As well, they seek to act as living reminders of the time of suffering their race endured. Paladins keep only what they need to survive, with all

excess wealth and goods given to the poor. Some paladins take this vow of poverty to such extremes that they even forgo magic weapons and armor.

Tilla's paladins are wanderers and loners, working to free the enslaved and oppose evil in all its forms. However, they are considered lost by the church's clergy. By forgoing art and beauty and not celebrating the joys of life, paladins have rejected the freedom their goddess gives them. The paladins counter that their suffering allows the innocent to enjoy the freedom that Tilla promises.

Yoosef

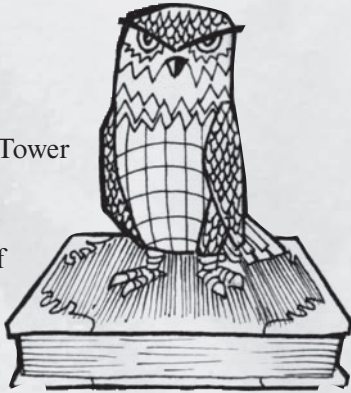
Name of Church: None

Leader of Church: None

Location of Main Temple: Tower of Salt

Other Temples: None

Yoosef, the youngest of the Peshwah gods, came into being during a time of conflict and transformation. Many of the Peshwah tribes and



some portions of all of them have ceased their historical patterns of migration and transhumance and have begun to live as traders and farmers in small towns and cities. Yoosef is their patron in many ways and represents a transformation in their culture. He is the god of tolerance, thought, and reason, as well as the earth and of magic.

The clergy of Yoosef are either monks or spellcasters, but Yoosef has no paladins. Though clerics are common in their ranks, the tenets of the faith hold that anyone can teach Yoosef's wisdom and traditions. There are many druids of Yoosef, particularly among the Sfuz. Yoosef's earth aspect is focused on the role of Peshwah as caretaker of the earth and his druids help men live in balance.

Members of the faith are known as prophets, and are all equal in the eyes of their god. Swearing vows of neutrality, prophets work to uphold strict impartiality in everything they do. Though there is no acknowledged leader of the faith, elder prophets often wield a degree of influence.

Followers of Yoosef are sworn foes of the Cult of Calelrin and his worshipers. To the followers of Yoosef, the Deceiver is an enemy of balance, and his agents are hunted down and destroyed without hesitation.

Yoosef was born from the blood of fallen prophets and given to the people by Hak. Hak took the hateful act of Calelrin's servants as a sacrifice, and from this blood magic, gave the people Yoosef to counter the ignorance

and lies spread by Calelrin. Yoosef puts Peshwah reason to harness and under bit and bridle.

Of all the Peshwah divinities, Yoosef is the most focused on the use of intellect to overcome challenges and shape the world. Followers of Yoosef are often farmers, herders and craftsmen, and the Peshneath hold Yoosef above all others save Hak himself. Yoosef encourages the peaceful and productive interaction of the Peshwah with the other peoples of the north. Many followers of Yoosef believe that the blessings of the horse can be brought to everyone, including the children of Odir. Many Peshwah have a predisposition towards magic, be they adept, sorcerer, wotan or elderkin. These people are Yoosef's special children and have his protection. Many worshippers of Yoosef find themselves in quick and easy conflict with Wizard's Cabal.

Religions of the Dwarves and Gnomes

The deities of the dwarves and gnomes of Blackmoor are worshiped from the halls of the Regent of the Mines to the great human cities.

Charis

Name of Church: No official name

Leader of Church: See below

Location of Main Temple: None

Other Temples: Archlis, Booh, Bramwald, Dragonia, Erak, Glendower, Jackport, Lake Gloomy, Maus, Newgate, Ramshead, Williamsfort

The central faith of gnome culture is centered on Charis the Gnome Father, and his clergy are found in all communities. There is no central bureaucratic structure for the faith; instead, each community has a temple overseen by a head priest who holds the title of surveyor. Surveyors are the leaders of their communities, ensuring the safety and well-being of those they serve. Aiding each surveyor are a number of lesser priests who handle the day-to-day operations of the temples. Though Charis's faith has no centralized structure, the surveyors of each temple meet every four months after the equinox celebrations. This larger group is known as the Foundation, and its meetings allow the church to set its overall agenda and keep the lines of communication between temples open. As well, negotiations and meetings with the leaders of other faiths often take place at Foundation gatherings.

Priests of Charis are active in the world, watching over the harvest, presiding at funerals, and working to preserve and defend the earth. Any of Charis's natural creations fall under the protection of the clergy. Ceremonies dedicated to the god revolve around building and the harvest. When crops are planted, priests of Charis lead



prayers and sacrifices for the god's protection. When new construction is undertaken, its foundations and the tools that will be used are blessed.

Priests take their roles seriously, and the clergy of Charis see

leadership as a sacred duty. Charis's church works to establish and maintain communication with the priests of the other gnomish deities and the gods of the dwarves. The Surveyors believe that unity is the only way for both races to continue to live in freedom and security.

Recent Foundation gatherings have introduced the idea of uniting the gnomish faiths in a formal order. When and if such a thing might be accomplished is anyone's guess, but Charis's surveyors are dedicated to this goal. Their work has led to a push for interfaith cooperation and a closer relationship with the clergy of Koorzun in particular. Members of both groups work together frequently, and are welcome in each other's temples.

Temples dedicated to Charis are closely associated with the earth. They are typically built adjacent to the fields the priests watch over, or near mountains or other areas of ancient stone.

Paladins to Charis roam the land in the defense of nature and those in need. They have been known to sacrifice their lives protecting the natural world from harm, and are tireless hunters of those who would despoil it. Charis's paladins also maintain vigilance for the agents of Gorrim and Thanatos. These gods are the enemies of the earth, and their followers show the natural world no regard.

Dhumnon

Name of Church: Church of the Crown and Sword

Leader of Church: Dhumnon's Sword Brager Ubuzaken

Location of Main Temple: Mount Uberstar

Other Temples: The Black Hills, the Dragon Hills, the Iron Hills, the Stormkiller Mountains

The central faith of the dwarven people centers on the god-king Dhumnon. Though dwarves will offer prayers to other deities, most consider themselves members of Dhumnon's faith.

The Church of the Crown and Sword is centered on law, merchants, and nobility. The oldest faith of the dwarves, it is highly organized, with

temples found throughout dwarven lands. The church is overseen by a head priest known as Dhumnon's sword. As well as being a spiritual leader, the sword is an important part of dwarven law and ceremony. Dhumnon's sword consecrates each Regent of the Mines and serves as the regent's spiritual advisor. The current sword is Brager Ubuzaken. He rules the faith with an iron fist, and is protective of his church's position.

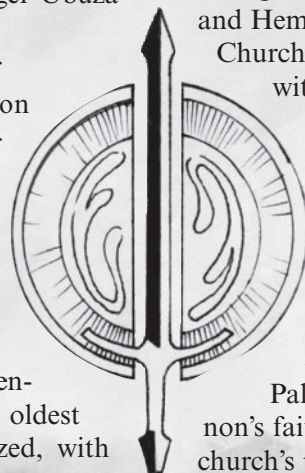
With interests in commerce, the church takes a proactive role in protecting the dwarf merchant class. One of the largest employers of adventurers in Blackmoor, the Church of the Crown and Sword provides guards for merchant caravans and warehouses. This active employment effort has brought many dwarves to the faith, but has also created a growing backlash against the church. To many, Dhumnon's clergy cares more about the wealthy than it does the poor. Though the clergy deny this, the fact remains that those who are able to give large donations to the faith often receive better attention than those who can't.

Every dwarf, regardless of status, invokes Dhumnon's name when entering into agreements. Those who can afford it have a priest witness agreements and bless any contracts signed. In matters of law and justice, priests often sit as judges, mediating disputes and pronouncing punishment. Though priests swear vows of neutrality and pledge to be unbiased, wealthier members of the church often find the scales of justice tipping in their favor.

The interfaith cooperation pushed for by the faithful of Charis has been met with great ambivalence by Brager Ubuzaken and his fellow priests. In their view, Dhumnon stands at the head of the dwarven pantheon, and as such, his church should not stoop to share leadership. Though Dhumnon's church is stronger than ever, many feel that this superior attitude might lead to its eventual downfall. Most priests laugh off such speculation, but there are some who wonder openly whether the faith has lost its way.

Strong rivalry exists between the faiths of Dhumnon and Hemgrid, stemming largely from the belief that the Church of the Crown and Sword has fallen out of touch with its mission. Hemgrid's clerics view themselves as the true leaders of the dwarves, and maintain that the growth in importance of Dhumnon's church weakens the dwarven people by its focus on commerce and the wealthy. Brager Ubuzaken and his priests dismiss the beliefs of Hemgrid's clergy as base jealousy. Despite this tension, relations between both faiths remain cordial, if somewhat strained.

Paladins are present within the ranks of Dhumnon's faithful, though they are rarely encountered. The church's paladins take an extreme view of their own su-



priority, which they credit to Dhumnon's divine grace. They work in secret, standing a vigilant watch over commerce and the security of the dwarven race. Paladins guard the temples as well as Dhumnon's sword himself. When the church is threatened (especially by agents of Gorrim), Dhumnon's paladins lead dwarven forces into battle. Though the Church of the Crown and Sword keeps the peace with Hemgrid's faith, the paladins of both factions pay little more than lip service to such agreements. To the paladins of Dhumnon, paladins of Hemgrid and agents of Gorrim are equal threats to the Dwarf King's power.

Hemgrid

Name of Church: Church of Stone

Leader of Church: Chief Tunneler Povertz Kazux

Location of Main Temple: Mount Uberstar

Other Temples: The Black Hills, the Dragon Hills, the Iron Hills, the Stormkiller Mountains

The Church of Stone is a faith in flux. For untold years, the church stood at the center of dwarven life and culture. When the dwarves first worked the mines, Hemgrid's clergy protected the miners and the tunnels themselves. Now, with the ascension of Dhumnon and his Church of the Crown and Shield, the Church of Stone has seen its power slowly eroded.

Clergy of the Church of Stone see themselves as the chosen guardians of the god's works beneath the earth, and they are the wardens of the tunnels that travel through Hemgrid's lands. The church is an old one, steeped in tradition and ceremony. The faith is led by a head priest known as the chief tunneler, and all head priests of the temples report directly to him. Chief Tunneler Povertz Kazux sets not only the agenda of the faith but the safety practices of the dwarves' vast mining operations.

Hemgrid's priests take an active role in inspecting mine-shafts and tunnels, and can be found working alongside rank-and-file miners at all times. The clergy are some of the most foremost engineering experts in dwarven society. Clerics of Hemgrid devote themselves equally to religious study and to keeping their engineering skills sharp.

When new tunnels are opened or a new mine is begun, a cleric of Hemgrid is always present to bless it and ensure its safety. In addition to these ceremonies, services to Hemgrid are held at the start of each working day, with the faithful asking for their god's protection. At the end of each month, another ceremony is dedicated to those miners or other faithful who have died in the service of their god.

Temples to Hemgrid are located in the deepest and oldest tunnels, and are covered in stone carvings that trace the history of the mines and their workers. Such sites are con-

sidered sacred, and all ceremonies are held here. Within one of Hemgrid's temples, the god's followers seek to touch the very roots of their faith.

In addition to miners, Hemgrid is the deity of the common dwarf. The god is venerated for his strength as well as his closeness to the entire dwarven race. Where Dhumnon has increasingly come to be seen as a god of nobles and the wealthy, Hemgrid is concerned with the well-being of all. Whenever a dwarf feels the need for strength to carry on in a task, Hemgrid's aid is what they pray for.

Paladins to Hemgrid are militaristic in their outlook. They are the god's warriors, working to protect the clergy and the faithful alike. Paladins can be found wandering the tunnels and mineshafts of the dwarven holds in search of evil, but they will help all those in need. They are enemies to Gorrim's cultists, and servants of the Eye that Sleeps Beneath are given no quarter when exposed. Hemgrid's paladins are bitter rivals with those of Dhumnon, and though the two groups will work together to protect their fellow dwarves, there is often open hostility between them at other times.

Kela

Name of Church: Church of the Wanderer

Leader of Church: See below

Location of Main Temple: Maus

Other Temples: Archlis, Booh, Bramwald, Erak, Gledower, Jackport, Kenville, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

Though the Church of the Wanderer is centered on the gnomish god Kela, the faith is known throughout the North as being the best source of mapmakers ever assembled. Kela's church is so dedicated to mapmaking and exploration that all clerics are required to spend at least four months of the year exploring the world and mapping the lands they pass through.

Unlike most religions, the Church of the Wanderer is dedicated to the creating and selling of crafts. Priests use the funds this generates to support the church and finance its charitable works. The clergy of Kela is devoted to the pursuit of knowledge, chiefly in the form of exploration and the discovery of new cartographic techniques.

As befits its focus on craft and travel, the church's few temples are typically located near profitable market centers. The faith has no single leader; rather, each temple's high priest sits on the council known as the Compass. The eight head priests of the council take their titles from the points on the compass, and work to ensure that all temples are in agreement when it comes to matters of faith and trade. The temple at Maus is the largest, and it is there that the Compass meets.

Ceremonies to Kela revolve around travel, and prayers are held at the start of any journey. The church celebrates all the main holidays of the North, and the faithful see these as opportunities to share their works and discoveries with the world. Spring Equinox holds special significance for the church because it is seen as the start of the traveling season, and the crafts that the faithful worked on throughout the winter are brought to settlements and sold. There is no specific time when the clergy must undertake their four months of travel. Priests keep track of their own time on the road, but ask the head priest for blessing before their journey begins. In addition to committing to this travel time, all members of the clergy must continually increase their ranks in at least one Craft skill.

Few paladins dedicate themselves to Kela, as the god's focus on commerce, crafts, and exploration typically has little appeal for a warrior knight. When a paladin dedicates herself to the god, she typically does so because a life of wandering and exploration appeals to her.

Koorzun

Name of Church: Temple of Rods

Leader of Church: Runecarver Sorhaz Verlapen

Location of Main Temple: Mount Uberstar

Other Temples: Blackmoor, the Black Hills, the Dragon Hills, the Iron Hills, Maus, the Stormkiller Mountains

Koorzun the Stone Wand first taught the dwarves the secrets of arcane magic. Today, there are few as skilled at both divine and arcane spellcraft than the members of the Temple of Rods.

Koorzun's temples are located in all dwarven cities, serving both as places of worship and centers of magical study. Priests use the knowledge they have been granted to guard and protect the cities of the dwarves as well as safeguard the children that are their race's future. These two duties form the basis of everything a temple does, and priests of Koorzun dedicate their lives to these principles.

The Temple of Rods has a highly organized hierarchy and structure. Based in Mount Uberstar, the Shrine of the White Hammer is the church's headquarters. Here sits the runecarver, leader for life of the faith and clergy. The current runecarver is Sorhaz Verlapen, and all head priests of the other temples are appointed by and report directly to him. Head priests from the other temples form a council known as the Circle of Smiths. They assist the runecarver in establishing the overall direction of the church, and pick a new leader from their own ranks upon the leader's death.

Virtually all dwarves who seek to learn the craft of magic or study their race's collected history do so at a

temple. Koorzun's temples are known for their vast libraries, and all who seek enlightenment need only ask to gain entry. Priests take the study of magic seriously, but only dwarves are allowed to gain instruction in the craft. Though the knowledge of other races is respected, magic is considered a sacred art originally given by Koorzun to the dwarves alone.

The church's role as the protectors of children means that any orphan, regardless of race, can find not only safety but a new life within the temples of Koorzun. Children of other races raised among the dwarves are seen by many within the church as the key to peaceful relations between the races. Likewise, those who seek shelter and protection from the Wizard's Cabal are welcomed by the church without question or regret. Conflicting interests have created a strong rivalry between the Cabal and the Temple of Rods, and many within the church view the Cabal's attempts to control the use of magic as an affront to Koorzun.

The priests of Koorzun are also the protectors of cities, and this role has created good relations with the clergy of Charis and their work to protect the earth. Both faiths see themselves as part of a larger whole, and each respects the other's dedication. Priests of Charis are always welcome in Koorzun's temples, and requests for aid are almost always granted.

Paladins are rare in Koorzun's faith, and are typically based in the cities they are sworn to protect.

Mieroc

Name of Church: Church of the Gear

Leader of Church: See below

Location of Main Temple: Maus

Other Temples: Blackmoor, Booh, Bramwald, Jackport, Kenville, Newgate, Williamsfort

The Church of the Gear is dedicated to Mieroc the Mad Inventor. Devoted to invention and engineering, the clergy of the church is at the forefront of gnomish technology. However, inventors and engineers of all races are welcome within the faith. The church is organized around the teachings of Mieroc, who in his mortal life penned the phrase, "Inventing is three gears working in unison: inspiration, luck, and commitment." These three gears are represented by the god's holy symbol.

The church has small shrines throughout the North, but its main temple is found on the outskirts of Maus. To many, this center of worship resembles nothing so much as an asylum. Numerous interconnected buildings house inventors and engineers working to honor their god through innovation. Explosions, flame, and the occasional out-of-control steam-powered contraption are a common sight. Many seek to avoid the temple at all costs,

though the chaos there is often too interesting to ignore.

Though attempts have been made to formalize the church's hierarchy, none have yet succeeded. Each temple is overseen by one head priest known as the high inventor. The high inventor of the Maus



temple is generally acknowledged as the overall head of the church, but every head priest feels some right to claim that title. As a result, disagreement and conflict runs rampant within the ranks of the clergy.

Once a year, clergy from all temples meet at Maus for a week-long festival celebrating Mieroc's rise to godhood. The event features a competition of sorts, in which inventions are shown off and clerics share ideas and collaborate on projects. During this time, the Maus temple is a hive of activity, the sky above painted with goutts of flame, smoke, and frequent explosions. The festival culminates with a ceremony honoring Mieroc.

Clergy of Mieroc are required to invent and create, and not doing so is considered an insult to the god. All clerics must have ranks in Knowledge (engineering) and at least three Craft skills, and their expertise in these areas must be constantly maintained.

The clergy of Mieroc and Charis are on good terms, and both groups have worked closely in their attempts to unify the gnomish churches. The lack of organizational structure in the Church of the Gear makes this process harder than it might otherwise be, but the high inventors uniformly support the Foundation's goals.

Those paladins who dedicate themselves to Mieroc see themselves as the protectors of invention and technology. The fruits of invention are holy works and products of the god's inspiration, and to destroy one is an insult to Mieroc. The paladins' steadfast defense of a largely disorganized faith leads some to view them as the only thing holding the church together. Mieroc's paladins are also inventors, and they honor their god through creation. However, the items they craft tend to be more practical in nature.

Pathmeer

Name of Church: Church of the Obscure Path

Leader of Church: Pathmeer's Mouth Foulez Shadowhand

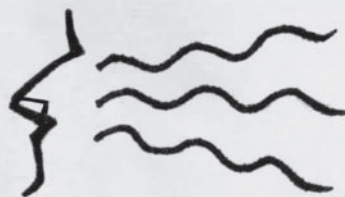
Location of Main Temple: Mount Uberstar

Other Temples: Blackmoor, the Black Hills, the Dragon Hills, the Iron Hills, Maus, Newgate, the Stormkiller Mountains, Williamsfort

The Church of the Obscure Path confounds many dwarves. It is a church of well-kept secrets and knowledge whose worshipers hail from the ranks of thieves and spies more often than not. No one knows when or where Pathmeer's clerics will appear, but when they do, it is most often thought to be a bad omen.

The church is a small one, but clergy and faithful alike are dedicated to protecting all dwarves and the race's greatest secrets. Many dwarves look down on the clergy because they often lurk in the shadows, spying. "Observing and studying in the aid of our mission," is what the clerics call it, but many feel that Pathmeer's clerics are too quick to use what they learn to bribe and blackmail others. Pathmeer's priests view themselves as the ones best able to truly protect their people. They are warriors who fight in the darkness, out of view of others.

Pathmeer's clergy are found throughout the North, both aboveground and below. All clerics are required to train



as rogues, the better to seek out signs of evil and threats against their people. However, it is considered a mortal sin for clergy to use their skills for personal gain.

One's skills are used to achieve the church's goals, but the secrets that might threaten the dwarven race are often found in out-of-the-way places. As such, a priest must sometimes resort to subtle means to obtain them.

The head of the church is known as Pathmeer's mouth. Typically the oldest and most skilled priest within the church, the mouth takes a vow of silence in order to preserve all secrets, using sign language or slate and chalk when necessary. All clerics learn the secret sign language of Pathmeer as soon as they join the church, and use it to speak among themselves and pass information along.

Though the church is an insular one, not all its members are obsessed with secrets. Pathmeer is also the god of knowledge, and those seeking knowledge venerate him. Sages revere the god, and though they may not agree with the methods the church uses to expand its knowledge, they approve of its overall mission.

Paladins to Pathmeer are sworn protectors of dwarves and sworn enemies of Gorrin. Among the clergy, they are viewed as a first line of defense for the dwarves, and are called the shadow warriors. Where priests and the faithful work to uncover secrets and threats, it is the shadow warriors who act upon those secrets. Shadow warriors do not view themselves as being above their fellow faithful,

but see themselves as equals. As such, they are typically more social than most other paladins.

Shau

Name of Church: Church of the Defending Queen

Leader of Church: Shau's Axe Maiden Provaler Gragerz

Location of Main Temple: Mount Uberstar

Other Temples: Archlis, the Black Hills, Blackmoor, Boggy Bottom, Bramwald, Dragonia, the Dragon Hills, Erak, Glendower, the Iron Hills, Jackport, Kenville, Lake Gloomy, Maus, Mount Uberstar, Newgate, Ramshead, South Pim, the Storm-killer Mountains, Vestfold, Williamsfort

The Church of the Defending Queen is the largest of the dwarven churches.

Though its clergy is composed mostly of women, any who hear the call of the goddess are welcome within the faith. Like their goddess, members of the church are the upholders of law and the defensive arts, and most of Shau's worshipers are warriors. Following the tenets of protection, honesty, and clear thinking, the church's faithful have a reputation for being levelheaded, and make excellent mediators.

Temples and shrines to Shau are found throughout the North wherever dwarves congregate. For the clergy, nothing is more important than the protection of their race. A dwarf in danger need only ask a priest of Shau to receive aid and protection.

Despite its size, the church is a model of efficiency. Based out of Mount Uberstar, the faith is led by a head priest known as Shau's axe maiden. The axe maiden imposes order on the church, acts as the public face of the faith, and ensures that its mission is carried out. Assisting the axe maiden is a group of eighteen priests and priestesses known as the Court. Each member of the Court oversees a particular region of the North, and all temples in the region report directly to a Court priest.

The current axe maiden is Provaler Gragerz. Though she has held the position for only a year, she has quickly established an aggressive agenda of strengthening the church. With her people spread across the North, Provaler sees the need to protect them. The invasion of Ten has increased her concern for the dwarves of that land, and she has undertaken plans for a massive rescue mission meant to return her folk to the safety of Mount Uberstar.



The church's size and organization allows it to easily mobilize in times of need. When a dwarf is accused of a crime, a priest is quickly sent to act as his lawyer. If a dwarf is harmed and the authorities do nothing, the clergy mobilizes to protect them or avenge their loss. In times of war, the Court has been known to mobilize whole temples, quickly assembling an army to respond to any threat.

Shau's faithful are known as experts in tactics, and many of her priests are skilled in the arts of war. Strategy and planning play central roles in the church, and priests constantly teach the meaning of patience. Crafting a plan of attack is one thing, but finding the optimal moment to strike is often the best guarantee of success.

The ceremonies of the church tend to be highly structured, and revolve around asking the goddess for clarity and patience. Shau's name is always invoked before a battle, and she is called upon to provide clear thinking amid the chaos of war. Other than the standard dwarven holidays, there are no special celebrations associated with Shau. All clerics show their devotion to the goddess by wielding the greataxe.

Paladins to Shau are numerous, and form a group known as the Order of the Defending Axe. Paladins are the goddess's holy warriors, and when dwarves are in need, they are there to protect them.

Religions of the Elves

The schism that divides the Cumasti and Westryn elves is felt even within the churches of the elven pantheon.

Aeros

Name of Church: No official name

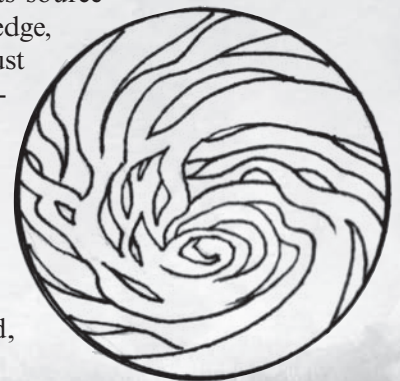
Leader of Church: None

Location of Main Temple: None

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, Maus, Newgate, Ramshead, South Pim, Vestfold, Williamsfort

The church of Aeros is dedicated to the knowledge of the world. From their open air-temples, clerics preserve all lore regardless of its source

or content. All knowledge, both good and evil, must be nurtured and remembered, for only through total understanding can insight and true learning take place. Both the Cumasti and Westryn elves venerate this god,



but though their religious practices are the same, their clergy do not work together.

The Breath of the World is the god of wind, and sailors worship Aeros in the hope that he will protect them while they voyage across the seas. Farmers offer prayers to the god for gentle rains and respite from the storms that might harm their crops. Aeros's temples are built near cliffs, on windswept plains, or on rocky ocean shores. Though often found near towns and cities, they are located away from the hustle and bustle of urban life. Little more than benches and an altar, Aeros's temples are open to both sky and weather. The faithful gather there even in storms, hoping for closeness to Aeros, and the chance to feel his strength and understanding in the wind.

Near each temple, a collection of buildings serves as places of study and homes for the clergy. The largest of these buildings is typically the library, where priests sit for long hours recording their knowledge or transcribing ancient tomes. The faith's dedication to the preservation of knowledge means that any book a priest discovers in his travels is considered the property of the temple. Books are brought to the libraries to be added to the church's store of knowledge, and many clerics dedicate themselves to the discovery of forgotten or unknown tomes.

Aeros's clerics share a rivalry with Odir's as a result of both groups' thirst for knowledge, but the churches have very different views. For clerics of Odir, knowledge is something that needs to be protected and kept from the view of those not able to understand it. Clerics of Aeros believe that even the darkest secrets of forbidden lore should be free and available to all. This worries the clerics of Odir, because some knowledge needs to be hidden. Though conflicts arise from time to time, violence between the churches is thankfully rare.

In addition to the normal elven celebrations, clerics of Aeros celebrate the holidays of Wind Dying and Ice Break, though not by these names. Ice Break is known to the elves as Aeros's Wakening, and is a day of song and celebration. On this day, Aeros is said to awake from his winter slumber and once again breathe life into the world. Wind Dying is known as Aeros's Slumber, and is observed in somber reflection. The faithful believe that Aeros prepares himself for sleep on this day, and the breath of life is stilled for another season. Throughout the traveling season, priests of Aeros bless all ships before they set sail.

The changing of the seasons is important to the faith, and each is marked by celebration and prayer. Before the crops are planted in the spring, the clergy bless the ground and seeds, asking Aeros to protect them. In the summer, the faithful thank Aeros for bringing them the breath of life. In the fall, a ceremony is held before the harvest to thank Aeros for the season. Once the harvest

is finished, a ceremony of thanks is held where the clergy sacrifice a bushel of wheat in thanks for the year's bounty. During the winter the ground is blessed again, and Aeros is thanked for the year of growth he gave.

Though Aeros's temples are the center of the god's worship, most clerics spend relatively little time there. Among both the Cumasti and Westryn, Aeros's priests love the open road, roaming the land in search of knowledge and new experiences. Cumasti priests view themselves as chroniclers, and all races, classes, and people have something to offer to the god's knowledge. Westryn clerics do not share this view, however, and remain tied to their own lands and lore.

Paladins to Aeros see themselves as protectors of knowledge and freedom. Those who seek to hide knowledge or obstruct its distribution are enemies of the church, and when word is uncovered of lore being destroyed or people being imprisoned for speaking the truth, Aeros's paladins are there. The Breath of the World threads the blood of all Aeros's worshipers, however, and some paladins follow this calling to a life at sea. Many people encounter the god's paladins in this role, seeking knowledge across the far-flung world.

Death

Name of Church: See below

Leader of Church: See below

Location of Main Temple: See below

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, the Kingdom of the Westryn, Maus, Newgate, Ramshhead, Ringlo Hall, South Pim, Vestfold, Williamsfort

Three different groups of worshipers venerate Death: the Cumasti, the Westryn, and wizards. Each group has its own practices and beliefs, and there is very little common ground between them.

The Cumasti who worship the goddess belong to the Cult of Veils. This small and dedicated church seeks to change fortune, whether for good or bad. The clergy of the cult are consulted by any Cumasti who seek to stave off misfortune or change their luck from bad to good. In emulation of their goddess, all priests cover their faces with veils, believing that doing so protects them from random fate. The cult consists of small sects located throughout the North, but these have no overall structure. All cults are independent and led by a high priest, and this lack of



central authority (as well as competition for worshippers) sometimes leads to conflict between them.

Mainstream Cumasti view the worship of Dealth as harmless, with most who pray to the goddess hoping to simply see their luck change. Numerous superstitions surround the Cult of Veils and worship of the goddess, all of which revolve around luck. To ward off bad omens and bad events, a cleric will pour salt over a person's head while whispering prayers to Dealth. Those who seem to fail at all they do will appeal to a cleric to burn incense and pray for good fortune. Couples hoping to conceive a child both drink a tea blessed by a cleric.

Worship of Dealth is very different among the Westryn elves, for among them she is seen not as a harmless goddess but a vengeful one. Unlike the Cumasti, the Westryn Cult of Veils is well organized, with numerous temples in the settlements of that land. Those hoping to bring harm to others venerate Dealth as the spirit of vengeance. All Westryn clergy of Dealth are women, and male clerics are not allowed to enter into the priesthood. Each temple is led by a high priestess who holds the title fate weaver. However, Dealth's temples answer to no central authority, and rivalries often arise between them.

Wizards worship Dealth, calling her the Mistress of Secrets. It is said that the goddess first gave the elves the secret of arcane magic. Even less organized than the elven cults, this side of Dealth's faith consists of those who worship the goddess in small groups, often in private. Though clerics to this aspect of Dealth are rare, they are not unheard of. All such clerics are skilled in both divine and arcane magic.

Paladins pledge their faith to Dealth from time to time, viewing themselves as the goddess's earthly vengeance. They are ferociously devoted to their faith, and of all the paladins found in the North, often seem farthest from the ideal of the holy knight. Overtly fatalistic, Dealth's paladins seek out those who would take good fortune for granted, bringing them their comeuppance.

Faunus

Name of Church: No official name

Leader of Church: See below

Location of Main Temple: See below

Other Temples: The Kingdom of the Westryn, Ringlo Hall

Perhaps the most important god of both the Westryn and Cumasti elves, Faunus and his church provides one of the few instances of both groups sharing the same beliefs.



Faunus is the creator of all living things, and druids are the god's only priests. His followers worship in secluded groves or places where the god's work remains untouched. No buildings stand on such sites to signify their importance, but small huts nearby serve as living quarters for the druids.

The faith of Faunus is organized around a druidic power structure. At the head of the faith is the high druid, leader of the church and the figure to which all druids report. The god's priests watch over and protect the lands to which they are assigned, connected through the hierarchy of the church. Both the Cumasti and Westryn have their own druidic traditions, such that both groups have their own high druids claiming ultimate leadership of Faunus's church. Though the Cumasti high druid Quint Mossdown hopes to eventually unify the two groups, the Westryn high druid Volen Barkshield's refusal to share power makes this unlikely.

Though the Cumasti see Faunus as just one of many divine powers worthy of worship, he is the dominant deity of the Westryn elves. As the spiritual leaders of their people, Westryn druids hold a prominent place in society. The high druid Mossdown is not only seen as Faunus's earthly agent, but serves as an advisor to the king as well.

Farmers pray to Faunus in the hope of good crops and bountiful harvests. Hunters worship the god because the wealth of all nature is his handiwork. Faunus's name is spoken each time a tree is cut, whenever the earth is tilled, and anytime the bounty of nature is harvested. The equinoxes play a prominent role in the worship of Faunus, and seasonal celebrations take center stage in the lives of the faithful.

Paladins of Faunus are extremely rare, but can sometimes be found roaming elven lands seeking to destroy evil before it can harm the life that is the god's gift. For the most part, the warriors of Faunus's church are rangers. They see themselves as nature's true protectors, and often treat paladins as moral zealots incapable of appreciating the beauty of life.

Ferros

Name of Church: No official name

Leader of Church: None

Location of Main Temple: None

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, Maus, Newgate, Ramshhead, South Pim, Vestfold, Williamsfort

The Cumasti and Westryn elves have been mining and crafting works of great beauty since before the other races were born. Ferros is the god who taught the elves

the arts of mining and metalwork, and who placed the spark of inspiration within the heart of that race.

The worship of Ferros takes place in the workshops, forges, and mines of the elves. Through their skills, the faithful honor their god and thank him for his gifts. Every hammer stroke, every subtle scribing of chisel and awl is a prayer to the god. To test his worshipers, Ferros hides gifts of the metal and minerals necessary for the items the elves will craft. Those who have the strength and determination to seek them out are rewarded with Ferros's wealth.

Clerics to Ferros can be found working side by side with their fellow worshipers. There is no church hierarchy and no temples built in the god's name. Instead, all worship takes place in small shines located in the workshops, mines, and forges of the elves. Priests of Ferros are typically the most skilled among his followers, and by working alongside the faithful, a priest inspires all to strive to do their best.

Those dedicating themselves as clerics to Ferros must be skilled in either mining, smithing, or a craft that utilizes the god's gifts. Vigor is prized by the god, and his clerics must be strong in both body and mind as they dedicate themselves to the rigors of his work.

Ceremonies to Ferros revolve around the labors of his followers. For those working in the mines, a prayer service is held at the start of each shift to ask Ferros for strength and the safety of his faithful while they work the earth. In the forges, the day begins with the blessing of anvils and tools. Prayers play an important role in everything the faithful do, and are spoken at specific places in the crafting process.

Fiumarra

Name of Church: Way of the Flame

Leader of Church: None

Location of Main Temple: None

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, the Kingdom of the Westryn, Maus, Newgate, Ramshead, Ringlo Hall, South Pim, Vestfold, Williamsfort

The Way of the Flame is the religion devoted to the goddess Fiumarra. The Way, as its followers refer to it, believes that Fiumarra's holy fire is the power by which all life is made possible. To her followers, fire is not a source of destruction but of renewal, as new life will

always spring forth from the ashes of the old.

As the life giver, Fiumarra's shrines are located in underground caves in which a fire constantly burns. Those who worship her gather in these temples to honor her. Clerics to Fiumarra are rare, and because her church is small and scattered, temples and their clergy are largely independent.

Most clerics to Fiumarra are also sorcerers, and sorcerers are well-represented among her worshipers. Many believe that the goddess is the source of the inner spark that fuels a sorcerer's power. Known as *qut'aunales*, this inner flame needs to remain in balance at all times, and Fiumarra's sorcerers seek to become one with the flame through meditation and their own inner strength. Without balance, they believe that the inner flame will consume them.

There are few celebrations or rituals associated with Fiumarra, though many elves whisper a prayer to her before a fire is started—not in thanks, but in the hope of keeping the flames from burning out of control. The Summer Equinox is the most important day for the goddess, and is marked by worshipers gathering to light great braziers in the temples. In the stifling heat, the faithful sit naked and spend the day in meditation. When the braziers go cold, they bathe themselves and celebrate with a great feast.

Hydros

Name of Church: See below

Leader of Church: See below

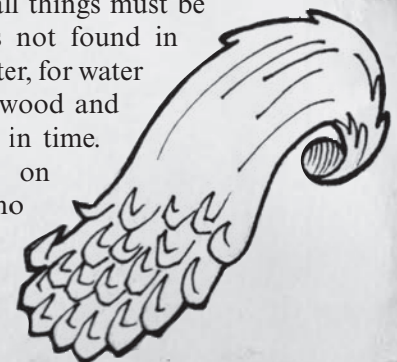
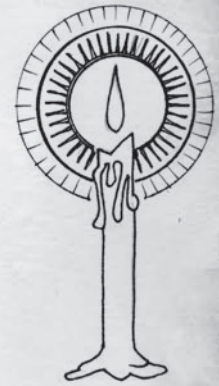
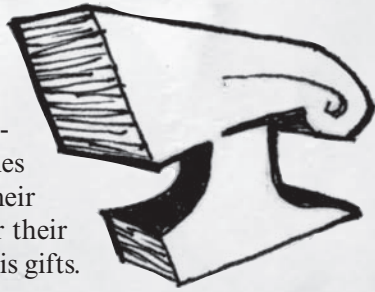
Location of Main Temple: See below

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, the Kingdom of the Westryn, Maus, Newgate, Ramshead, Ringlo Hall, South Pim, Vestfold, Williamsfort

The Path of the Wave is the primary faith dedicated to the worship of Hydros. As a reflection of the god himself, the faith teaches that all things must be fluid. True strength is not found in rock or wood but in water, for water can warp the stoutest wood and wear down even stone in time.

Everything depends on water, and without it, no life would exist.

The church of Hydros is as much a philosophy as a religion,



and the bulk of the god's clergy are monks who study in monasteries located near bodies of water. Through prayer and meditation, they strive to attune themselves to nature. In their practice of the martial arts, they seek to emulate water's effortless flow. The rarer clerics to Hydros worship the god as the provider of life, and work divine magic in his name.

The Church of the Eternal Spring is a small but growing sect dedicated to Hydros. Unlike the monks of the Path of the Wave, the church believes in spreading the holy scripture of their god. Water must be protected and venerated, and the church strives to ensure that its life-giving properties are available to all.

Based out of Jackport, the Church of the Eternal Spring is quickly gaining followers. Founded and led by the cleric Osfella Foamspray, the new church is a testament to her devotion to Hydros. The Jackport temple is the center of the faith, but plans are underway to found a second temple.

Priests of Hydros are dedicated to healing, and are masters of both natural and magical healing techniques. Many of the common folk seek out the services of Hydros's clerics. No request for aid is turned down by the church's clergy, but a small donation is expected. Hydros's faithful do not get along with followers of Fiumarra, as they view the burning flames of the goddess as a threat to all life. Though tension sometimes runs high between their clergy, the two churches refrain from open conflict. Paladins to Hydros are few in number, but those who exist are dedicated to balance. They view themselves as the protectors of water, and are the specific enemies to those who seek to pollute it or deny others its life-giving flow.

Ordana

Name of Church: Church of the Mother and Temple of the Mother

Leader of Church: Holy Mother; see below

Location of Main Temple: See below

Other Temples: The Kingdom of the Westryn, Ringlo Hall

Ordana is perhaps the most important goddess of the Cumasti elves, and she has a place of high honor among the Westryn as well. She is seen as the mother of all elves, and at one time the Church of the Mother wielded great power. Now it is broken, reflecting the rift between the two elven nations.

For the Cumasti, the church of the Mother still has a prominent place within elven life and society. The church preaches that all elves should strive for peace, and that only through peace will the race be safe. The church

takes a nurturing role in society, and priests often act as ambassadors and mediators.

The highly organized church is led by the holy mother, who watches over her clergy and followers as a mother would a child. The current holy mother is Sabrina Windwhisper, who has held the position for the past twenty years. Still in the prime of her life, Sabrina has seen the church grow under her watch, and has attempted to heal the wounds that still plague it. More than anyone, she hopes to bring the two races of elves together. She is a shrewd negotiator, and many elves seek her council and advice. Sabrina is also dedicated to what she calls the Doctrine of Unity, which states that all races should live together in harmony and peace. In a world free of unnecessary conflict, peace will inevitably flourish.

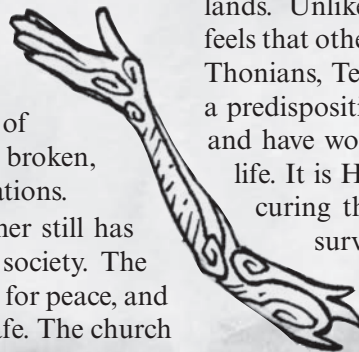
Clerics of Ordana are found in all elven communities, serving not only as religious leaders but also as midwives and mediators. All clerics are skilled in the art of diplomacy, and it is their sworn duty to always seek peaceful resolution to any conflict. Though they are not pacifists, they view combat as the last solution to a dispute, not the first.

The church's clergy is dominated by women, and female priests hold all positions of power. Though some outside the elven community feel that this makes the church weak, this is definitely not the case. The church has a commitment to protect and safeguard all elves, and when Ordana's people are threatened (especially elven children), her clergy show their enemies no mercy.

When the Westryn split from the Cumasti, so did the Church of the Mother. The Westryn clergy feel that the Cumasti church has lost its way, especially in its preaching of the need for unity among all races. When the race of elves split, the Westryn clerics of Ordana formed the Temple of the Mother. Based out of the Kingdom of the Westwood, the church is led by Holy Mother Jmonds Leaffall. The faith is a more orthodox one than its Cumasti counterpart, and though Temple and Church might appear identical to outsiders, the Doctrine of Unity drives a bitter wedge between them.

Holy Mother Leaffall is saddened by not only the current state of the Cumasti church but the spread of evil in all lands. Unlike her Cumasti counterpart, however, she feels that other races are the reason this evil is flourishing. Thonians, Tenians, dwarves, and even halflings all share a predisposition to weakness and a devotion to discord, and have worked to destabilize the precious balance of life. It is Holy Mother Leaffall's view that only by securing themselves in their woods will the Westryn survive the coming storm.

Paladins have greatly differing views depending on which society they hail from. Cumasti paladins to Ordana take their



roles as moderators and negotiators seriously, for it is a sign of their failure if disputes erupt into armed conflict. Patient and sometimes overprotective, Cumasti paladins strive to accept all people on their own terms. To be called closed-minded is the greatest insult one can throw at a Cumasti paladin of Ordana.

Westryn paladins are the vigilant protectors of their people, and take a less nuanced view of combating evil. Diplomacy, mediation, or even understanding take a back seat to quick judgments and quicker responses when the Westryn are threatened. Strength is the greatest virtue of a paladin, and Ordana's knights strive for physical perfection. Westryn paladins of Ordana have a condescending outlook toward other races, often to the point of arrogance. While not always blaming others for the ills of the world, they watch all non-Westryn for signs of corruption.

Sylvian

Name of Church: The Leafy Way

Leader of Church: See below

Location of Main Temple: See below

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, the Kingdom of the Westryn, Maus, Newgate, Ramshead, Ringlo Hall, South Pim, Vestfold, Williamsfort

Vibrant and dedicated to preserving and maintaining the untamed wilds, the faith dedicated to Sylvian closely reflects the god's values. Both the Cumasti and Westryn follow the Leafy Way, and though the clergy of each nation do not communicate openly, both groups share similar beliefs and outlooks. As many druids are dedicated to Sylvian as revere his father, Faunus. The Leafy Way was founded by druids, and their teachings and beliefs still shape and guide the faith to this day.

Though clerics exist within the church's priesthood, druids hold all positions of power. The church has retreats scattered throughout the North—places where druids live in harmony with the wild and seek to protect it. Shrines dedicated to Sylvian are located near most settlements, and the faithful flock there to not only worship but to learn from the clergy. Druids and clerics alike strive to make sure that the relationship of elf to nature remains balanced. From the hunting of deer to the harvesting of trees, one takes only what is required and makes full use of what is given. Any sign of waste or wanton destruction is dealt with swiftly.



Both the Cumasti and Westryn traditions of the Leafy Way are led by high druids. Though they have little official contact, the Cumasti and Westryn leadership both feel that the clergy of Faunus have lost their way. However, such concerns are secondary to protecting the wilds—a commitment that some of Sylvian's faithful say Faunus has abandoned. For their part, the clergy of Faunus feel that followers of the Leafy Way focus too much on wild nature at the expense of all life. Bitter conflict divides the churches, but tensions have so far not escalated beyond a war of words.

All of Sylvian's worship and the ceremonies of the church take place in the woods. It is here that the beauty of life is celebrated, most often with music and song that preaches a respect for nature. The changes of season marked by the equinoxes are the most important holidays of the faith, and such occasions are marked with prayers and offerings of thanks.

Paladins of Sylvian are rare, and rangers are the chosen warriors of the god. However, Sylvian's paladins are comfortable in the wild, and it is often hard to tell them apart from rangers. Paladins view themselves as Sylvian's earthly warriors, dedicated to keeping evil at bay.

Terra

Name of Church: See below

Leader of Church: See below

Location of Main Temple: See below

Other Temples: Archlis, Blackmoor, Bramwald, Erak, Glendower, Jackport, Kenville, the Kingdom of the Westryn, Maus, Newgate, Ramshead, Ringlo Hall, South Pim, Vestfold, Williamsfort

Like its goddess, the church of Terra is lawful—the only lawful faith found among the elves. Terra's faithful are the judges, lawyers, and mediators of elven society. Like Terra, the clergy of the church divorces feeling from decision, and instead relies on facts, precedent, and the rule of law.

The Church of Stone is the Cumasti religion devoted to Terra, and elves seeking mediation in disputes come to her clergy. The church is known to be slow acting, and some elves feel that it too closely reflects its goddess's inflexible thinking. Terra's ability to rigidly apply the law is said to extend from her immovable presence as goddess of earth. As such, miners and stone carvers worship her, and make up the bulk of her clergy. For the church, the stability of stone is the bedrock on which the world is built, just as the stability of law provides a foundation of strength to elven society. Clergy



of the Church of Stone serve as judges and lawyers, and elves needing guidance often come to them. When treaties are drafted between the elves and other races, clerics of the church lend guidance and ensure that the law is maintained.

The head of the church is known as the lawgiver, and not only leads the faith but acts as the king's chief legal advisor. The Church of Stone is on good terms with Ordana's Church of the Mother, and their clergy often consult each other on issues of importance.

The Westryelves worship Terra and have their own Church of Stone. As with most matters of faith, however, they feel that the Cumasti clergy have lost their way. The Cumasti's cooperation and good relations with other races has long been

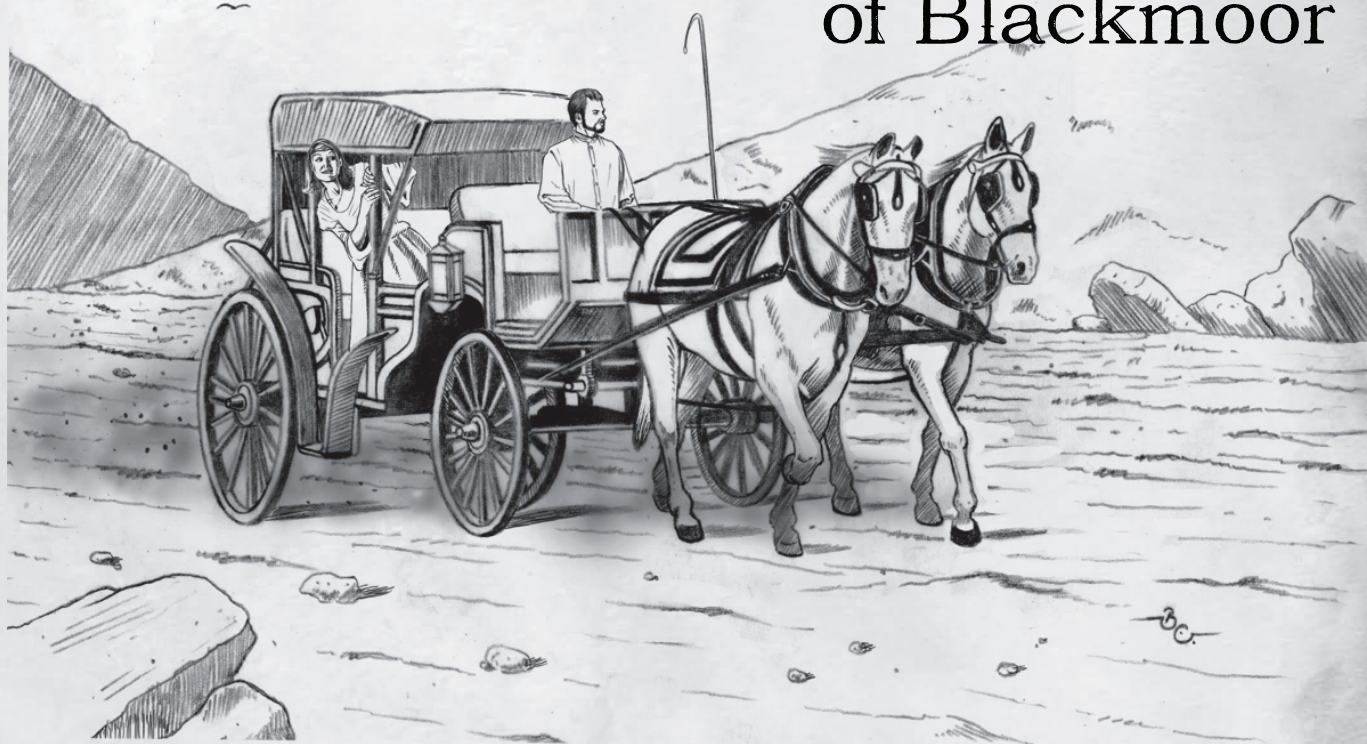
a source of Westryn anger. The Westryn believe that the Cumasti have forgotten Terra's laws, and that there will come a day when she will judge and punish them.

Westryn elves acknowledge the clergy of Terra as the final arbiters in all matters of law. When seeking decisions or resolution to a conflict, the clergy are always consulted and their judgment is final.

Paladins are more common in Terra's church than in those of the rest of the elven pantheon. Paladins view themselves as the goddess's worldly agents, and seek to bring her law and judgment to all. They are enemies of chaos, and strive to maintain stability and order. However, such attitudes often put them at odds with mainstream elven society.



Chapter 9: Noble Houses of Blackmoor



Nobles are unlike other adventurers, in that their power lies not in the strength of steel or magic but in the influence behind their words. Though adventuring nobles can certainly make a difference in the battles and conflicts their parties endure, most nobles find that their natural leadership and strength of will are greater assets than arcane knowledge or a strong sword arm. This section details different ways to approach playing a noble character, including new options for nobility points and an expanded look at what the noble can do.

Aspects of Nobility

Though each culture and race has a different definition of nobility, certain traits are shared by the nobles of all groups. While the path to becoming a noble might vary widely, the born leaders and rulers of all races share many of the same responsibilities and attitudes. Regardless of origin, most nobles share some or all of the following traits, defining the way they live their lives and how they act when adventuring.

Influence

Nobles are born to lead, and leadership demands that a noble have the influence to ensure that his or her words are heeded. A noble without influence is nearly unheard

of; should a noble lose her influence, she truly ceases to be a noble, regardless of what other power she might hold. Nobles are expected to make decisions, create laws and rules, and adjudicate disputes using their own wisdom and experience. However, once the decision is made or the law laid down, it takes the obedience and acceptance of followers and subjects to ensure that the noble's desires are carried out.

For adventuring nobles, influence is most often used to achieve a goal without resorting to violence. This process might be as simple as calling upon a loyal subject for aid, or as complex as engaging in a contest of wills with another noble—a clash of power that can result in ruin or exile for the loser. A noble's influence is best defined as the ability to get things done, and nobles make excellent adventurers for precisely this reason. When the sword or wand fails, the influence of a noble can often get the party back on the right track.

A noble's influence can also obtain items or goods normally beyond the reach of other adventurers. Nobles can often procure lodging or services based on their reputation alone, and can seek shelter in hostile territory from known allies. A noble's influence can even be strong enough to avoid conflict altogether. While warriors and spellcasters might have to best an evil baron in order to

accomplish their goals, a noble can attempt to use his influence to force that baron into exile, or even raise an army to move against him.

Justice and Peace

Nobles throughout Blackmoor are frequently concerned with maintaining the peace and seeing that justice is served. In fact, these often become the primary goals of adventuring nobles, as it allows them to increase their popularity among those who will serve them. Even in cultures that have very different traditions, nobles are chosen as leaders in order to bring peace and prosperity to their people. Few will serve a noble who advocates injustice or brings constant strife to his people, at least not for long. Nobles who stray from the ideals of peace and justice are either deposed by rebellion or become tyrants and enemies of the land. Though they may have ulterior motives such as greed or a lust for power, most nobles recognize the need to see their people happy, and justice and peace are two of the fastest paths to pleasing the populace.

Peaceful rule often becomes a primary motivation driving a noble to adventure in the first place. Though nobles are mandated to travel the land, many would do it anyway to ensure that their people are happy and living under just rule. An adventuring noble will look at every encounter, every conflict, and every puzzle from this perspective. What is just, what is right, what brings peace and prosperity: these are the factors that nobles will consider when adventuring. Though all have personal motivations, most nobles recognize that serving the greater good will benefit them in the long run.

Pride and Tradition

Nobility is not something that is bestowed overnight, and it is rarely lost that quickly. Many nobles come from a long line of leaders and rulers, and very few noble houses or families are less than several generations old. As a result of their storied histories, most nobles exhibit a great deal of pride in their ancestry, and hang on to traditions passed down from generation to generation. In some cases, this could be a family motto or creed that reflects a noble's views. In others, it might be a physical object such as a sword, a shield, or a ring that symbolizes the history of his family. These traditions are often held in high esteem by other nobles in addition to the family itself. A noble's pride in the traditions of his house can be so strong that it dominates his actions, dictating the way he goes about his daily life.

For adventuring nobles, aspects of pride and tradition often display themselves when the noble attempts to use his prestige and influence to accomplish a task. A noble might rattle off his lineage when attempting to

browbeat a city guard into cooperating, or detail a story about the great influence his family has with the king when attempting to bribe a greedy official. Additionally, adventuring nobles will often go out of their way to see that the traditions of their house are upheld, even if it makes things slightly inconvenient for their fellow adventurers. For example, a noble whose family has a tradition of challenging other nobles to honor duels might be tempted to do so at every turn, even when circumstances warrant a peaceful exchange or a subtle ambush.

Though this can cause problems, it can also solve them. A noble whose family tradition includes putting on a ball every year might find it easy to obtain a rare object in exchange for providing its owner with an invitation to the gala.

Words as Deeds

In the world of politics, words are as deadly a weapon as any sword when properly used. Though the concept seems incomprehensible to many adventurers who have not spent time among the nobility, when a noble speaks, there is always more than conversation at stake. A noble's word is a bond as strong as any law, and in some cases stronger. Nobles who go against their word can find themselves without influence or even exiled, as few will ever trust a noble who has been caught reneging on a promise. That said, a noble with a talent for deception and misdirection can use her words to throw enemies off track or even bring ruin upon an opponent's household. Politics are a strange and dangerous battlefield that only a noble can traverse safely, and many unprepared adventurers have found themselves in trouble after heedlessly entering a noble's domain.

Adventuring nobles are well aware that if they promise to retrieve a lost artifact, they must succeed or risk being known as one whose word cannot be trusted. Similarly, adventuring nobles can often use the strength of their words to achieve goals that the party might otherwise never attain. Nobles are masters of diplomacy, and can form alliances and woo others to their cause with ease. Their natural talent for deceit (often honed through years in the political or social arena) makes them excellent distractions or negotiators. The power they wield puts weight behind what they say, and many lesser folk have been intimidated into submission by a noble's merest word. Regardless of the circumstances, nobles from all cultures know how to pick and choose their words to best get what they want.

The Adventurer's Mandate

Uther Andahar has demanded that all nobles loyal to Blackmoor spend at least five years traveling the land they are destined to rule—a process known as “vali-

dation.” The king, with the backing of the Regency Council, has issued this decree in order to ensure that all nobles are knowledgeable about the land and the people they will one day rule. All nobles are required to undergo this period of adventuring, so that all may face the same dangers and hardships that those under their rule live with every day. Few nobles abandon their resources or wealth during this time, though it does make it impossible to live a completely sheltered life.

Some nobles believe that their time spent roaming the land is the pinnacle of their training, while others may see it as a useless and unnecessary obligation. Some nobles flaunt their position while adventuring, while others keep it hidden and try to blend in. Regardless, each noble comes to terms with their time spent adventuring in different ways, affecting their interaction with a party and how they deal with the encounters they face.

The Born Leader

Some nobles see their time spent adventuring as a preview of how they will live the rest of their lives. They call themselves born leaders, and it is this attribute that makes them nobles in the first place. These nobles place themselves firmly at the head of an adventuring party, taking their compatriots to heights that they would not be able to achieve on their own. The born leader makes no attempt to hide her noble birth, often flaunting it. As she travels the land, banners proudly displayed, the born leader goes out of her way to make sure that those she helps know her name and lineage.

Many who consider themselves born leaders see adventuring as an opportunity to spread their fame, making sure that all they encounter are familiar with their name and deeds. When they ascend to power, they will have already built up a large amount of respect and influence. A born leader views time spent wandering the land as a means to fame, while at the same time honing her leadership skills to perfection. A born leader wants nothing more than to be a hero to her people (including fellow party members), and usually assumes command of the adventuring party through natural charisma and leadership ability.

A noble who chooses this path while adventuring often seeks to improve her ability to spread word of her deeds. Born leaders usually have a high Charisma score, and always seek out magic items that can boost their influence or appearance, from a *cloak of Charisma* to glimmered armor that can take the form of fine noble’s clothing.

Born leader characters will likely maximize their effectiveness with social skills such as Diplomacy and Sense Motive. Additionally, the born leader will almost never take feats that could be detrimental to her reputa-

tion (such as Deceptive or Infamy), and will always seek to augment her social skills. Skill Focus (Diplomacy) is often one of the first feats this type of noble selects.

The Prince in Pauper’s Clothing

Similar to the born leader, the prince in pauper’s clothing is a noble who realizes that time spent traveling the land will be a boon when assuming the mantle of leadership. Unlike the born leader, however, this type of noble sees value not in spreading one’s fame but rather in acquiring knowledge of the land and people he intends to rule. This type of noble does not advertise the fact that he is of noble birth, and instead attempts to blend in with the rest of the party. Though he does not abandon his resources, he keeps them hidden from plain sight.

Though this type of noble might reveal his birthright to fellow adventurers, he keeps the truth a secret from those he encounters in his travels. He knows that people do not always behave naturally in the presence of nobility, and seeks to learn the truth about how his people live, earn their keep, and deal with the hardships they face. He might have the same goals as other nobles—ensuring that peace and justice prevail, righting wrongs, or fighting off enemies—but he meets those goals through discretion and subtlety. Though this type of noble keeps a low profile, often masquerading as a commoner of another profession, he may still make use of his power and influence—as long as no one else is watching.

The prince in pauper’s clothing takes great pains to ensure that his secret is kept safe. This type of noble often puts skill ranks in Bluff and Disguise, and even in Forgery to provide documentation for a new identity. He almost never reveals his knowledge of the secret language of his noble establishment. Additionally, he will rarely take feats or use magic items that draw attention to him, preferring instead to use deception and discretion as his primary tools.

The Reluctant Adventurer

Not every noble who travels the land is eager to do so. Inevitably, some nobles will see the time spent adventuring as a chore—or a punishment—that must be endured before assuming their proper place in society. These nobles can often be troublesome, and many times seek to cling to their pampered lifestyle rather than endure a less comfortable life on the road. Though many of these reluctant adventurers eventually change for the better, gaining a new appreciation for the way the other half lives, some view the adventuring life with distaste throughout their travels.

These are the nobles for whom the process of validation is designed. It is the king’s hope that this time spent on the road will open such characters’ eyes to the ways of

the world, and in most cases, the process is a successful one. In the first months of adventuring, these nobles use their wealth to seek out the lavish comforts they are used to. They pay for the most expensive rooms in the inn, toss gold around in an effort to secure servants, rent elaborate coaches for travel within cities, and generally try and recapture the lifestyle of their birth.

The reluctant adventurer can be both abrasive and greedy, but such characters are not always a detriment to their party. Many of these nobles are highly skilled in Diplomacy and Intimidate, ensuring that others bow to their will and show them the respect they deserve. Such nobles will usually spend the gold they earn adventuring on luxury items and services, and rarely seek out weapons or armor unless absolutely necessary. Most of these characters covet gear that compliments their noble regalia, obtaining *bracers of armor* or a *cloak of resistance* so as to maintain a regal air without sacrificing utility.

The Pioneer

A select few nobles see their time spent adventuring as neither punishment nor training, but as an opportunity for freedom. Not every noble is eager to live up to the responsibilities of her position, and such a character enjoys the years spent traveling as a blessed vacation from the rigors of her birthright. Such nobles feel out of place at court or at social events, and often have a thirst for travel or adventure. These pioneers seek out new places and learn what they can, free of the restrictions of noble life. They are often regarded by their families and fellow nobles as rebellious or stubborn, and can cause problems when thrust into the noble's traditional role, much to the consternation of the members of their house. Pioneers use their time as adventurers to explore and enjoy life, and many have a hedonistic streak that emerges during these years. Such nobles are among the most trustworthy and reliable adventurers, as they combine the mindset of the professional explorer with the noble's wide range of experience.

The pioneer learns skills and talents that help him contribute to the adventuring party. Such nobles will most often put ranks in skills such as Ride or Swim as a sign of their rebellion against their traditional role. Pioneers also value the Gather Information skill, as it allows them to put their social skills to good use without the restrictions and customs often reserved for noble diplomacy. In many ways, the pioneer is more like a rogue in the way she acts and functions, and those who focus on social skills make an excellent public face for an adventuring party.

The Exile

Though most nobles travel the land as a part of their royally imposed adventuring mandate, some do so because they have no other choice. Former nobles, often referred to as exiles, are men and women of noble standing who have fallen out of favor with the rest of the ruling class. Exiles are outcasts, abandoning (or having been forced from) their former lives and sent down the path of the wandering adventurer. The exile often maintains his former skills and knowledge, but brings with him none of the influence or power he once wielded.

Many exiles travel the land with an adventuring party in an attempt to recapture their former glory. Some believe that past sins can be made up for with current good deeds, and hope that fame and fortune bought by heroic effort might earn them a spot among the nobility once more. Many exiles are eager to undertake dangerous tasks, seeking a chance to return to court even at the risk of their own destruction. Most exiles seek to prove that they do not deserve their ostracism—or to make those who shunned them pay.

Most exiles continue to hone the skills they learned as a noble, including Bluff, Diplomacy, Intimidate, and Sense Motive, if only to keep their abilities sharp for their return to the noble's life. Additionally, exiles often take feats that enhance their fame in the same manner as the born leader. An exile favors any ability that allows his adventuring party to succeed at their tasks, knowing that the only way to regain his position is by earning it. As such, exiles often make excellent adventurers for their willingness to do whatever it takes to accomplish the party's goals.

Races of Nobility

Though the concept of nobility is found in most races and cultures, each has its own definition of what nobility truly is. Dwarf nobles are far different from the noble class of the Cumasti elves, just as both differ greatly from the nobles of the High Thonians. Playing a noble of a particular race can have a significant effect on a character's personality and behavior. The following section details the differences between nobles of varying races, offering information on the noble caste as well as role-playing tips.

Cumasti

Cumasti elves have a personal sense of nobility. To the Cumasti, nobles are to be judged on their own deeds, not the deeds of their ancestors. As such, individual members of their noble houses receive a great deal of scrutiny. Just as the Cumasti dealt with the betrayal of their race at the hands of humans by refusing to judge an entire race on

the actions of a few, they will not acknowledge an entire house for the actions of a single member.

While this leads to a degree of personal responsibility, it can also inspire a certain amount of pride. A Cumasti noble who has accomplished great things will be likely to flaunt his achievements at every turn, reminding the world of the deeds by which he is judged. By the same token, a Cumasti noble's focus on individual achievement breeds a tremendous sense of confidence and will. When a Cumasti noble enters a room, heads turn to note his arrival. Cumasti elf nobles dominate the conversation when they wish to, and their willpower becomes tangible to those around them.

Renowned as artists and musicians, the Cumasti nobility frequently attempt to outdo one another in the creative realm. Additionally, Cumasti nobles are likely to hire bards to sing their praises across the land, or at the very least to chronicle their adventures during their years on the road.

Docrae

Proud and independent, Docrae nobles refuse to let themselves be put under anyone's yoke. Representative of their race as a whole, they are strong willed and fiercely independent, to the point of sometimes being difficult to deal with. If a Docrae noble feels as though he is being deceived, coerced, or coaxed in any way, he will attempt to regain control of the situation—by force if necessary.

This sometimes gives the Docrae a reputation as stubborn folk, but more often simply means that Docrae nobles are not easily misled. Docrae nobles are usually capable of taking care of themselves, and unlike other nobles, they do not need to be pampered or catered to. The nobility of the Docrae prides itself on being self-sufficient and free, and this shows in their day-to-day lives.

Docrae nobles are more militaristic than those of other races, though the Peshwah and Westryn come close. From an early age, Docrae nobles learn to defend themselves. While they are certainly not front-line combatants, they can often hold their own in a fight, and have a reputation as excellent commanders and generals. Many Docrae nobles lead armies onto the field of battle, and even the youngest noble has a basic grasp of tactics and strategy. They tend to approach any conflict (even political) as though going into battle, and always plan accordingly.

Dwarf

The proud and ancient dwarf clans have bred a ruling class that epitomizes the dwarven way of life. As leaders and lawmakers of the great clans, dwarf nobles are the masters of industry and technology, and they pride themselves on the productivity of their holds. Many a

political struggle has begun over careless words promoting (or disparaging) the talents of a dwarf noble's clan, and clan pride sometimes makes nobles reckless and easy to anger.

Dwarf nobles treat their clans as they would a kingdom, viewing their hold as a sign of their own fitness to rule. Nothing pleases a dwarf noble more than to see his clan's name honored as the makers of marvelous works. One of the highest honors the ally of a dwarf noble can receive is to have the clan's most talented artisans craft a keep or stronghold on his behalf.

Though dwarven nobility has traditionally been dominated by males, female dwarves have begun to claim a larger share of power within the clans. Female dwarf nobles are becoming more common, and the insistence of some male dwarf nobles to hold on to the old ways sometimes causes friction. More than a few skirmishes have broken out between clans due to the rise of women to positions of power, and many suspect that a schism in the noble class could be brewing.

Gnome

If there is any ruling class that gets along better with the common folk than it does with other nobles, it is found among the gnomes. Having no love for the trickery and deceit that makes up much of the interaction between nobles of other races, gnome nobles prefer to be blunt and to the point. While this may be refreshing for those whose grasp of noble politics is fleeting at best, the nobility of other races find it a source of much consternation.

Where other nobles will couch their intentions in flowery language and half-truths, a gnome noble will state what is on her mind and deal with the consequences later. Unfortunately, this makes gnome nobles decidedly unpopular among the nobles of other races, and many find themselves automatically excluded from social events and gatherings. For those gnome nobles reluctant to place themselves in the middle of pompous affairs, this is not a problem. For others, it makes working with the leadership of other races difficult.

The gnomish nobility shares its race's natural inquisitiveness, and as a result, gnome nobles have a reputation for being problem-solvers and great thinkers. Many gnome nobles have become philosophers and lawmakers, and their ability to approach problems with unique gnomish curiosity often gives them an advantage over the nobles of other races. Gnome nobles are famous for settling disputes, and their subjects will travel from far and wide to seek their assistance on solving problems they cannot solve themselves.

Half-Elf

Caught between the societies of the humans and the Cumasti, half-elves are often wanderers and nomads. Though they do not typically have their own ruling class, half-elves often become nobles nonetheless. These few are often known as hedge-lords or bush nobles by the “civilized” folk. In truth, half-elf nobles are often more concerned with bringing the light of civilization to new places than they are with attending the Winter Ball.

Half-elf nobles take to the five-year traveling mandate better than almost any other race. Accustomed to traveling and moving around their lands, half-elf nobles see the period of validation as a chance to prove themselves to the other nobles of the world. They often have a chip on their shoulders, shunned by the common folk and other nobles alike, but this only makes them even more determined to leave their mark on the world. Half-elf nobles often feel as though they have something to prove, and will sometimes undertake reckless adventures in order to demonstrate their strength and leadership.

By no means total outcasts, half-elf nobles mix well with almost all races. Though sometimes considered lesser nobles, half-elf nobles get along particularly well with the Thonians and the Cumasti. Half-elf nobles often bring a unique perspective to the table, when they can be taken seriously. However, many nobles see them as little more than amusing curiosities, while others see darker signs in the half-elf’s mixed heritage. No other social group relies on purity of blood for their power more than nobles, and the mixing of human and elf blood within the half-elf noble makes them unfit to rule in the eyes of many.

Halfling

With a reputation for both trustworthiness and political savvy, halfling nobles are usually welcomed in any society. Many nobles of other races count themselves lucky to have an ally among the halfling nobility, as halflings can usually be trusted to keep their word (a trait all too rare among nobles). A halfling noble can be counted on to keep his promises, stand at an ally’s sides, and back any move his confederates make.

Even in dark times, halfling nobles can be a boon and a welcome sight, as they are sure to bring with them the reliability and congeniality of their people. As a result, halfling nobles make excellent diplomats, and the noble houses of other races often take in halflings as representatives in peace talks and other negotiations. Their skill as traders and merchants also makes many halfling nobles wealthy, and their generosity with that wealth makes them quite popular.

Halfling nobles are devoted to their families and houses first and foremost. They enjoy good times and

revelry, sometimes even to excess. Tales of halfling noble debauchery are rarely exaggerated, but their congenial nature makes it easy to forgive their occasional indiscretions. Additionally, halfling nobles are often the caretakers of information networks, making their services valuable to all nobles. While all halflings have an ear for secrets, halfling nobles often operate vast networks of spies and information brokers, buying and selling secrets like any other commodity.

Half-Orc

Rare to the point of being almost unheard of, half-orc nobles arise under only the most extreme circumstances. On occasion, a half-orc will be born showing very few signs of orc heritage, perhaps appearing to be an ugly or disfigured human. In such cases, a half-orc noble might be raised as a human noble, though he will usually be kept from sight during social functions. In some cases, half-orc offspring of human female nobles have been forced to wear masks to hide their impure heritage. Most nobles simply disown or discard any half-orc offspring, as they see little value in an impure child, and would never dream of naming one as an heir to their house.

On the rare occasions when half-orc nobles grow to adventuring age, they often take great pains to hide their heritage. Many use disguises or magic to conceal their true nature, fearing how other nobles and the people they rule over will react. During their five years of adventuring, most half-orc nobles work hard to build alliances and friendships that will last a lifetime. In order to cement their positions as nobles, these half-orcs must have powerful and stalwart allies that will stand at their sides. However, many other nobles cannot stand the idea of an impure half-orc masquerading as nobility, and will attempt to have such characters—and their allies—disgraced or killed.

High Thonian

Often cited as the epitome of what a noble should be, High Thonian nobles are among the greatest rulers in Blackmoor. Natural-born leaders, nearly all High Thonians have at least a touch of noble blood. They see their position as a birthright and a heritage, and take their status seriously. High Thonians are proud of their ancestry and their own accomplishments, giving them an air of arrogance that few other races can match. Similarly, High Thonians are rich, powerful, and influential in ways other races can only dream of.

Most High Thonian nobles wield power that allows them to affect the lives of tens of thousands of people with a single decision. As a result, they have a great sense of their own importance, and will not tolerate dissent from the common folk. High Thonian nobles are deeply

enmeshed in politics and position within the noble caste, and they make powerful allies and dangerous enemies as a result.

High Thonian nobles are not risk-takers, and they typically cover all contingencies before taking action. They are careful, sometimes to the point of apparent inaction, and if faced with the slightest hint that a plan might fail or a problem might pop up, they will scrap their arrangements and begin anew. High Thonian nobles often lead lives of dangerous subterfuge and lethal political infighting, and as a result, they seek precision and guaranteed results in even the simplest tasks.

Peshwah

Peshwah noble is a bit of a misnomer as leadership roles in Peshwah society are earned by trials of combat and not through birthright. Rather Peshwah nobles are individuals from respected Peshwah families who have honed skills as diplomats. Peshwah nobles may not use nobility points to enforce the laws of the land, raise an army or take a title unless they have earned the position of leader within a tribe. Peshwah revere the concept of nobility as selfless self-sacrificing leadership, but do not recognize ancestral bloodlines as a prerogative for leadership. In fact, Peshwah find this idea funny. As a result, Peshwah nobles tend to be councilors and diplomats for their people, and seldom the absolute leaders of their tribes.

Peshwah nobles hail from a difficult background that makes them tougher than most other nobles.

Peshwah taking the noble class, often abide by strict codes of conduct, holding themselves to the letter of the law. Unlike in other societies where nobles can bend the rules to their benefit, Peshwah nobles are expected to be paragons of discipline. The Peshwah determine the worthiness of their nobles by the degree of honor with which they lead their lives.

Peshwah who take the noble class are often from established families that may have had the blood of heroes or of a leado flow in their veins. That ancestry will influence other Peshwah and the Noble Blood feat causes a +4 reaction bonus within the nobles tribe and a +2 with Peshwah of other tribes. It has little effect outside of Peshwah culture.

Thonian

Though most nobles in Thonian society come from the High Thonian caste, a few have risen to power from among the common folk. Thonian nobles are self-made men and women who build their own fortunes and make their own destiny. They work hard, climbing the rungs of the political ladder and reaching nobility as a result of their efforts. As such, most Thonian nobles have a great sense of accomplishment, but remain very much aware of

the plight of those they rule over. Most Thonian nobles are well liked by the common folk, and though some resent the noble's good fortune, most people respect them for their perseverance and achievement.

Thonian nobles are no strangers to hard work and effort, and as such, they are more than willing to get their hands dirty when work needs to be done. Though Thonian nobles are relatively rare, they are valued for their unique perspective and eager attitude. During their five-year traveling period, Thonian nobles usually work hard to help others rise above their station, improving the lives of the common folk and giving others the benefits of their own experience.

Though some nobles look down on their Thonian peers with disdain (particularly Cumasti and High Thonians), most Thonian nobles are easy to get along with and generally well regarded. By some, however, the Thonians are viewed with the same attitude by which many nobles view powerful merchants. Though they might wield considerable wealth and status, they are still not pureblood nobles, and as such, are not worthy of the praise and attention they are given. Most Thonian nobles brush off this attitude as archaic or ignorant, though some others take offense, often holding grudges against other nobles who treat them in this manner.

Westryn

Rarely seen outside their isolated communities, Westryn nobles are the leaders of a xenophobic and distrustful people. They have few of the petty ambitions and goals of their Cumasti cousins, instead concerning themselves with the defense of their people. So distrusting are Westryn nobles that they will often leap into action at the first sign of threat or warning.

Westryn nobles often maintain their own private militias, and seek to eradicate enemies quickly and efficiently. In the political arena, the Westryn are ruthless and cunning, and making an enemy of a Westryn noble is a guaranteed way to ensure one's ruin or demise. Westryn nobles have no compunction against destroying an opposing noble house, especially when that house might pose a threat to their homelands.

Though Westryn nobles venture out of their isolated lands only infrequently, they most often do so in order to seek out and eliminate potential threats. The Westryn nobility believes that the best way to vanquish a powerful enemy is to prevent him from gaining power in the first place, and the full force of a powerful Westryn noble has shattered the ambition of many a power-hungry noble of other races. Westryn nobles do not get along well with other nobles, particularly humans, and are seen as both rude and antagonistic. As such, they can be dif-

difficult to deal with while adventuring, though their skill and cunning can more than make up for their distrust.

Nobility Points in Action

The nobility points awarded by the noble class provide a way to measure the relative power of a noble (and of his or her associated house). Nobility points are a concrete gauge of power and influence: the more nobility points, the more powerful the noble. However, nobility points can also provide new game play options for nobles, particularly for those players interested in conflict between noble houses. This section details new uses and applications for nobility points, and allows players and Gamemasters alike to expand the way the noble functions within the world.

Gaining Nobility Points

As introduced in *Dave Arneson's Blackmoor*, characters of the noble class gain 1 nobility point per level. Additionally, Gamemasters may award nobility points for heroic or noble deeds. However, what constitutes a noble deed can be open to debate. The following deeds can be considered worthy of gaining nobility points, though the Gamemaster is still the final arbiter of whether nobility points are awarded in the end.

Heroic Deeds

An act of heroism that places a noble in considerable danger may warrant 1 nobility point if that act becomes publicly known. A noble defeating an evil monster in the depths of an ancient crypt and saving the lives of her party might seem like a heroic deed, but with no one there to witness it, the action typically goes unnoticed by the general populace. In order to warrant the awarding of nobility points (representing an increase in a noble's power and influence), heroic deeds must be witnessed by or must benefit a large number of people.

Slaying a fearsome dragon that has been harassing a city for years just outside the town's walls is certainly a more visible act than the dungeon delve above, and is far more likely to earn a noble increased esteem in the eyes of the people. Moreover, in order to earn nobility points, such heroic deeds should be performed at some great peril to the noble herself, showing the people that she is willing to put her life in danger for their safety.

Currying Favor

Though less flashy than public heroic deeds, currying favor with a more powerful noble is another means of gaining nobility points. Particularly important for low-level nobles, currying favor among one's peers can sometimes lead to greater power. For example, a low-level noble might undertake a mission given to him by a pow-

erful noble. Upon successful completion of that mission, the more powerful noble looks upon the up-and-coming noble favorably, earning him and his house a greater degree of influence.

Typically, nobility points awarded in this manner come from the successful completion of an adventure. Gamemasters might consider doling out nobility points in lieu of treasure or magic items, especially when the adventure was undertaken at the behest of other nobles, or even the king.

Generosity

Though all nobles are expected to care for and aid their people, particularly overt and extreme acts of generosity are sometimes a good way to earn nobility points. During an adventure, a noble might come across a cache of jewels and gems worth thousands of gold pieces, or acquire magic items that could be sold for a small fortune. Rather than keeping these items (or the proceeds from selling them) for herself, the noble can choose to give away the profits to her people to ease their hardships or reward them for loyalty.

Though in truth this may be little more than large-scale bribery, a noble seen as generous by her people wields greater influence than a perceived tyrant. Simple generosity is not enough, however, and 1 nobility point earned in this manner should require the donation of at least 50% of the wealth a noble earns over the course of her current level.

Great Contributions

Not all contributions to the well-being of a noble's people come in the form of cash and heroics. A noble who makes a great contribution to society can be equally rewarded with the prestige and influence represented by nobility points. These contributions must be things that significantly alter the way of life for the noble's people. For example, the noble might found a university, fund research into better farming techniques, hire dwarf stonemasons to build a defensive wall around a city, and so on. These contributions should be major events that would not otherwise occur without the noble's intervention. Works that would have been created anyway or that serve no utilitarian purpose (such as erecting a statue of the noble in the center of town) should never be worthy of nobility points.

Upholding the Law

Nobles are expected to uphold and enforce the laws of the land, and great acts of law and order can sometimes increase a noble's influence. Merely enforcing the law is usually not enough to warrant the awarding of nobility points. However, capturing a notorious criminal who



has long plagued the land (or antagonized the noble over the course of the campaign) might be. Similarly, foiling a plot to overthrow or kill another noble, breaking up an organized crime ring, infiltrating and exposing a thieves' guild safehouse, and similar endeavors could earn nobility points for a character. In order to be worthy of this award, the act of upholding the law should be of some significance and risk to the character, and should ideally be the culmination of long-term planning over the course of a campaign.

Honor Duels

Though it happens rarely, disputes between nobles can sometimes be solved only through an honor duel. In such situations, the winning noble not only gets to keep his life and maintain control over his noble holdings, he also gains a certain amount of prestige provided that the duel was fought fairly and for good reason. In general, only duels of significance (such as those between powerful archrivals) should earn nobility points. If a duel is less than honorable (for example, if a noble is challenged by his mistress's outraged husband), no nobility points

should be awarded to the character who has wronged the other. However, the victor of a duel fought on honorable grounds (including the husband above) can be awarded 1 nobility point.

Opposition Between Houses

When two noble houses come into conflict, nobility points can be used to help adjudicate the outcome. As explained in *Dave Arneson's Blackmoor*, when two nobles come into opposition, compare the nobility points possessed by each character. If one of the two nobles has at least 2 nobility points more than the other, the contest will automatically be decided in the favor of that noble. Nobles of greater power and influence cannot be effectively challenged by nobles of lesser standing.

However, on those occasions where conflict arises between two equally-matched nobles, sparks can fly and things can get dangerous. Many nobles have propelled their houses to prominence—or fallen into ruin—as a result of challenging the strength of other nobles. Unlike a straight-up fight in which the winner is the one still living, conflicts between noble houses are settled through

diplomacy, deceit, and careful political maneuvering. The following section gives some examples of ways nobles can come into conflict with one another, and offers suggestions on how to adjudicate such disputes.

Types of Conflict

Nobles are constantly striving to bring greater power, prominence, and respect to their houses. On occasion, this jockeying for prominence results in direct conflict between two nobles. Sometimes this conflict is political—one noble believes in a specific course of action for his people, while another holds a differing opinion. Some nobles favor high taxes and strong intervention, while others keep taxes low and encourage productivity through other means. On occasion, when a new law, tariff, or decree is proposed, nobles will fight furiously over the merits of that law. For example, a law prohibiting Westryn elves from coming into a Thonian city might be favored by the High Thonian nobles who see the Westryn as dangerous, but would be opposed by the Cumasti nobles who seek to ease the tension between humans and elves.

Other conflicts are much more personal. A perceived slight or insult can create an irreparable rift between two noble houses. An indiscretion between the sons and daughters of two prominent families could be cause for all-out war. Even as small a thing as failing to invite a noble to a prominent social event can set off an escalating chain of accusation, outrage, and revenge.

The Noble's Gamble

Whenever two nobles come into conflict, either party can turn the situation to their advantage by bringing their resources to bear. Nobles can use their information contacts to dredge up dirt on an opponent, or might pay members of an opponent's house staff to sabotage their master's efforts. A noble might begin a smear campaign by paying bards and storytellers to spread lies about an opposing noble. In extreme cases, assassins or hired thugs might be sent to harm or kill members of the other noble's house.

In game terms, noble characters can "gamble" nobility points during a conflict in order to increase their chance of success. Whenever two nobles of equal status (a difference of only 1 or 2 nobility points) come into conflict, either can choose a number of nobility points to wager. A noble receives a bonus equal to the number of points wagered on the opposed Diplomacy check or other skill check required to resolve the conflict.

A noble who wagers nobility points puts his influence and resources into play during a conflict, and thus has a greater chance of success. However, should that noble be defeated, his risking those resources will be seen as foolish or reckless. In game terms, a noble who fails in

a contest where he wagers nobility points loses those wagered points. However, if the gamble pays off and the noble who wagered nobility points wins, he gains 1 additional nobility point for his efforts.

Having to balance reward against ruin in this way explains why most nobles don't simply throw the full weight of their influence into every political contest. Conflicts between nobles are usually conducted more like a formal duel than an all-out war, and even powerful nobles may be willing to concede a point rather than risk losing influence.

New Uses for Nobility Points

Chapter 1 of *Dave Arneson's Blackmoor* lists a number of the benefits and uses of nobility points. At the Game-master's discretion, nobles can also make use of the following additional benefits.

Nobility Points	Benefits
5	Call in a favor
6	Incite betrayal
8	Heirlooms and treasures
11	Place a legal bounty
12	Pardon crimes
14	Banish an enemy

Call in a Favor

With a mere 5 nobility points, a noble gains the ability to call in favors. In essence, the noble is able to reach out and exert a small amount of influence to get things done, usually in exchange for promises of prestige or favors of his own. Most people recognize the power of having a noble owe them a favor, and such favors are typically easily called in even by minor nobles.

Such favors should allow a noble to accomplish some goal that would otherwise have been difficult or impossible, but not so outlandish that it circumvents the adventure. For example, a noble might be able to procure an invitation to an important social event by calling in a favor, but could not have the entire event cancelled on a moment's notice. However, the more nobility points a noble possesses, the more significant the favors he can call in (as determined by the Gamemaster).

Incite Betrayal

A noble wields great power, not only within his own domain but also within the domains of others. A particularly powerful noble can even use his influence to alter the attitudes of his enemies, turning them into temporary

allies to accomplish some goal. Though the most bitter of nemeses can never be swayed, opponents that are not particularly hostile can sometimes be convinced to join forces with (or at least cease fighting against) the noble. Once per level, when the noble encounters an intelligent creature that has an attitude no worse than unfriendly and is aware of the noble's reputation, he can make a Diplomacy check to adjust that creature's attitude. He gains a bonus on this check equal to twice the number of nobility points he currently possesses.

For example, a noble with 9 nobility points has an assassin sent against him by one of his enemies. Since the assassin harbors no particular ill will toward the noble ("Just doing my job"), he has an attitude of unfriendly, and the noble can attempt to convince the assassin to go back on his contract and let the noble live. The noble gains a +18 bonus on his Diplomacy check, which should be more than enough to shift the assassin's attitude to Indifferent (allowing him to be paid off). With a check result high enough to change the assassin's attitude to helpful, the noble might even be able to convince the assassin to murder the enemy who hired him.

Heirlooms and Resources

A noble's house often comes into the possession of valuable treasures and precious heirlooms. On occasion, such items have uses for an adventurer, and many a noble has been surprised to discover that the sword handed down through generations has significant magical power. At 8 nobility points, a noble can gain access to the wealth and heirlooms of his house. Once per level, a noble can obtain a single item, resource, or service at no cost. The item or resource should be both extraordinary (not available through normal channels) and should somehow pertain to the noble's current goals or mission. Each item or resource should be valued at 1,500 gp times the number of nobility points possessed. The noble can use this item for the duration of the level, but once he attains a new level, he must either expend his use of this ability to claim the item or resource again (assuming he still has sufficient nobility points) or give up the item, resource, or service.

For example, a noble might be investigating the presence of an evil monstrous cult that has infested the hills surrounding his keep. A 7th-level noble with 8 nobility points can use this ability to procure a magic item worth up to 12,000 gp in order to aid his party in their attempts to infiltrate and exterminate the cult. However, if he gains a level before the cult has been wiped out, he must either return the weapon to his house or use his 8th-level use of this ability to retain it.

Place a Legal Bounty

One of the most solemn responsibilities of a noble is to uphold the law, and bringing fugitive criminals to justice is a key part of this job. When a noble has gained at least 11 nobility points, she may begin placing legal bounties on characters who have committed crimes within her domain. The noble may set the amount of the bounty to whatever she feels is appropriate, and is responsible for paying it should the criminal be brought to justice. As well, the noble may choose the conditions of the bounty, including whether the target should be delivered dead or alive.

When a bounty is placed on an individual, professional bounty hunters, mercenaries, and even regular citizens are given permission to pursue the criminal in order to bring him in. Bounties are typically only issued against characters who have committed heinous crimes and fled to avoid punishment, and bounties placed without good reason (or for personal gain) have a good chance of decreasing a noble's standing in the eyes of his people.

Pardon Crimes

As the legal authority in her lands, a noble has the ability to pardon people for past crimes. Though corrupt nobles sometimes offer pardons in exchange for bribes or favors, pardons are typically given only to those who have proven that they were originally innocent or have since reformed and performed some great service for the noble or his people.

A noble's pardon absolves a character of his crimes and makes him free and clear of pursuit. However, a noble can only pardon a person of crimes he is accused of committing within that noble's domain, and other nobles may choose not to recognize the pardon. Additionally, any noble who pardons a clearly guilty member of her own family (or, worse, attempts to pardon her own crimes) permanently loses 1 nobility point as her legitimacy is drawn into question.

Banish an Enemy

At 14 nobility points, a noble gains the ability to permanently banish an enemy from his domain. In essence, this allows the noble to guarantee that a particular enemy cannot set foot in territories he controls, under penalty of death. This is a particularly powerful ability, as banishment is often as good as a death sentence for the enemy in question. A noble must usually have a good reason to invoke this punishment, though many nobles simply create trumped-up charges in order to have an excuse to banish an opponent. Such activity is



Chapter 10: Independent Wizard's Groups

While the Wizards' Cabal counts the majority of Blackmoor's wizards within its ranks, a number of other wizards' groups exist outside their reach and control.

Ordo Elementarum

The group known as Ordo Elementarum, or Order of the Elements, was founded by the archmage Merrick Fen and the wokan Mithgilivyr Goss long before the Cabal came to power. A student of Kargas, Fen created the group in order to study elemental magic as a means of improving the lives of the common folk.

Organization

As a small group, the order has little need for formal organization. A council of five senior members called ministers leads the order and directs the group's research. The most senior minister is the Minister Primus, but this title offers little in the way of real power. Under the ministers, other senior members see to the training of new apprentices and direct specific research projects, most geared toward furthering the understanding of elemental, temporal, or planar magics.

Members of Ordo Elementarum are primarily wizards, though membership within the group is formally open to wokan as well. Less formally, the order has more than a few sorcerers in its ranks, though this fact is kept well hidden from the Wizard's Cabal.

History

Merrick Fen studied under Kargas, seeking to understand the forces at work in the North that caused the birth of sorcerers in vast numbers. Working with Kargas taught Merrick many things about that land and its power, not the least of which was how to harness the wild magic and use it to fuel his own spellcasting. This knowledge led him to seek out other spellcasters, particularly the native wokan, to examine the relationship between their magic and the land. One of the wokan he studied with was Mithgilivyr Goss (a cousin of Raddan Goss, central figure in the Mage Wars). Mithgilivyr was not only a wokan but also an elven elemental of fire. Merrick learned much from Mithgilivyr, and later from Mithgilivyr's compatriots studying other elemental paths.

By spending time among the Cumasti, Merrick learned to appreciate nature in a way that most other mages did

not. He did not study magic for power alone, but rather to protect the land he had learned so much about. To further this end, he and Mithgilivyr founded Ordo Elementarum (“Order of the Elements” in an ancient dialect of Thonian) to further the study of elemental magic. Eventually, the order’s work would touch on planar studies. It was Mithgilivyr, in fact, who first proposed the planar model largely accepted today—six elemental planes (Air, Earth, Fire, Metal, Wood, and Water) plus the Ethereal Plane, Astral Plane, Shadow Plane, and the Plane of Time.

When the Mage Wars began, the order withdrew itself from the conflict, hiding within the forests in order to continue their studies without outside interference. Eventually, though, Raddan Goss discovered the order’s location and tried to bring its members to heel. Faced with possible destruction and little time to prepare, members of the order made the decision to leave for the planes and attempt to wait the wars out.

The order used *plane shift* spells to move to the Plane of Time, hoping that this would give them more time to prepare themselves should the Mage Wars still be ongoing when they returned. Nearly half the order died there as a result of the terrible dangers of the plane—quicksand that withered those who sunk within it, the touch of unworldly winds that turned time back to before a creature was born, or attacks from the natives. Merrick himself was killed when he was crushed by a gigantic gearworks beyond which the order hoped to find shelter.

Eventually, the survivors created a fortress and stayed there for twenty years of study and planning. However, when the members of the order finally returned to the North under the leadership of Mithgilivyr, they discovered to their horror that some three hundred years had passed.

In a world they no longer recognized, the followers of Ordo Elementarum had missed the rise of the Cabal, the freeing of Blackmoor from the Thonian Empire, the Egg of Coot, and another dozen lifetimes worth of history. Wary and afraid, they hid for a time to observe and plan. However, in doing so, the order discovered disturbing signs—the development of clockwork and steamworks in the North.

While on the Plane of Time, Mithgilivyr and his followers spent much of their efforts on understanding the world around them, including an area made up of gigantic gearworks and steam pipes working away in endless mechanical fury. Their studies showed that a malevolent force manipulated and controlled those gears for its own ends—a view confirmed by a friendly group of natives of the plane, led by an entity the order came to call *Tempus Abbatis*. Many of the *Cumasti* in the group came to view *Tempus Abbatis* as a planar deity similar to *Hydros* or

Fiumarra. Back in the real world, when members of the order came up against Col the Clockwork Inquisitor, they were certain that this malign influence had come to roost in the North.

Ordo Elementarum has since begun a campaign of destruction, attempting to ruin any clockwork devices they come across. One of their dearest wishes is to infiltrate the dwarven mines and destroy the steam bores that grant the dwarves their productivity. The order watches and waits for the time when they can finally rid the North of what they see as a great evil, and they are actively recruiting others to take up the cause.

Notable NPCs

The most high-profile member of Ordo Elementarum is Mithgilivyr Goss, the Minister Primus. He inherited the position by default after the death of Merrick Fen. Other members of note include Lorian Fen, Merrick’s fifteen-year-old daughter, and Lorian’s mother Sielene. Lorian misses her father dearly, and Sielene does her best to raise her daughter while maintaining her position as a minister and pursuing the path of an air elemental.

A gnome by the name of Muck Clubfoot has recently joined the order. His only interest (or so he claims) is to preserve his native South Pim from the encroachment of “that evil techno-wizbang gadgetry.”

Allies and Foes

Since the order has only recently been back in the real world, they have little in the way of friends. Those they knew before are dead and gone, and while there might be a few members of the longer-lived races that remember the order, such individuals are few and far between.

However, enemies of the order are never in short supply. Any group focused on the use of clockwork or steamwork technology automatically draws the ire of the Ordo Elementarum, including the dwarves and their steam bores, the gnomes with their tinkering, and the wealthy High Thonian clockworkers. By virtue of their opposition to dwarven mining, the order has made enemies of the Wizards’ Cabal. Though the order shares the Cabal’s enmity for the Egg of Coot, the fact that it has largely managed to hide the presence of sorcerers within its ranks is likely all that keeps it from the Cabal’s full attention.

Membership Requirements

Apprentices within Ordo Elementarum must speak at least one planar language (Abyssal, Infernal, Celestial, Auran, Aquan, Ferrosian, Ignan, Sylvan, or Terran) and have some knowledge of arcane and planar matters (Knowledge [arcana], Knowledge [the planes], and Spellcraft). Members of the order are always arcane spellcast-

ers, and train by furthering their knowledge of spells, the planes, and the elements as they discover how their talents will work best for the order.

Those who graduate from their apprenticeship become mages of the order, and are ready to direct their own research. A mage of the order will likely speak several planar languages and have a thorough grasp of spellcasting, the elements, and planar theory. Many mages within the order will have chosen an area of specialization by this point, be it summoning spells, a specific element, or temporal magics such as *haste* and *slow*. Upon graduating from apprenticeship, the order offers the new mage the opportunity to gain a planar familiar (usually either a mephit or Small elemental).

Interesting Facts

Ordo Elementarum is currently located in a remote section of the Redwood. They have been attacked by scarborn on several occasions, which Mithgilivyr believes to be malign influences crossing over from the Plane of Wood to the Material Plane. Members of the order better suited to reconnaissance missions (those with *invisibility*, *nondetection*, *knock*, and similar spells) have been sent into Vestfold to keep an eye on the activities of the Cabal.

Other members of the order use divinations such as *contact other plane* and *legend lore* in an attempt to quietly assemble the history they have lost. In a disturbing turn of events known only to Mithgilivyr and his ministers, a member used *contact other plane* to ask Insellageth about the Cabal. He reportedly received a negative response when asking whether the Cabal was an evil organization, but a positive response to the question of whether it had been infiltrated by an evil influence. However, when he attempted to determine the identity of this influence, a sudden spike of arcane feedback drove him irrevocably insane.

Recently, the order has learned how to manufacture false foci by magically transmuting ordinary rocks into gemstones. These gems are not given to apprentices, but only to full members of the order.

Quincke's Brigade

Quincke's Brigade is a group of wizards who vehemently disagree with the Wizards' Cabal's methods and goals. They believe that all magic, arcane and divine, should see free use away from the watchful and controlling eyes of others. Their numbers are not comprised of any one race or group, but rather, an assortment of individuals willing to stand up for their beliefs. This is not how they began, but time can change many things.

Organization

Currently, the brigade's goal is simple: to bring about the free use of arcane magic by all people, whether wizards, bards, wotan, or sorcerers. The order is a loose-knit group of forty-two wizards all following the lead of Irenaeus Quincke. Members exchange information and report in once a week by the use of white carrier pigeons. While the use of magic would be easier and quicker, such messages are more likely to be intercepted by the Wizards' Cabal.

Members of Quincke's Brigade often wander the lands of Blackmoor in search of information that might weaken the Cabal. Each member has a different set of skills that aid in the continued success of the organization. The identities of other members are made known only when the situation warrants it. As such, it is not uncommon for two members of Quincke's Brigade to meet without realizing they are working for the same group. Only Irenaeus Quincke and Laws Milton (see Notable NPCs, below) know the identity of all forty-two members of the order. There is always talk of increasing the order's numbers, but fear of spies from the Wizards' Cabal makes this unlikely.

History

Quincke's Brigade was originally founded in 885 by the wizard Christoff Gen Quincke. During the Mage Wars that ravaged the lands of Blackmoor, Christoff was content to protect the small town in which he lived. He had no desire to dominate or rule over others, instead preferring to live in peace using his minor magical powers to improve the lives of his neighboring townsfolk.

However, war came crashing down upon Christoff and his people when the town was claimed by the Arcane Dominion of Raddai, ruled by the half-elf Wizard King Raddan Goss. As much as new territory, Raddan sought to claim new sources of magical power. Christoff was forced to flee, his wife, child, and family left behind. In retaliation, Raddan had Christoff's mother and brother located among the commoners and brought to him for personal interrogation. When they refused to divulge Christoff's location, he killed them both by his own hand.

Upon hearing of the deaths, Christoff's rage knew no bounds. At the same time, he knew that to attack Raddan would mean a swift death. Adopting the life of an itinerant wanderer, Christoff vowed to master the arcane power he held, seeking out lore across the North. Nearly six years passed as he studied and developed his arcane skills, all the while steering clear of watchful eyes. However, while purchasing supplies in a small village, he was spotted by two of Raddan's scouts. With his now-powerful magic, Christoff slew one on sight even as the other escaped.



Knowing that he would be hunted, Christoff redoubled his efforts. Over the next five years, he befriended several other arcane spellcasters, forming a group that came to be known as Quinke's Brigade by the common folk. Their main goal was to deny the Arcane Dominion of Raddai the power it sought in Blackmoor, but Christoff's personal desire for revenge still burned bright.

However, in 896, Skelfer Ard slew the half-elf wizard king Raddan in a devastating mage duel. Unable to personally slay Raddan, Christoff's hatred was turned against Skelfer and his followers. When the Wizards' Cabal was formally announced, Christoff saw it as Skelfer's means to rule and dominate others like Raddan had done years before. The last act of Quinke's Brigade was a doomed attempt to attack the Cabal in Vestfold—a failure that cost Christoff his life.

Over the years, memory of the brigade faded outside Quinke's family, who dutifully saved and passed on the tales of his exploits. Then in 1020, the Wizard's Cabal put down a sorcerer's revolt in Vestfold—an event that drew

the attention of Christoff's great-great-grandson, Irenaeus. Inspired by the tales of his ancestor's crusade, he sought to follow in the first Quinke's footsteps, quietly studying under a number of non-Cabal spellcasters over the next five years. Like his forebear, Irenaeus then gathered others who shared his suspicion and distrust of the Wizards' Cabal to his side. However, only today has the Cabal begun to take notice of the actions of this group.

Notable NPCs

Irenaeus Quinke has led the second generation of Quinke's Brigade for five years now. A pleasant-looking but fiery Thonian, he has a reputation for taking risks in his attempts to subvert the Wizards' Cabal's domination of arcane magic. At times, he struggles with the question of whether the path he has chosen will ultimately bring harm to his family, including his five-year old son.

Two other notable members of Quinke's Brigade are Martyn Bannister and Laws Milton. Martyn is a young male half-elf with a calm smile and a soothing voice. He

handles the group's propaganda mission, exposing the Wizards' Cabal's darker secrets to the general populace. Laws is High Thonian in his mid-thirties, and a key researcher for the organization. It was his assistance that helped Irenaeus decipher several of Christoff's old spells (including asphyxiating hands, choking hands, smothering hands, strangulating hands, and suffocating hands). In addition to researching new magic, Laws attempts to uncover hidden secrets of the Wizards' Cabal to pass onto his comrade Martyn Bannister.

Allies and Foes

The allies of Quincke's Brigade are both few in number and temporary in nature. The order's fleeting alliances are typically designed to deal with specific threats, most commonly from the Cabal. Recently, the Eldritch Underground has contacted Irenaeus and Quincke's Brigade in the hope of arranging a long-term treaty between the two organizations. If such an alliance is in the works, however, the leaders of both factions have kept their negotiations quiet.

The brigade's only enemy is the Wizards' Cabal, who they challenge at every opportunity in the hope of freeing all mages from that group's reign of terror.

Membership Requirements

Those hoping to become members of Quincke's Brigade must have at least one level in wizard, and must swear a blood oath of opposition to the oversight and control of the Wizards' Cabal. Success within the order turns on continually defending the free use of magic in all lands within the world of Blackmoor.

Interesting Facts

In recent years, tales and rumors have been heard regarding sightings of Christoff Gen Quincke, the creator of Quincke's Brigade. Some within the order have dared to hope that Christoff only feigned his death, using powerful longevity magic to extend his life and wait for a better time to strike at the Wizards' Cabal. None of these sightings has been substantiated, however, and many suspect that they are merely magical tricks to keep the Cabal on edge.

One member of Quincke's Brigade was recently killed by the Wizards' Cabal and discovered to be a Thrall of Coot. How long he might have been dominated and what influence he had on the organization is still unknown.

Scroll and Blade

Working as a sword-for-hire in the various battle-hardened mercenary companies of the North has always been a way to make a decent wage. Of all those companies,

one group stands out by its exploits—the warrior spellcasters of Scroll and Blade.

Organization

Scroll and Blade is the largest mercenary company in the North composed solely of specialist wizards, hardened arcane warriors, and eldritch knights. Unlike the stereotypical frail wizard of the Cabal, all members of Scroll and Blade are physically fit and trained in at least one form of combat. Members of the group prefer the field of battle to any candle-lit study or library, and when not on assignment, their days are spent in combat training and the honing of their arcane craft.

While Scroll and Blade goes out of its way to recruit arcane warriors (typically those who have broken from the Cabal) and eldritch knights to act as frontline combatants, it also seeks out wizards who have specialized in a particular school of magic. This mercenary band believes that every specialization has an application on the battlefield, with specialist wizards broken into units known as arcane brigades.

Abjurers: These wizards are trained to place magical wards and traps on the battlefield, keeping the advantage in their allies' favor.

Conjurers: Conjurers are used primarily to summon ferocious creatures in the midst of enemy units on the battlefield. They are also used to strategically place specific spells to hamper the enemy (magic fogs, walls, clouds, and so on).

Diviners: The diviners of Scroll and Blade provide essential defensive support in combat, whether pointing out invisible scouts, detecting traps and magic, or scrying the movements of the enemy.

Enchanters: Instead of using brute force to interrogate a captured prisoner, enchanters can quickly and painlessly obtain needed information.

Evokers: Evokers are the bread and butter of Scroll and Blade, and their destructive spells have always given this mercenary company its edge.

Illusionists: Scroll and Blade's illusionists are the masters of deception on the battlefield. Whether targeting *phantasmal killer* at an enemy leader or using illusion to simulate additional troops or a fleet of ships, their potential to create havoc in the midst of battle rivals the destructive power of the company's evokers.

Necromancers: While the school of necromancy is frowned upon by much of society, the necromancers of Scroll and Blade apply their talents to turn the tide of battle. Few things are as intimidating or demoralizing for an enemy as having to face their own fallen comrades risen from the dead.

Transmuters: The transmuters of Scroll and Blade work closely with the arcane warriors and eldritch knights of the company, applying spells such as *enlarge person*, *haste*, and *stoneskin* before a battle.

Scroll and Blade maintains an impenetrable fortress in Bramwald as their headquarters. With some two hundred and fifty members, the company is a magical force to be reckoned with. It hires its members out only on a contractual basis, but takes jobs of virtually any size, scope, and degree of covertness. While the common folk cannot afford their services, some of the wealthier noble houses have used Scroll and Blade mercenaries to fill their ranks when fighting between houses breaks out. The Wizards' Cabal has hired the company in the past to crack down on members of the Eldritch Underground while their own attention was focused on the machinations of the Egg of Coot. Even the kingdom itself has used the taxpayers' good money to take advantage of Scroll and Blade's services.

Each member of the company knows his or her role in combat and rarely deviates from it. While many wizards are known for their inflated egos, the members of Scroll and Blade focus on disciplined teamwork. As a result, the company is a devastating presence on the battlefield, even against much larger forces.

History

Scroll and Blade was founded in 1005 by four highly militaristic war wizards of the Wizards' Cabal. They respected how the Cabal upheld the law, but grated at their leadership's lack of vision. Though one capable wizard could wreak havoc upon scores of enemy troops, the Cabal rejected the notion of a combat-ready arcane fighting force. Even in the tumultuous environs of the North, the Cabal leadership saw little demand for such a group.

The four thought otherwise, however, and when they elected to part ways with the Cabal on amicable terms, they took a number of current and former students with them. From this core group of wizards more comfortable in combat than in the laboratory, an all-wizard mercenary company was formed that would move from assignment to assignment, battlefield to battlefield. Scroll and Blade was born.

Over time, the Wizards' Cabal and Scroll and Blade have worked out various agreements allowing crossover in their memberships. The Wizards' Cabal and the Arcane Inquisition have allowed their members to join the ranks of Scroll and Blade for set periods, both for the training it provides and as a way for Cabal members to earn a solid wage. Members of the Wizards' Cabal on short-

term assignment with the company still need to meet the normal prerequisites for service.

Notable NPCs

The current leader of Scroll and Blade is Siegurd the Scorched, a no-nonsense war wizard from Vestfold. No one knows his history outside of his time in the company and his training in the Wizards' Cabal. The air around him is always thick with an oppressive cloud of pipe smoke, and it is said that he only speaks to bark directives or orders.

Hando Copperking is the public face of Scroll and Blade. He works out all the company's contracts and seeks out new employers. He is a shrewd entrepreneur, and his success and business sense have made Scroll and Blade the envy of other mercenary companies.

Allies and Foes

Scroll and Blade has taken on numerous contracts in its time, and has garnered enemies for nearly every successful job. The company has fought Skandaharian raiders on the open sea, Peshwah tribes on the outskirts of the kingdom, the Afridhi horde on Tenian soil, and many more.

While Scroll and Blade has so far remained loyal to the Kingdom of Blackmoor, many among King Uther's court are concerned for what might happen should enemies of the crown make the company an offer too lucrative to pass up.

Membership Requirements

Scroll and Blade is extremely selective when it comes to determining who joins their ranks, with specialist wizards, arcane warriors, and war wizards traditionally given preference. Under no circumstances will Scroll and Blade admit the likes of bards, woked, or sorcerers to their ranks, as the chaotic nature of such traditions go against the grain of the company's disciplined structure.

Interesting Facts

The wizards of Scroll and Blade believe in remaining mobile while on the battlefield. In addition to those who prefer to attack from above while flying, many of the company's wizards have been trained to cast from horseback. A good number of such casters summon horses and other mounts as their wizardly familiars, and this arcane cavalry is developing a powerful reputation.

Chapter 11: The Eldritch Underground



A loose alliance of outlaw sorcerers and rogue wizards, the Eldritch Underground seeks to accomplish what few arcane societies or barons dare dream: thwarting the draconian rule of the Wizards' Cabal.

Opinions of the Underground and their work vary by community and social class. Peasants living in the outlands of Blackmoor tell stories of the mysterious Eldritch Underground to frighten misbehaving children. According to these tales, agents of the Underground can transform themselves into mere shadows and are capable of casting deadly spells forbidden by the Cabal. Superstitious peasants and common folk looking to contact members of the Underground bury offerings at the point where two country roads cross. Whether or not the Underground answers the request is said to depend on the virtue and intent of the petitioner, reinforcing the belief that its agents can see into mortal hearts.

For their part, the nobility and landed gentry of Blackmoor dismiss the Eldritch Underground as a product of old legends and pranksters. After all, how could a band of unschooled sorcerers succeed in standing against the

might of the Wizards' Cabal? When questioned about the recent string of sorcerer disappearances in Jackport, the barons are quick to point out that a sorcerer committed to living in defiance of the Cabal receives only what she deserves.

Organization

The Eldritch Underground is not as powerful as the superstitious are led to believe, but neither is it as quickly dismissed as Blackmoor's barons would like. The truth, known by few outside the Underground and the Wizards' Cabal, is that the Underground survives by concentrating on just one goal: protecting and defending the sorcerers of Blackmoor. The Cabal works tirelessly to ferret out agents of the Underground, but for every agent captured and tortured in the Cabal's dungeons, two more will rally to the Underground's call for justice.

Key to the Underground's success is its establishment of scores (if not hundreds) of cells scattered across the land. Each cell is independent and self-reliant, and has contacts to only a handful of other cells. In this way, a cap-

tured agent can reveal little or no information regarding the extents and operation of the organization as a whole. There have been recorded instances of single-minded Cabal inquisitors succeeding in infiltrating cells, but even aided by magic, such tactics can only go so far before the tenuous relationship between connecting cells collapses. Meanwhile, the friends and families of captured sorcerers seek out agents in the hopes of joining Underground resistance, fueled by their vendetta against the Cabal's iron fist.

Despite the myths and legends surrounding it, much of the Underground's work is surprisingly mundane. Agents of the resistance typically construct boltholes and safehouses to conceal wanted sorcerers, and arrange routes for smuggling outlaws in and out of cities. One cell's work might be to simply keep a fresh horse always at the ready so that a fleeing sorcerer can trade out mounts on a moment's notice. Other cells specialize in preparing travel packs, replete with rations, potions, and scrolls.

More ambitious cells might actively seek out sorcerers before they manifest their talents, saving them from the attentions of the Cabal. In cities, cells are rumored to run orphanages and workhouses where all the children are secretly sorcerers in training. Very few cells promote rescuing captured sorcerers, since this risks drawing the immediate wrath of the Cabal. However, certain heroes of the Eldritch Underground (see Notable NPCs, below) are renowned for their courage in the face of danger.

The agents known as the Sworn of Angvile are the exception to the Underground's rule of steering clear of the Wizards' Cabal. Driven by the tales of their legendary founder (see History, below), the sworn actively work to thwart the Cabal, and many Underground cells have been wiped out when a charismatic leader convinces his fellows to take up the fight with sword and spell. Those cells that do survive a brush with the Cabal most often do so only by luck, or because they have been infiltrated by Cabal agents.

The Sworn of Angvile refuse to stand by and watch fellow sorcerers suffer at the hands of the Cabal. However, more than one sworn agent has died beneath a hail of *magic missiles* when an attempted rescue turns out to be a Cabal ambush instead. It is believed that the sworn were responsible for organizing the ambush that led to Skelfer Ard's disappearance. For this reason alone, every inquisitor and arcane warrior of the Cabal has orders to kill sworn agents on sight.

The Sworn of Angvile are rumored to be active in many cities of the North, especially Maus and Blackmoor City. They can be identified by the brand of a dagger hidden somewhere on their body. Once branded, agents are never permitted to leave the ranks of the sworn, and very few agents live to die of old age.

The strength of the Underground's secrecy is also its greatest weakness. With only a handful of allies to turn to in emergencies, each cell is expected to handle any trouble that comes its way.

Any agent with knowledge of the Underground above the level of a single cell is known as an initiate. The order is believed to be composed of seven circles of initiates, ranging from lowly operatives to those at the upper levels responsible for orchestrating meetings between agents. The most trusted initiates are those charged with eliminating traitors to the cause.

Most initiates are sorcerers, but all have taken up other professions to aid in maintaining their public personas. Many play the role of the skald, the mercenary, or the common rogue. Initiates all swear to embrace death before betraying the Underground, with some scarred by magic runes designed to reduce an agent to a feeble-minded simpleton in case of capture. This effect is mimicked by the sworn, though their version is far more macabre, transforming the agent into a raging killer who is automatically slain when the effect ends. Such magic is one of the reasons inquisitors and arcane warriors alike tread carefully when on the hunt for agents of the Underground.

Those seeking to parlay with agents of the Eldritch Underground are often stymied by the order's secrecy. A search for contacts in the Underground commonly consists of asking obtuse questions of disreputable sages, leaving messages in smoke-filled gambling dens, or bribing back-alley dealers in forbidden magic and wicked idols. If a seeker is persistent (and passes the Underground's obligatory checks into his identity and motives), he might be invited to a late-night meeting on a lonely beach, or in the back of a musty library.

For those needing to find the Underground in a hurry, nothing works better than drawing the wrath of the Wizards' Cabal. Many a character has found herself suddenly aided by a member of the Underground while being chased down by a pack of stone-faced inquisitors. However, such characters are always thoroughly vetted and investigated before being allowed any contact with even the lowliest Underground cell.

History

Because its early agents rarely left written records of their work or boasted of their achievements, the history of the Eldritch Underground is largely unknown. Many stories surrounding the group are apocryphal, and even those commonly accepted as truth are difficult to prove.

Legend holds that the Eldritch Underground began as a band of mighty sorcerers fleeing the wrath of the early Cabal. Drawing off the raw magic inherent in the lands of Blackmoor, the sorcerers eluded all Cabal agents sent to

hunt them down. Retreating to an arcane fastness hidden high in the Stormkiller Mountains, they lived under the able leadership of a blue-eyed sorcerer known by sages as the Witch of the Fane. This band of sorcerers lived for some years in relative peace, using magic to raise and sculpt the living rock walls of their stronghold of Sipris Mountain against waves of predatory giants, orcs, and ogres.

Their peace was not to last. After ten long years of searching, agents of the Cabal discovered the mountain citadel. Raising an army of wizards, arcane warriors, and magical beasts, the army of the Cabal marched upon the mountain. The defenders, refusing to attack their former brethren, fell back before the onslaught as the Cabal's forces laid waste to the citadel's defenses.

In the innermost sanctums of the citadel, the Witch of the Fane regrouped her rebels and offered them an ultimatum: flee the citadel forever, or turn their arcane might upon their brothers and sisters of the Cabal.

The defenders were split evenly, half choosing the way of peace and opting to flee; the other half desiring only to die in battle, raining spellfire down upon their foes. The Witch of the Fane used her powerful magics to smuggle her peaceful sorcerers to safety, while her lover, Angvile the Chaotic, led the remaining defenders against the army of the Cabal.

Survivors' accounts allege that Angvile cast down the very mountain upon his foes, even as he called down lightning from the skies and summoned forth infernal demons and devils to lay waste to his hated foes. Whatever the truth, the Army of the Cabal was destroyed that day. Where the magnificent Sipris Mountain once stood, today there is only a smoking caldera.

Those who fled the citadel went on to form the group that would one day be known as the Eldritch Underground. At the same time, the memory of the defenders who gave their lives at Sipris gave rise to the Underground's militant sect, the Sworn of Angvile.

A little-known theory held by certain disreputable sages suggests that the Witch of the Fane was, in fact, the granddaughter of Skelfer Ard. Before Ard mastered White Magic and the science of creating the arcane focus, he was said to have experimented with the potential of fusing the magic of Blackmoor with living creatures. Hoping to create a being capable of calling forth and shaping magic at will, Ard supposedly experimented on his own granddaughter, accidentally turning loose an arcane plague that leaped from spellcaster to spellcaster.

Though the plague killed most of those it touched, its few survivors were transformed into beings of great magical power. The legend goes on to say that the Cabal's attempts at stamping out sorcerers were intended to prevent the deadly plague from infecting all Blackmoor. However,

skeptics are quick to point out that if the legend were true, that same arcane scourge would surely be present in the land today. As such, the theory seems doomed to remain nothing more than a fanciful story hailing from the mists of Blackmoor's past.

Notable NPCs

The activities of the Eldritch Underground revolve around a number of memorable characters.

Cagkol: A low-rank initiate of the Underground, Cagkol is a sorcerer known as the Baron-Killer—an ominous title for such a solemn gray-beard. Cagkol's latent talents were discovered on a hunting trip with his brother, heir to a minor barony. When his brother shot and brought down a stag, young Cagkol was so moved by the death of the magnificent beast that his emotions ignited a ball of fire in the surrounding arbor. The forest fire, though brief, claimed his brother's life. Cagkol was accused of regicide, but instead of facing trial, the boy fled into the wilderness, appearing many years later as a hardened adventurer.

Cagkol seldom takes a hand in the day-to-day intrigues of the Underground, preferring to spend his time researching the nature of Blackmoor's innate magic. On occasion, he summons a band of adventurers to delve deep into some newly discovered ruin, often returning with lost magic that predates the advent of the Wizard's Cabal. Though a kind soul, his demeanor has been sharpened by years of persecution. Acquaintances often remark how stern Cagkol appears, until they see him in a moment of kindness with a child or an old friend.

Cagkol is a High Thonian in his late forties. Lean of build with a thin frame, he still retains the muscle of his more active adventuring days. He is fond of wearing nondescript robes of homespun, and carries a polished iron-wood staff with him at all times. His thick head of hair is graying, and his beard is often braided and decorated with platinum and silver charms given to him by old dwarf friends. Cagkol travels only on missions specific to the Underground, and makes his home in a simple hovel located at the base of the Iron Hills. Rumors tell of a series of caves hidden beneath the Hills where Cagkol keeps his libraries and treasures.

Helyl Memseesh: Helyl is a portly, balding man with a penchant for young women and sweet wine. Memseesh has been a devoted servant of the Wizards' Cabal since his initiation at the age of sixteen, but he was loyal to the Sworn of Angvile much earlier than that.

Helyl's guise as a portly hedge wizard conceals one of the most talented spellcasters in modern Blackmoor. He has pursued the path of a war wizard diligently during his time with the Cabal, but his skills as a sorcerer are even more powerful. That Helyl has been able to keep his dual



lives a secret from the Cabal for so long is a testament to his skill at deception.

Helyl's semblance of a sweaty, barrel-chested lecher is only partially an act. He adopted the role in order to drive away those who might befriend him and pry into his history, but in doing so, he has found that he enjoys playing the part of an amoral pig. After all, Helyl tells himself after a night of depravity and sadistic violence, it's only an act.

Presently, Helyl serves as a minor librarian in the war college at Ardenn. He reports on the movements of inquisitors and arcane warriors to the sworn, and has personally arranged for the deaths of five inquisitors in the last year. He delights in causing harm to the Cabal, and if common Blackmoorians should suffer, such is the price of their complicity. So far, the Cabal has yet to detect the traitor in their midst, and should he inadvertently give himself away, Helyl will likely be gone long before an investigation can even begin.

Kaufar'i of the High Hak: This slight, wild-haired barbarian spends her time adventuring in north Blackmoor. A Peshwah nomad clad in buckskin and furs, she eagerly partakes of all civilization has to offer. Kaufar'i is infamous in the city of Maus for her insatiable thirst and wild temper, and tavern owners and guards both fear her. She is renowned for returning from some hitherto unknown dungeon with a sack of loot over her shoulder—treasure quickly spent in marathon gambling and drinking celebrations that can go on for days. Gold seems to flow through her hands like water, easily won and just as easily lost.

Less well known is Kaufar'i's dark side, and her reasons for leaving the High Hak. Trained as a clan sorcerer, Kaufar'i was captured as a young woman by a party of High Thonian nobles. The nobles returned with her to their manor, where she was imprisoned and foully assaulted for six days. On the seventh day, she succeeded in slipping free of her bonds and murdering all but one of the nobles in their sleep. The last she awakened in order

to defeat him in single combat, hanging his eviscerated corpse from the highest tower for the ravens to devour.

Shamed in the eyes of her tribesfolk and unable to regain her lost honor, Kaufar'i traveled east along the Gold Road, plying her skills as a mercenary and pit fighter. Civilization was a strange and curious thing to the young barbarian, but it wasn't until she cast a simple spell outside of Ramshead that she came to understand the violence concealed by civilization's thin veneer. Kaufar'i was set upon by a gang of peasants intent on doing the will of the Cabal, but she had sworn to never be captured again. In the madness of her rage, she murdered the peasants, but before the Cabal's inquisitors could retaliate, Kaufar'i had been spirited away by agents of the Eldritch Underground.

Now Kaufar'i serves as an agent of the Underground herself, masking her work for the organization beneath a savage façade of the barbarian. She travels extensively throughout the North, relaying messages and transporting relics too dangerous or fragile to be sent by spell. At times, she has been used as an assassin, but the initiates are loath to lose such a valuable agent on anything as trivial as murder. For her part, Kaufar'i understands civilization far more than she is given credit for, and her cunning has saved her on as many occasions as her rage.

Kaufar'i has an untamed appearance, with tangled hair, wind-burned skin, and wild eyes. She typically disdains heavy armor for a shirt of chain and leather, and fights with a heavy scimitar recovered from a wyvern's horde high in the Ash Mountains. She is always eager for company, but is never as gullible as she allows herself to appear.

Tomas Thodescul: The proprietor of the Black Dragon Tavern, Tomas Thodescul has lived in Blackmoor City since the day he was born, never once setting foot into the wilds beyond. Blessed with a loving wife and a beautiful daughter, Tomas seemed destined to live and die a life of quiet servitude, but such was not his fate.

On his daughter's seventh birthday, she manifested powerful sorcerous talents. Terrified for his frightened and confused girl, Tomas summoned the Cabal, who quickly swept his daughter away. When he realized the horror of his deed, he rushed after the Cabal agents, only to receive a blade across the temple for his troubles.

In short order, Tomas's life was turned upside down. His wife left him, refusing to forgive Tomas for turning his daughter over to the Cabal. His girl, affectionately named Tigerlily, was never seen again. When approached by agents of the Underground, Tomas eagerly accepted the offer to join their ranks.

Once a kind, gregarious soul, Tomas is now dark, sullen, and driven. He has devoted his life to serving the Underground, using the cellars beneath the Black Dragon to

arrange meetings between agents, store supplies for the order, and hide sorcerers on the run from the Cabal.

Apart from aiding the resistance, Tomas also has his own agenda. It is well known throughout Blackmoor City that the proprietor of the Black Dragon pays handsomely for any information on sorcerers abducted by the Cabal. Even though his daughter has been missing for over a decade now, Tomas still believes that she is alive, and will go to any lengths to find her. Adventurers aiding him in his quest can expect to be amply rewarded from the Black Dragon's coffers, but few are courageous enough to openly contest the Cabal.

T'vadan of the Many Eyes: The creature known as T'vadan is an initiate active in the Eldritch Underground's upper circles, and one of the few agents who has survived multiple encounters with inquisitors and lived to tell about it. Little of substance can be said of the origins or nature of this creature. It often takes a hand in orchestrating the flight of refugee sorcerers and mages, guiding agents from one safehouse to the next. T'vadan rarely becomes involved in any actual conflicts, though when they do occur, the creature reportedly wields magics beyond the ken of mortal sorcerers.

T'vadan's chief role in the resistance is assigning missions to lower-ranking initiates. These can range from quests to regain lost artifacts, to seeking out young sorcerers before they manifest their talents.

T'vadan appears as a robed humanoid over 7 feet in height. Its thick robes are as black as the night sky, and seem to sparkle and shimmer with stars. Even in the brightest light, its shadowed hood hides the initiate's features, if there are even any to be seen.

Cabal sources allege that T'vadan is connected on some level to the Egg of Coot, though this might just be rumor spread to sully the reputation of the Eldritch Underground. At any time, there are at least three inquisitors tasked with tracking down and capturing T'vadan. Those associating with the initiate should take care to cover their own tracks, lest they be deemed guilty by association.

Lady Tyger and the Red Lantern Circus: The tall, charismatic leader of the traveling freak show known as the Red Lantern Circus is also a freak in her own right. The woman hiding behind the stage name of Lady Tyger is a sorcerer.

As a child, Lady Tyger was abducted at a young age by the Cabal, resisting all attempts to reeducate her despite spending several years in their dungeons. Strong-willed and determined, the child was being transported to one of the Cabal's notorious death prisons when her caravan was ambushed by agents of the Sworn of Angvile. Many of the prisoners died in the battle, but the young woman who would become Lady Tyger escaped to flee into the

slums of Jackport. There, she fell in with agents of the Eldritch Underground who traveled in the guise of freak show performers. The young woman took up the stage name of Lady Tyger and has been traveling with the Red Lantern Circus ever since.

Tall with a shock of red hair, Lady Tyger is in her early twenties. She seems to delight in her time on stage directing the company of freaks, but her eyes convey a sadness that refuses to be salved. After years spent in Cabal dungeons, Tyger can hardly recall her family, and has given up hope of ever finding them again.

Membership Requirements

Joining the Eldritch Underground is no simple matter. Even the lowliest agent is directly responsible for the lives of his fellows, and the slightest slip can bring down the unrestrained wrath of the Cabal. Yet the line between a simple peasant hiding his sorcerer son from Cabal inquisitors and a true agent of the resistance is often blurred. Many aid outlaw sorcerers without ever knowing the vital role they play in the Underground, but those wishing to do more than provide assistance are subjected to stern and demanding tests before being admitted to the order. While the bulk of the Eldritch Underground is made up of sorcerers, membership is open to all, provided they can meet and pass the organization's three tests.

First, a petitioner must be vouched for by three ranking initiates. Such commitment is never undertaken lightly, as the three initiates become responsible for their pledge upon her acceptance, acting as both mentors and enforcers. If a petitioner should ever cause harm to the Underground or betray the order, the initiates are judged responsible for her failings. In extreme cases, suicide is the only acceptable atonement for a pledge's misdeeds.

Once a petitioner is under consideration, she is questioned at length by agents of the resistance using both mundane and magical techniques. If this examination is adequately passed, a petitioner is awarded the temporary status of a novitiate and given her first mission for the Underground. This mission often involves the retrieval of some powerful magic item hidden deep within a forest or dungeon. Unknown to the novitiate, however, this test is always a ruse orchestrated by the initiates of the Sixth Circle. Members are assigned to test the novitiate, either by summoning monsters, constructing clever traps, or using the lure of power to seduce her into betraying the Underground. Novitiates are commonly captured by

initiates in the guise of inquisitors, then threatened with death.

Initiates of the Sixth Circle scry the novitiate through the entire process, carefully watching for any hint of betrayal. If the novitiate succeeds in passing the harrowing test (regardless of whether or not she completes the mission), she is welcomed with full honors into the Eldritch Underground and awarded the rank of initiate of the First Circle. Advancement through the ranks of the Eldritch Underground is even more difficult, and each circle maintains its own series of intricate and secretive challenges.

Initiation into the Sworn of Angvile is far less complicated. Though initiates seeking entrance to the ranks of the sworn are always carefully investigated, a petitioner must simply be able to demonstrate having slain a known agent of the Cabal.

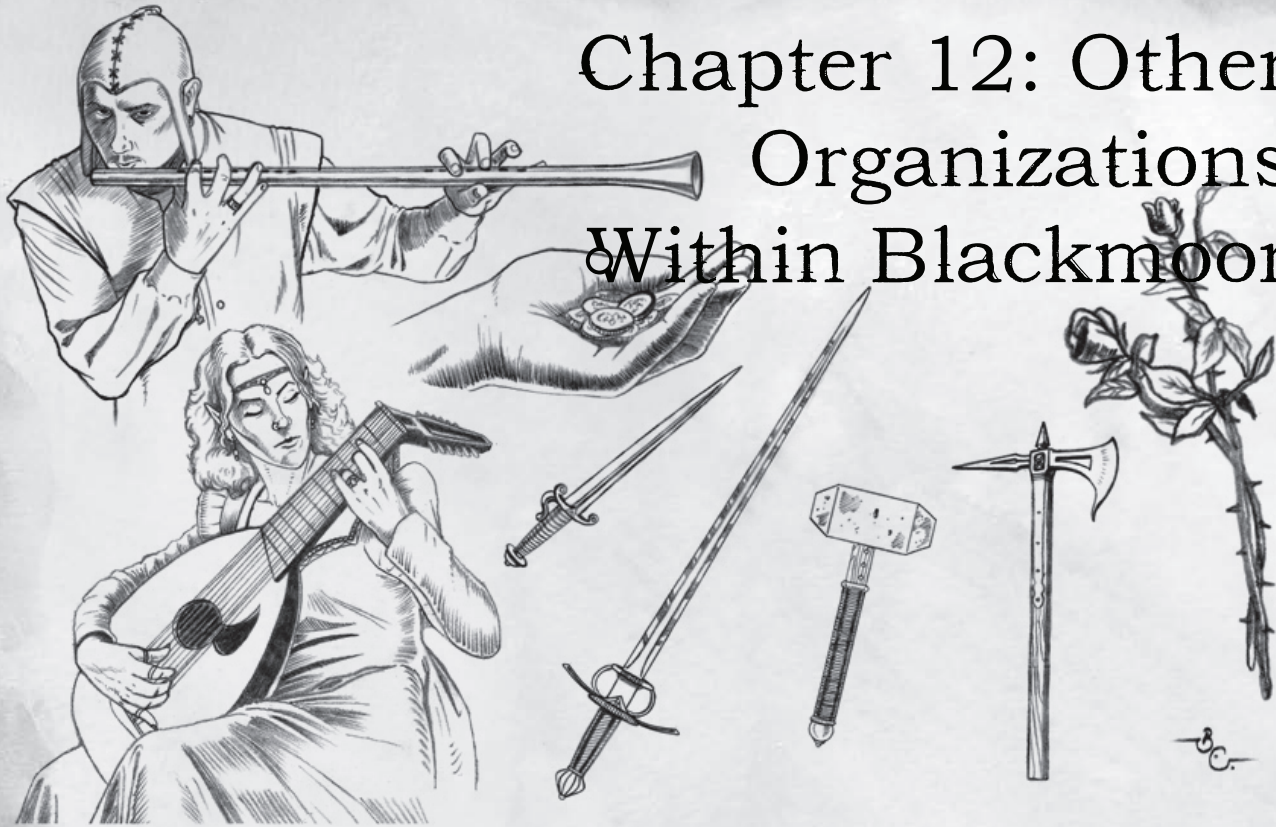
Allies and Foes

The organization most strongly motivated to root out the Eldritch Underground is, of course, the Wizards' Cabal. Many inquisitors and arcane warriors spend their entire careers investigating possible leads to the activities of the Underground's resistance. Most baronies have placed bounties on the heads of Underground agents, though this is sometimes done as a means of deflecting the attentions of the Cabal from covert support of sorcerers. Rumors abound of Uther Andahar himself aiding rogue sorcerers, though this has never been substantiated.

Just as worrisome as the machinations of the Wizards' Cabal are those of the rogue elements operating outside of Cabal authority. With all sorcerers deemed criminals, there is no law or lord to protect them when they are set upon by other villains. Often, Underground cells spend as much time warding off the attentions of other rogue wizards as they do the Cabal.

Though the Eldritch Underground has few formal allies, its members often have access to more support than the Cabal would like. Few Blackmoorians would ever formally agree to aid the resistance, and yet every day average citizens conceal and aid sorcerers, whether loved ones, old friends, or simply kind strangers. The Underground has learned that sometimes the best tactic is to simply behave as if there was no resistance. Most folk are quick to aid a fellow citizen in need, especially in a realm as dark and deadly as Blackmoor.

Chapter 12: Other Organizations Within Blackmoor



The world of Blackmoor is far more than just churches, nobles, and magic. There is a rich history here that goes back longer than that of any other campaign setting. This chapter presents a number of Blackmoor's other organizations, any of which can add balance and realism to this fantasy world.

Blackmoor's Regency Council

The Regency Council of Blackmoor was established by Uther to ensure stability throughout the region, and manages the routine business of the North. More than just an assembly of scheming barons or a council of sycophant advisors, the Regency Council holds great power and the absolute trust of the king. So important is the council that in the event of Uther's demise, he has decreed that its members should assume a joint stewardship over the kingdom.

One of the most important policies to be affirmed by the Regency Council is Uther's Decree requiring all nobles within the borders of Blackmoor to spend five years adventuring upon reaching maturity. In addition to ensuring that all nobles have a first-hand understanding of the lives of their people and that the weak and uncourageous might be weeded from the ranks of leadership, this policy was put in place to encourage cultural interaction between nobles of different races.

Though King Uther makes the final decision on larger matters, many smaller issues and potential conflicts are resolved solely by the Regency Council's decision, with Uther signing off only as a formality. Major legislation passed by the council includes the establishment of dueling academies throughout Blackmoor and the unofficial Barony of Dragonia, the Svenson Assessment that allows the council to send adventurers to negotiate and dispatch smaller conflicts within a region, and the formation of a uniform trading tax for foreign merchants.

The idea of the Regency Council has caused some in the land to hope that the council will one day supplant the need for a king. Those who still fear that Thonia might attempt to retake Blackmoor have begun to state publicly that a republican government would be the best means of defense against Thonia's archaic oppression. One of the biggest proponents of a council-ruled society is Ustran Worraps, a powerful and wise wizard rising quickly through the ranks of the Cabal. However, his public show of support conceals darker ambitions (see Interesting Facts, below).

Organization

The Regency Council's primary function is to make sure that every barony, culture, and faction calling Blackmoor home receives a fair voice in the political process. Each of the major races of the region gets one seat on the Regency

Current Members of the Regency Council

Svenson	Baron of Newgate
Menander Ithamis	Lord of the Cumasti
Uberstar Khazakhum (Missing)	Dwarven Regent of the Mines
Lortz Kharnundrhum (Acting Seat)	Lord Regent of the Mines
Timothy Curlytop	Regent of the Halflings of the Northern Marches
Sildonis	High Spellwise of the Wizards' Cabal
Fletcher William	Dean of the University of Blackmoor
Svale Highfellow	FreeKeeper of the Docrae

Council. Seats are also allotted to the Wizard's Cabal, the University of Blackmoor, and some of the larger baronies. Though they have been invited, the Westryn elves and the Peshwah have no seat on the council as yet. Of the two, the Peshwah are close to joining, and many believe it is only a matter of time before Peshwan na Shepro elevates his role from council consultant to full member.

Within the council, several established subcommittees take responsibility for some of the most important aspects of life in the North. The council created its first subcommittee on arcane studies in 1020 after the Vestfold revolt, during which a band of underground rebel wizards attacked the city. The Cabal's Vestfold headquarters was nearly destroyed in the assault, and many of its members were killed. Though the attackers were eventually put down, an investigation by Spellwise Sildonis, Fletcher William, and Svenson suggested that the revolt was heavily influenced (and perhaps funded) by the Eldritch Underground. Adventurers managed to arrest several of the Underground's leaders, including Quentin Garos, one of the founders of the group and a noted fugitive responsible for several terrorist attacks on the Cabal.

Along with the arcane subcommittee, there is also a subcommittee of trade consisting of Svale, Svenson, and Menander Ithamis, and a subcommittee studying natural resources consisting of Svale Highfellow, Timothy Curlytop, and Uberstar Khazakhum. Lortz Kharnundrhum has taken his father Uberstar's place on both the council and subcommittees since his disappearance, and has also assembled an informal subcommittee with Svenson and Menander to locate and retrieve his father. At present, the council has three bands of adventurers searching for the Lord Regent, in addition to freelancers looking for fame and the warriors sent by the dwarves.

Given the enormous amount of work that comes before the council, each member has no fewer than three as-

sistants to deal with referendums, petitions, proposals, and meeting requests. Most of the subcommittees' research is done by assistants, who are also in charge of keeping track of the exploits of adventurers throughout the North and maintaining records of those who might prove useful to the kingdom.

History

King Uther drafted the concept of the Regency Council long before his reign began. As he led the rebellion against the Thonians, his adventures brought him into contact with a number of remarkable people. Uther's insights into leadership made him realize that many of those who stood beside him might one day become great leaders themselves.

The first council included only the leaders of the allied races who stood at Uther's side during the rebellion. It included seats for the dwarven regent, the regent of halflings, the freekeeper of the Docrae, and the leader of the Cumasti elves. In time (and with negotiation), seats were also made available for the Wizards' Cabal, the University of Blackmoor, and Newgate's legendary Baron Svenson ("The Great Svenny"). At the same time, King Uther has always kept two seats open in the hope that the Peshwah and the Westryn elves might one day become a formal part of a united Blackmoor.

Describing the council not as advisors but as a group who would shape the future of Blackmoor, Uther approached potential members and asked them to personally serve him. Though the king has surrounded himself with familiar comrades, it is his hope that the reigns of the Regency Council will one day pass to the hands of tomorrow's great adventurers.

Membership Requirements

Attaining membership on the Regency Council is slim odds for even seasoned adventurers. At present, these seats are taken by the respective leaders of the organizations and regions with seats on the council, but each has set up a system to elect an immediate representative in the case of untimely demise or sudden disappearance, as was the case with Uberstar. To gain this honor, one must first be selected by one's region or organization, usually as a result of gaining notoriety for great deeds.

Even after a character has been chosen to join the Regency Council, Uther will not grant that character a seat until he has seen him or her in combat. Only acting council member Lortz Kharnundrhum has never shared the battlefield with Uther.

Gaining a position as an aide to the Regency Council is simpler but hardly easy. The first step to serving a council member is to attract his attention. Heroic deeds are a start, but an aspiring member must find a way to gain the

attention of a member's current assistant. This is most easily done by performing a personal favor for the assistant or someone close to him.

Once a council member's attention has been gained, hopeful assistants need to perform no fewer than three tasks for the Regency Council. These might range from serving as an escort on a tax shipment to retrieving an artifact from Afridhi-occupied Ten. When the Regency Council decides to take on another aide, candidates are presented to King Uther, who will give them a last task to be performed under his personal supervision. This can be as simple as joining the king on a hunting expedition, or as dangerous as fighting at his side against a barbarian uprising.

Adventurers eager to serve Blackmoor can sometimes find an alternate way of gaining service with the council. Those who serve as Fellows of the King's Companions (see page XX) can petition Uther directly for a position as a council aide. Every Regency Council member is also a member of the King's Companions, and Uther trusts their independent judgments as much as he trusts their unified decisions.

Notable NPCs

Members of the Regency Council are all King's Companions, and are detailed starting on page XX.

Like all those who sought to be Baron Svenson's premier aide on the Regency Council, Tazinea Hevros was given the task of retrieving an antique wooden shield stolen during the first assault on Svenson's Freehold. Tazinea had completed two other quests for the legendary warrior, but his final assignment proved to be too difficult. After six months of journeying throughout the North in search of the artifact, Tazinea approached Svenson and told him she had failed. To her surprise, Svenson told her that the true test had been to see whether hopeful candidates could admit their failings with pride and honor. Where the other hopefuls for the position had fallen back on anger or simply failed to ever report back, Tazinea alone had the courage to face up to her apparent failure.

Tazinea is an ambitious and fiery young woman who serves the Regency Council in the hope of gaining the attention of King Uther. She speaks with a polite northern accent, yet her mannerisms are anything but ladylike. Those seeking to serve the council will have a most difficult journey if they approach Tazinea. She tends to dish out the most dangerous tasks to new adventurers in order to weed out the weak.

As part of his continuing efforts to one day reunify the Westryn and Cumasti elves, Menander Ithamis used political connections to have Orreal named as a premier aide for the Regency Council. When Orreal came before Menander in Ringlo Hall, Menander set him but one

task—to receive permission for this service from the Westryn monarchy. Three months later, Orreal returned with letter in hand and this seemingly impossible permission obtained.

Orreal is a quiet soul who believes in speaking as little as possible. Nonelves who approach him often mistake his silence for rudeness, and Orreal does find it difficult at times to summon up courtesy for those not of his own kind. Characters who have elves in their adventuring party or their circle of friends will typically receive more favorable treatment.

Allies and Foes

Not even thirty years of age, Ustran Worraps has already become an important figure in the Wizard's Cabal. Well kept and disgusted by disorganization, the tall spellcaster combines the build of a fighter with the cunning of an accomplished intellectual.

With Spellwise Seldonis spending more time with the Regency Council than serving his position in the Cabal, the influence of the great wizard is waning. As his power diminishes, seeds of unrest have been sown throughout the Cabal, with Ustran doing his best to nurture them. The young High Thonian wizard has been vocal in his beliefs that the Vestfold violence was too well orchestrated for the Eldritch Underground or a group of rogue wizards. What were once conspiracy theories are now gaining the ear of Profector General Kyoryl Maloune and other high-ranking Cabal associates.

The Eldritch Underground has no formal animosity toward the Regency Council, but the council's allegiance to the Cabal makes them an enemy by default. The Underground believes that despite official denials, the Cabal still conducts experiments on spellcasters, and has vowed to expose these atrocities at any cost—even if that means opposing the Regency Council and the king himself.

Interesting Facts

With the Afridhi incursion of the Duchy of Ten and increasingly frequent raids by the Skandaharian, the Regency Council is seeking to expand its pool of adventurers and aides. Those hoping to work for the council may find no better opportunity, but the risks involved are not for the faint of heart.

Ustran Worraps has been known to hire adventurers to investigate weakness and corruption in King Uther's court. He is eager to prove that the Regency Council is nothing more than a shell under Uther's direct control, all in the hope of convincing the nobility to replace both king and council by a truly democratic body—with himself at its head. The dueling academies of Blackmoor have become a magnet for established and fledgling adventurers alike. However, this popularity has led to a shortage of instruc-

tors, and the Regency Council is always happy to hear from those seeking work as trainers.

One of the best-kept secrets of the Regency Council is that two of its members have a price on their heads for their role in the Vestfold Revolt. Though this threat has never been publicly acknowledged, King Uther has said that no terrorist, whether they hide behind a flag or cause, will cause dissent in his government.

The King's Companions

No single decisive battle won Blackmoor its sovereignty from Thonia. Rather, legions of brave men and women fought the drawn-out war of freedom, with countless warriors giving their lives in the name of Uther Andahar. In every part of Blackmoor, one can hear tales of those who used their last breath to curse the Thonian Empire and acknowledge Uther as their true king.

Despite the many hearts that have pledged an oath to Uther, eleven individuals are closer to the king's cause than any others—those who have been given the title of King's Companions. They are not a formal order per se; in fact, some have never even met each other. Rather, they are a group of brave men and women who have gone above and beyond their dedicated oaths, in some cases losing friends, family, and loved ones in the process.

Unlike other organizations, there is no way to join the King's Companions. Their legend has already been cemented. However, those of great bravery or fortune might be able to gain enough favor to be taken in as an apprentice of one of these legendary warriors. Those who successfully complete such service are informally and collectively called Fellows of the King's Companions.

Organization

The King's Companions are the eleven individuals who aided Uther in his quest to free Blackmoor from the control of Thonia. An informal order, the companions have no levels of advancement or degrees of achievement.

As the King's Companions have reached the end of their adventuring days, they have begun training apprentices to become the future heroes of Blackmoor. In time, several of these young champions came together and realized how much of an asset they could be to one another, organizing under the name of the Fellows of the King's Companions. Many of those who have long since passed their apprenticeship now serve Uther's court directly, and help to vet and train new apprentices to the King's Companions.

Membership

Unless a character plays a central role in another campaign deciding the fate of Blackmoor, he or she has little chance of being named a King's Companion. However, becoming an apprentice and a Fellow of the King's Companions is a slightly more obtainable goal.

A character first needs to gain enough prestige to allow them to approach a king's companion without being mocked and turned away. A character cannot seek apprenticeship with one of the heroes of Blackmoor until at least 3rd level, and most companions will only ever seek out an apprentice in exceptional circumstances. Characters who obtain a companion's attention and favor must meet certain requirements for apprenticeship. See Notable NPCs, below, for details.

Once accepted as apprentices, characters begin training with their mentors. As apprentices, they will be asked to perform tasks and duties by their mentors' orders and in their names. Once characters have reached 7th level, they are able to graduate from apprenticeship by completing one last task.

Both the apprentice and fellowship challenges are difficult tasks, and player and DM should work together on this aspect of a character's development. In a high-powered campaign, characters might be able to begin play at later levels as an apprentice or fellow at the DM's discretion.

Notable NPCs

The members of the King's Companions are among the most legendary figures in Blackmoor.

Bascom Ūngulian, Baron of Glendower

Bascom has not taken an apprentice since rescuing his wife from the clutches of the Egg of Coot and returning from that wretched land a changed man. Bascom is a hard-nosed leader whose age is hidden well by his strong physique and stark black hair. Many judge his decision-making and general demeanor to have become harsher since his return, but nothing that would suggest the baron remains somehow in league with the evil of the Egg. Bascom was a loyal ally to Uther who aided the rebellion in its early stages, following him on several excursions to free prisoners in the clutches of Thonia. Since his return from the Realm of the Egg, however, he has become aloof to the king.

Apprentice Obligation: Though he currently has no apprentices, Bascom has been heard to say that he would accept one who would bring him the hide of a lycanthrope. Players who do so should also be familiar with the Barony of Glendower by having 3 ranks in Knowledge (local Glendower).

Fellowship Obligation: An apprentice must return from the Egg of Coot with a magic item that rivals one of the wonders Bascom stole from that land.

Training Rewards: Apprentices who train under Bascom receive a +2 bonus on Knowledge (local Glendower), Intimidate, and Diplomacy checks, and receive Combat Expertise as a bonus feat even if they do not meet the prerequisites. Those who gain fellowship under Bascom receive a gift of *Glendower elitist armor* (+1 adamantine plate mail that grants a +2 bonus on Diplomacy checks) and may keep the magic item gained from the Egg of Coot. They also receive 5 nobility points.

Brother Richard, the Flying Monk

Uther has been acquainted with Brother Richard since the cleric first joined the priesthood of Pacuun. Uther appreciates Richard's ability to rise to the occasion when others are in danger, but knows that the Flying Monk is more capable than he sometimes seems. Uther was on hand to see Richard nearly defeat an entire orc army single-handedly, leaping from tree to tree as he trapped the orcs in dense forest and set it ablaze around them. Brother Richard will take on apprentices who mirror his dedication to helping those who cannot help themselves.

Apprentice Obligation: Those seeking apprenticeship under Brother Richard must pledge a commitment to Pacuun, paying 10 percent of the wealth gained from three consecutive adventures to Brother Richard's order. They must also possess 6 ranks in Knowledge (religion) and be able to cast divine spells. Apprentices do not have to have Pacuun as their patron deity, but they must not have a patron deity whose philosophies differ greatly from Pacuun's teachings.

Fellowship Obligation: Brother Richard will grant fellowship to any apprentice who performs a feat that rivals his infamous flying monk tactic and saves the helpless in the process. Apprentices must donate 10 percent of the wealth gained from every adventure to Brother Richard's order until this task is complete. If they do not donate this 10 percent within one week of obtaining the treasure, they lose all benefits of apprenticeship and may not seek apprenticeship with any other King's Companion.

Training Rewards: Brother Richard teaches his students how to get the most out of their divine spells. Those granted apprenticeship cast divine spells at +2 caster level.

Brother Richard gives his fellows a gift of a *cloak of flying* (as *wings of flying*, except the cloak does not transform into wings) similar to the one he owns.

Fletcher William, Dean of the University of

Blackmoor

William met an ambitious young Uther while teaching at the Imperial University in the Thonian capital of Mohacs. William was young himself, not yet notable for the long gray hair and bulging stomach he has now. Though forced to teach imperial dogma, he often shared his theories on the fall and degradation of Thonia with an impressionable Uther during private tutoring sessions. Uther would not forget the inspiration Fletcher provided him, asking the aging instructor to aid him in his rebellion. Fletcher's loyalty earned him the position of Dean of the University of Blackmoor. Within Thonia, Fletcher is considered a traitor second only to Uther himself.

Apprentice Obligation: Fletcher will take on only the most learned apprentices. Characters must have at least 5 ranks in four different Knowledge skills.

Fellowship Obligation: Fletcher fled Thonia after the Iron Duke began imprisoning and executing those who were known to have a relationship with Uther. There are many rare books and magic items that he would like to see retrieved from his former homeland. He often asks his apprentices to venture into Thonia and retrieve such objects before he will grant them fellowship.

Training Rewards: Apprentices of Fletcher William gain a +1 bonus on checks with any single Knowledge skill.

Those granted fellowship by Fletcher receive a gift of a *book of the seer* (see sidebar).

Garamond Bolitho, Bishop of Blackmoor

Book of the Seer

Only the most learned individuals to come out of Blackmoor's University receive this item. This magic book is enchanted in such a way that one needs only write a question in the book in order for the answer to be revealed. The *book of the seer* reveals only knowledge that the possessor already has, but does so automatically. The possessor of this book is able to take 20 on any Knowledge check in which he or she has at least 10 ranks. The book cannot be used if the possessor is threatened or distracted.

Garamond was one of Uther's strongest supporters when he sought to expand the University of Blackmoor. As nobles questioned why commoners needed an education, Garamond helped Uther convince them that such learning would be vital to the new nation. Uther met Garamond after seeking religious counsel from the church of Odir. Garamond provided a kind ear to the future king, and remains a powerful figure in the church. At his advanced age, Garamond takes on very few apprentices.

Apprentice Obligation: Garamond only accepts apprentices who show moral devotion and skill with divine magic. Hopeful apprentices must be able to cast at least

one divine spell of 2nd level or higher, and their patron deity must be good aligned. Even then, they must rescue an artifact of Odir (or any god with similar philosophies) from one of the churches within Afridhi-occupied Ten.

Fellowship Obligation: Garamond is not as specific with his requirements for fellowship. His general prerequisite is that an apprentice must succeed in undertaking a great journey or task in Odir's name. Until this task is met, the player must donate 10 percent of the wealth gained from all adventures to Odir's church.

Training Rewards: Those apprentices who train under Garamond may cast one additional domain spell per day, and gain a +2 bonus on Spellcraft and Knowledge (religion) checks.

Those who have achieved fellowship under Garamond receive the ability to call upon the *White Sword* (*Dave Arneson's Blackmoor* page 177) by sacrificing a 4th-level or higher spell to their deity. Characters gain the use of the *White Sword* for only 10 minutes, after which it teleports back to the church vault. When the sword is used this way, its limited abilities do not recharge for 24 hours.

The Great Svenny

The legacy of Baron Svenson of Newgate—the Great Svenny—may be even more formidable than that of his friend Uther. Svenny traveled the land with Uther well before any talk of rebellion, helping those in need. Already a legend, Svenny's attachment to Uther's cause was instrumental in bringing the common folk to side with the rebellion. Though his political clout is formidable, the Great Svenny longs to return to his adventuring days.

Apprentice Obligation: The Great Svenny will only take on an apprentice who has already gained wealth and reputation. Those seeking apprenticeship must be at least 6th level, have accumulated 14,000 gp of personal wealth, and have given 4,000 gp of that to the poor. They must also prove their might by bringing back evidence of having done battle with the Egg of Coot.

Fellowship Obligation: The Great Svenny will grant fellowship once a character attains 12th level. A character must also have performed three great deeds for the poor during his apprenticeship, for which neither he nor his party gained any reward.

Training Rewards: Apprentices trained under the Great Svenny receive a +1 competence bonus to AC and on attack rolls.

Those granted fellowship by Svenny are provided a gift of a *Svenny blade*—a +3 *axiomatic orc bane undead bane longsword*. They also gain 10 nobility points.

Jallapierie

Jallapierie might well be the strongest wizard in the North not a member of the Wizards' Cabal. Uther encountered him during the rebellion, and was surprised by the respect and trust shown the wizard by the common folk. Jallapierie's humble attitude and wisdom has become an institutional resource for Uther, and he freely calls upon the wizard during times of crisis. Those seeking Jallapierie will find him in the city of Maus or teaching at the University of Blackmoor.

Apprentice Obligation: Jallapierie looks for students who show an aptitude for creating magic items. Those seeking apprenticeship must have at least 5 ranks in three different Craft skills and at least one item creation feat.

Fellowship Obligation: Before being granted fellowship, an apprentice must craft no fewer than three items for Jallapierie with a market value of 10,000 gp or more each.

Training Rewards: Apprentices trained by Jallapierie are able to craft magic items in half the normal time.

Those who gain fellowship under Jallapierie may craft any item for half its normal XP and gp cost and increase that item's saving throw DC by 2 (if applicable). Add the title "fellowship" before all such items.

Lortz Kharnundrhum, Regent of the Mines

Lortz has managed to firmly plant his feet within his father's boots and fulfill the role of Regent of the Mines. Though Lortz has never personally adventured with Uther, the king's experiences with Lortz's father Uberstar make him confident that the son is cut from the same cloth—a proud and noble dwarf eager to maintain the integrity and defend the lands of his people. Lortz is still preoccupied with finding his father, believed to have been taken by the orcs of the Black Hand more than five years before. As such, he accepts apprentices only rarely.

Apprentice Obligation: Lortz will take on an apprentice only if that individual shows a clear allegiance to the dwarven people. Characters who venture into the Crystal Peaks and bring back evidence of battle with the orcs there will gain particular favor.

Fellowship Obligation: Lortz is still somewhat new to his role as a King's Companion, and has yet to grant fellowship to an apprentice. However, he has made it known that two things will automatically gain an apprentice fellowship status: bringing back the head of one of the tribal leaders of the orcs of the Black Hand, or obtaining any information on the whereabouts of his father.

Training Rewards: Apprentices trained under Lortz receive Diehard and Endurance as bonus feats. They also gain a +2 bonus to their Constitution score.

Those who gain fellowship under Lortz receive the gift of a *dwarven warband helmet* (see sidebar). They also gain 5 nobility points.

Dwarven Warband Helmet

The *dwarven warband helmet* is a potent piece of armor gifted to only the most proven dwarven warriors. This steel helmet is banded with a silver circlet and engraved with a Dwarven war cry personalized for the wearer. The helmet functions as a +1 *light fortification helmet* (see Chapter 7 of the *DMG*), plus grants its wearer a +2 natural armor bonus (in addition to its +1 enhancement bonus to AC).

Mello Feathertoes

If King Uther could have things his way, his crafty horse-loving friend Mello would take the halflings' seat on the Regency Council instead of the current regent. Not that Uther does not enjoy the company of Timothy Curlytop, but the king always admired the feisty attitude of Mello and his cunning sense for weeding out deception. Mello is reportedly the largest halfling ever born in the North, weighing a hefty 180 pounds and towering over his halfling brethren at 5 feet in height. Mello can often be found taking his leisure at the ComeBack Inn in Blackmoor if he is not off on some assignment from the council. Though characters are free to seek him out, the halfling is one of the only members of the King's Companions who actively seeks out apprentices among those who gain notoriety as adventurers.

Apprentice Obligation: Mello has an unusual love for horses and a stable of nearly two dozen fine steeds. Anyone adventurous enough to bring him a rare steed not already in his collection will gain apprenticeship.

Fellowship Obligation: Mello turned down a seat on the Regency Council because he saw that role interfering with his sworn duty to protect the sovereignty of Blackmoor. He has it on good authority that spies and traitors from Thonia lurk within the king's court. Mello's fellowship quest involves gathering evidence that can ferret out such traitors and bring them to justice.

Training Rewards: Apprentices who train under Mello gain a +2 bonus on Ride, Sense Motive, and Handle Animal checks.

Those who gain fellowship under Mello receive a gift of a Peshwah light steppes charger. If this horse is killed or taken, Mello will provide his fellows with another. They also receive an additional +2 bonus on Ride, Sense Motive, and Handle Animal checks.

Menander Ithamis, Lord of the Northern Elves

Few people in Blackmoor know the true extent of Uther and Menander's relationship. With tension still common between his Cumasti people and Blackmoor's humans, the elf lord has had to conceal the amount of aid he provided Uther during the rebellion, most often in the form of elven weaponry for Uther's troops. On rare occasions, Menander even lent the strength of his own sword arm and his blade *Woodhold* to secret adventures with Uther and Uberstar Khazakhum. Today, Menander is dedicated to two purposes—reuniting the Cumasti elves with the distant Westryn, and seeing Uther's human kin accepted among all his people.

Apprentice Obligation: Menander will grant an apprenticeship to any human who performs a diplomatic mission for the Cumasti, or any elf who performs a similar mission for the Kingdom of Blackmoor.

Fellowship Obligation: Menander's closeness with humans has earned him many enemies among his own people. Dissent is accepted among the Cumasti, but there are some whose plots against the elf lord border on treason and the threat of murder. Any apprentice who can reveal such a plot will be granted fellowship.

Training Rewards: Those who train under Menander as apprentices receive a +2 bonus on Charisma-based skill checks when dealing with elves or humans.

Those who achieve fellowship under Menander receive 15 nobility points.

Peshwan na Shepro, Baron of Dragonia

Shepro is the only Peshwah to serve under Uther, and the king's only real link to the Peshwah clans. Though raised as a Thonian, Shepro earned his Peshwah name when he fought the Afridhi alongside the Peshwah in his younger days. As a mercenary in Blackmoor, he distinguished himself as a horseman. As he and his fellow Bortai proved themselves with victory after victory, they caught the attention of Uther. Shepro's success and support of the King, and the support

of all the Bortai of Uther, eventually led to his appointment as Baron of Dragonia, a title the Bortai view as dubious and tease him about to this day. Among the King's Companions, Shepro is the most tactically Minded. Shepro splits his residence between tents of the Bortai and the halls of Dragonia. While Shepro is conversant in both worlds, he is truly more comfortable living as part of the Hak, under the open sky, and before the fire each night.

Apprentice Obligation: Shepro believes that a warrior must know the heart of his enemies, and he will only take an apprentice who has ventured into Afridhi land and captured some relic as proof. Shepro is also impressed by

those with quick reflexes and quicker wits, and would-be apprentices with a Wisdom score of 16 or higher and Dexterity 14 or higher will more easily gain his favor.

Fellowship Obligation: Shepro is a hard master, and though he has taken on many apprentices, only a handful have ever been granted fellowship. Anyone who manages to help unite the Peshwah tribes, helps defeat the Afridhi once and for all, or who helps broker an alliance between Blackmoor and the twelve tribes will be made a fellow in Shepro's name.

Training Rewards: Those who train under Shepro receive Improved Initiative and Improved Critical (longsword) as bonus feats even if they do not meet the prerequisites. Those who complete Shepro's fellowship task receive 5 nobility points and the feat Concentrated Effort even if they do not meet the prerequisites.

Sildonis, the High Spellwise of Knowledge

Sildonis's friendship with Uther can be traced back to the days when Uther was one of Thonia's barons. Sildonis was among Uther's first traveling companions, and they fought countless battles together. Uther and Sildonis can often be heard sharing a tale before a Regency Council meeting, and despite their separate paths, they have remained loyal friends. Though Sildonis has had a decline in popularity within the Wizards' Cabal of late, his word (and his relationship with Uther) still carries great weight within the order. Those seeking Sildonis will usually find him in his Regency Council office.

Apprentice Obligation: Sildonis is a perfectionist, and is most impressed by those who try to expand magic beyond its normal boundaries. His apprentices must show his tenacity to push magic to new heights and forms. As such, he accepts only arcane casters who have at least three metamagic feats.

Fellowship Obligation: Apprentices are granted fellowship from Sildonis upon choosing their 5th metamagic feat.

Training Rewards: Apprentices under Sildonis receive a +2 enhancement bonus on Knowledge (alchemy), Knowledge (arcana), and Spellcraft checks.

Sildonis awards his fellows with the gift of an enhanced *gray wizard's vest* (see sidebar).

Enhanced Gray Wizard's Vest

This gray velvet vest is covered with symbols of stars, moons, and other arcane markings. These designs are etched in silver and gold shavings bound by alchemical adhesives. A *gray wizard's vest* grants its wearer damage reduction 5/magic. The enhanced version adds a +1 bonus to AC.

Allies and Foes

Characters who attain the rank of Fellows of the King's Companions will find that the foes and friends of Blackmoor are now theirs. The reputation of a Fellow of the King's Companions spreads rapidly throughout the land, and such characters will find that foes begin to target them as readily as allies look to them for help.

Interesting Facts

Upon becoming a Fellow of the King's Companions, a character is given a platinum- and gold-encrusted pin shaped like a greatsword (in addition to any previously noted rewards). This token is a formal recognition of status as a Fellow of the King's Companions, and as a favored champion of Blackmoor.

The Brothers of the Greenwood

The Brothers of the Greenwood oppose Afridhi control of the Duchy of Ten. Serving as spies and saboteurs, this fellowship claims over eight thousand members fighting to retake their lands. Rumors persist that the Kingdom of Blackmoor supplies the group with weapons, and the Afridhi have used this claim to threaten subjugation of Blackmoor's Barony of the Lakes in order to protect their "rightful god-given lands."

A dangerous force that has grown to pose a substantial threat to the occupation of Ten, the Brothers of the Greenwood use guerilla tactics of infiltration and subversion to hinder the internal workings of the Afridhi state. The group is based in Croc's Nest, a small trading community halfway between Lake Gloomy and the Tower of Midges on the War Road, and maintains temporary campsites and equipment caches throughout Ten.

Organization

The Brothers of the Greenwood consists of two groups: the intelligence corps (or spirits) led by Baron Oric van Rijin and the guerilla soldiers (or trees) led by Baron Finneas Hubal. Their respective missions are summed up in the maxim, "Spirits watch; trees march." Each branch has different requirements, and characters who join both branches are referred to as spirit trees.

Intelligence Corps ('Spirits')

Members of the intelligence corps are charged with infiltrating Ten to gain information on Afridhi activities, most commonly troop movements. Many spirits pose as Tenian slaves within the Afridhi camps, although particularly skilled individuals are given short-term assignments involving impersonation of higher-level Tenian slave-officials or even Afridhi troops. Members of the in-



telligence corps are also used for counterintelligence assignments within the guerrilla soldiers.

Most spirits are rogues or bards, although members of other classes (notably sorcerers and clerics of the Trickery or Obscuration domains) are not uncommon. Members of the intelligence corps base their ranks on incorporeal creatures, partly to strike fear into the Afridhi. “Ghosts are haunting you” is a message commonly left behind when spirit spies have finished their work. Many of the older members of this corps are former thieves and cut-throats who have turned their talents to more useful ends in these trying times.

Guerrilla Soldiers (“Trees”)

The trees are led by Baron Hubal of Rusagern (the Old Oak), and are focused on taking the fight to the Afridhi in the hope of reclaiming their homeland. Most of their operations are built around information obtained by the intelligence corps, and consist of fast hit-and-run tactics against supply lines and other critical targets. The guerrilla soldiers are run in a much more organized fashion than the intelligence corps, and their membership is far less secretive. The soldiers’ ranks are named after the trees of their occupied homeland.

History

The Brothers of the Greenwood were founded in the aftermath of the Afridhi invasion, when Baron van Rijn of Port Dacoit and his family fled their holdings in Ten for Maus. The Baron had contacts with other nobles and within the remnants of the Tenian intelligence corps, and as more refugees filtered into the city, he began to gather those who could fight. Oric also had a few shadier contacts, which he used to begin working with what had once been Ten’s criminal element.

One of the nobles Oric contacted was Baron Finneas Hubal of Rusagern, known for his storied career as a cavalry officer fighting Peshwah bandits in his native province. Hubal helped to organize a guerrilla-style military force that would act upon the information gathered by Oric’s intelligence corps, and the Brothers of the Greenwood were born.

On Ten’s Day—Fukakas 10, one year after the Afridhi conquest—the Brothers of the Greenwood gathered beneath the trees outside of Hanford. Baron Hubal spoke the following words:

“Today, we remember. We remember the yoke of the Afridhi. We remember what they did to our families. One year ago, the Afridhi took from us our lands, our homes . . . our loved ones. Today, we take something back. We take the Afridhi’s security. We take their ease. Today, we

strike a blow for all who would call themselves Tenians. This few, this band of brothers, shall cut into the Afridhi and take their blood, take their will. And I say to you on this day, in this green wood, that you are all my brothers, and that any who would call himself a Tenian patriot will count himself a coward for not being here on this day, for this day is Ten's Day."

These new brothers swore an oath that they would not rest until Ten was free once more. They rode into Hanford to strike at a supply caravan leaving the city, burning it to ashes. Over the course of the next week, they stayed on the move, striking more sites in an attempt to weaken the Afridhi any way they could. From that day to this, the brothers have consistently hit the Afridhi where it hurts, cutting supply lines, assassinating officers, and driving the will of the resistance deep into the heart of the occupation.

Notable NPCs

Baron Oric van Rijin of Port Dacoit is known as the Most Dread Wraith. A nondescript man, he is known for having contacts both high and low, and can easily obtain information on virtually any topic. Calm and reserved, Oric has a calculating mind that cuts directly to the heart of any matter.

Finneas Hubal of Rusagern is known as the Old Oak. He is much more boisterous than Oric, and has a fiery temper. The two complement each other well as they lead the brothers.

Another well-known brother is Oakwraith Altair Thistle-down. A spirit tree and one of the original brothers, his family were killed or enslaved in the Afridhi invasion. He works tirelessly to free them, as well as all others under the yoke of Afridhi oppression.

Allies and Foes

The Brothers of the Greenwood have a good relationship with the Knights of Ten, with several churches (including those of Kadis, Khoronus, Sacwhynne, and Henrin), and with the druidic circles of Elgath. They currently have an uneasy alliance with some among the Skandaharians. The primary enemy of the brothers is, of course, the Afridhi and the Church of Zugzul.

Membership Requirements

There are four ranks within the spirits: ghost, haunt, specter, and wraith. Spirits tend to excel at social skills (Gather Information, Bluff, Diplomacy), and at not being detected while on assignment (Disguise, Perform [acting], Hide, Move Silently). All spirits must learn the Afridhi language. The typical spirit has levels in rogue, ranger, or sometimes monk, though more than a few spirit spellcasters use magic to get the job done.

There are four ranks within the trees: ash, birch, yew, and oak. Trees may or may not be gifted at subterfuge, but all have combat skill, including combat-related feats and ranks in Tumble, Ride, or Handle Animal. The typical tree has levels in fighter, barbarian, ranger, or paladin, though some have levels in monk or a spellcasting class. Most divine casters within the brothers are trees.

Those brothers who work with both sides of the organization are known as spirit trees. Such characters use their ranks in both groups, with tree rank given first. For example, a low-level spirit tree might be known as an ash-ghost. As noted above, brother Altair is an oakwraith.

Interesting Facts

The brothers are currently based in Croc's Nest, a trading community on the War Road between Lake Gloomy and the Tower of Midges. Crocodiles are a common sight in this town, including a smaller variety 2 to 3 feet long. Some of the locals (including brothers) keep these as pets, and it is not unheard of for ranger or druid brothers to have crocodiles as their animal companions.

Rampant rumors connect Oric to several criminal organizations in the Kingdom of Blackmoor, including the Golden Collar Smuggling Ring and, some whisper, the Cult of Chamber.

The Court of the Rapier

When a citizen of Blackmoor has a legal complaint against a fellow citizen, he takes it to the local magistrate to be heard and ruled upon. When nobles want to air their grievances, they do so at the Court of the Rapier—the only recognized dueling society in the Kingdom of Blackmoor.

Organization

The Church of Sacwhynne (goddess of duels, whose worshipers include nobles, fencers, duelists, and warriors) acts as the dueling society's official sponsor. For the court's public face, its members profess to share a love of fencing and dueling. The Court of the Rapier's true purpose, however, is much more than it appears. True to its name, the court is a place where disputes, accusations, complaints, and vengeance are settled with steel according to the arts of the duel. Rival noble and merchant houses send their progeny to the court to train in swordplay, and to eventually represent them when the time comes.

Unlike informal dueling societies and their often-fraternal camaraderie, the atmosphere in the Court of the Rapier is as cold as Sacwhynne's breath. Its members respect each other, but all who hold a rapier know that relationships can end quickly depending on the rules of

the duel. The noble houses of Blackmoor hold the court in high esteem, remembering how noble houses at odds used to fight openly, damaging their reputations and resources.

The Temple of Sacwhynne serves as the Court of the Rapier's main headquarters. Each noble house of repute must have three representatives in the Court of the Rapier in order to take part in the organization. Conflict between nobles is brought to the attention of the judge-maestro, the head of the court.

By random drawing, the judge-maestro chooses twelve duelists from outside the disputing houses to serve as his jury. Upon hearing the terms of the dispute, the jury chooses which two duelists will settle the matter. Ostensibly setting aside personal feelings, jurors are charged with choosing duelists based on how their skill with a blade relates to the strength or weakness of the case. The judge-maestro then determines the rules of the duel, which depend on the severity of the noble challenge.

Challenges run the range from first blood to a fight to the death. Whenever death occurs, the losing noble house brings in another hopeful to go through the training process, though it could take as long as five years under the DeMarke sisters (see Notable NPCs, below) for even a talented warrior to develop the potential for greatness.

As nobles duel within the hierarchy of the court, they increase their stature and rank. Five duels won translates to an increase in rank within the court, at which time Judge-Maestro Artaban Von Enstrin rewards the winning duelist with knowledge parted from the *Codex of Blade and Ice*. This holy work of Sacwhynne is said to describe the goddess's own fighting style, or at least a version which mere mortals are able to emulate.

Ranks within the court are named after the components of a rapier: white pommels, purple quillions, black hilts, silver ricassos, and golden blades.

History

Dueling as an art stretches back to the first recorded days of the Thonian Empire. Though unappreciated by the common folk of the land, who preferred fists and crude bludgeoning weapons over rapiers, dueling quickly found a place among the nobility and the aristocracy. When blood was spilled in these duels (almost always fought to the death), wine was poured to honor the fallen. Death was never more civilized. However, with successive changes in imperial leadership, dueling fell from favor and was finally banned.

Upon taking the throne, King Uther Andahar formed the Court of the Rapier at the behest of the Church of Sacwhynne, intent on keeping the general peace by restoring the art of the duel to its former heights. Artaban Von Enstrin has been judge-maestro since the court's in-

ception. Duels that take place under the jurisdiction of the Court of the Rapier have resulted in land grabs, lifted embargoes, and countless political favors. A few duels have even averted all-out war between rival noble houses. As long as the Court of the Rapier allows the inevitable conflict between nobles to remain within the dueling circle, rather than spreading into society, King Uther will remain its strongest advocate.

Notable NPCs

The head of the Court of the Rapier is Judge-Maestro Artaban Von Enstrin, who gained the position in a grand tournament between the kingdom's most esteemed warriors. In the final match, Artaban defeated Sir Chesler Demarke to take the position of head of the Court of the Rapier. Though the match was only to third blood, Artaban's final stroke accidentally cut deep, and Chesler died in his arms. Out of sympathy, Artaban swore to the dying Chesler that he would raise his two motherless daughters, Tessa and Sorelei, as his own.

Artaban is in his early fifties, but is as athletic and dexterous as a man half his age. He is a stern but fair judge-maestro, holding no favor for one noble house over another. Dressed always in a dark purple velvet surcoat, Artaban is a man of few words but great reputation. Many say he is blessed by Sacwhynne herself, and he is rumored by some to be her mortal lover. What is known is that he has never backed down from a challenge and has never lost a duel. Even the Great Svenny conceded to Artaban at an exhibition duel at the King's Court, a contest Uther still refers to as the greatest display of swordplay he has ever witnessed.

During meetings of the court, Artaban is assisted by two sword maidens, both priestesses of Sacwhynne. The twin sisters Tessa and Sorelei DeMarke bless the duelists and their weapons before the court's commencement. They are also both accomplished dueling instructors, and train initiates to the court. No student can be granted the honor of being taught by Artaban before being declared a victor against both Tessa and Sorelei, a most difficult task.

Allies and Foes

The Court of the Rapier is an insular organization, and so boasts few true allies or enemies. However, the devoted of Henrin, god of Thonians and the downtrodden, scoff at the court's affairs. Believing that nobles exist to protect their followers, Henrin's faithful see little but arrogance and waste in the blood spilled within the court. Clergy of Henrin have petitioned the nobility to disband the Court of the Rapier, though they hold little hope of success.

Membership Requirements

While it is not necessary to be a devotee or follower of Sacwhynne to gain entrance into the Court of the Rapier, one must either be of noble blood or serve a house. Once one is made a member of the court, an oath is sworn to not duel outside of its authority, nor with those not affiliated with the court. Members of the Court of the Rapier are also strongly discouraged from moonlighting at other dueling schools and societies.

Interesting Facts

Within the Court of the Rapier, reputations and fortunes can be made or destroyed at the tip of a blade. As such, duelists are treated as investments by the heads of the noble houses that sponsor them. Their training is fully paid for, and a house will go to great lengths to equip its duelists with the finest weapons and gear, magic or otherwise.

The Gen'ri

The elves have long been the chroniclers of history and lore. The records of the Cumasti nation predate the settlements of humans in the North, and tell of a single grand elven nation. With the encroachment of other races into the Redwoods and the dwindling of the elven people, the need for Cumasti agents with connections to the politics and temperament of their nonelven neighbors has never been stronger.

Organization

The internal security and intelligence force of the Cumasti elves is called the Gen'ri. The organization has several levels of membership, beginning with entry-level agents tasked with basic record keeping and courier work. By increasing their ability for gathering information and their knowledge of the local area, members of the order become seasoned master- and elder-level agents. The gen'ri are provided stipends and tools relative to their standing in the organization, including disguise kits, elven cloaks and boots, and other items of stealth and subterfuge.

Gen'ri agents meld into their surroundings, easily gaining information and trust through the local inhabitants living near their assigned post. Often these agents take on the role of local shopkeepers, tavern owners, or any other vocation popular with the common folk and likely to overhear local rumors. It is believed that every city, hamlet, and thorp in and around the Redwood has a member of the Gen'ri in residence.

History

Centuries ago, the Cumasti nation began to send its agents and emissaries into the wider world, both to become acquainted with the new races within the Redwood and to send news back to Ringlo Hall. Many of these representatives grew close to their new neighbors, becoming as indigenous as those they lived alongside. The Elven "Gen'ri" translates as "native veil" in the Common tongue.

The location and existence of the Gen'ri is largely a matter of rumor and myth. The home base of the order remains obscured through centuries of deliberate lie and misinformation. If asked, most residents of the Redwood simply shake their heads and describe the order as a fairy tale to mock gullible youngsters. In this day and age, few believe such ridiculous gossip.

Notable NPCs

The question of who leads the Gen'ri is open to much speculation. King Menander Ithamis is the obvious answer, but some believe the order to be a mechanism of an opposing elven house on the Cumasti Elder Council that seeks to undermine the king. Even more outrageous pundits allege that it is *Woodhold*, the legendary longblade of the Cumasti royalty, that is the silent watchful head of the Gen'ri.

Allies and Foes

The Cumasti Kingdom maintains strong ties with the Kingdom of Blackmoor, and as such, the Elder Council aligns itself more often than not with King Uther and his allies. Agents of the Gen'ri are always interested in news regarding the Realm of the Egg, collecting whatever information they can even as they are warned to never enter those inhospitable lands.

To protect the authority of Ringlo Hall in the Redwood, spies are often dispatched against the Northern Redwood Resistance located near the Sweetwater River.

Membership Requirements

Membership within the Gen'ri is limited to those of elven descent. Members are inducted through a blood ritual in which they make an oath known as the Vow of Seven. The sworn oath states:

"I commit to the Vow of Seven:

LOYALTY: Upon acceptance to the Gen'ri, I hereby pledge my loyalty for the remainder of my life.

DEDICATION: Upon acceptance to the Gen'ri, I hereby pledge all my energies to the Gen'ri.

DUTY: Upon acceptance to the Gen'ri, I pledge to support the Gen'ri in any way I can.

OBLIGATION: Upon acceptance to the Gen'ri, I pledge to honor all obligations the Gen'ri demand.



HONOR: Upon acceptance to the Gen'ri, I pledge to bring only honor to the Gen'ri.

FAMILY: Upon acceptance to the Gen'ri, I pledge to be sibling to every member of the Gen'ri.

SECRECY: Upon acceptance to the Gen'ri, I pledge to keep all rituals, techniques, and aspects of the Gen'ri secret.

May the Veil of Death conceal my secrets and the Warhammer of Terra judge my spirit worthy."

Upon completing the ritual, members receive a tattoo of a lanishee flower. The flower has seven burgundy petals and grows in many an elven garden. From this ritual of the Gen'ri comes the elven saying, "The lanishee listens."

Interesting Facts

Recent events in the Redwood have led the Gen'ri to pursue an apparent incursion of an unknown type of undead. These undead plant seeds within the creatures they attack, creating scarred undead elves, fey, and plant creatures. Sites both within and outside the Redwood have been scoured to find and destroy these dark seeds. It is believed that an unusual Westryn blade found in a cave near Cicatri Vale may hold some potential clue as to the origin of the undead infestation.

The Gen'ri has its eyes and ears planted within almost every notable organization. The order keeps tabs on the activities of the Vestfold thieves' guild, the Wizards' Cabal, Uther's army, the Brothers of the Greenwood, and many more. Members of the Gen'ri have successfully foiled the plots of Afridhi spies planted within Blackmoor, as well as uncovering corrupt members of the Wizards' Cabal and the University of Blackmoor.

Another pressing matter of inquiry is the appearance of a mysterious tome in a small Redwood village. The tome is being sought out by the great dragons, particularly by Watchworks. It is believed that a group of adventurers found the tome hidden in a druidic maze and unknowingly brought it forth from the Redwood as booty. The Gen'ri hope to obtain the Tome before Watchworks, so as to better understand what threats it might pose.

Other ongoing investigations are the alleged disappearance of Lortz Kharnundrhum, a rumored sighting of Skelfer Ard within the Redwood, a noted pirate and smuggler who may be in league with the Egg of Coot working in the harbors of Jackport, and a potential invasion by the Thonian Empire. As well, Gen'dri agents have received word that the dungeons of Castle Blackmoor may hold the lost *True Crown of the Elves*—a relic that might once again unite the elven races.

The House of the Five-Thorned Roses

Of the many informal dueling societies scattered across the north, the House of the Five-Thorned Roses is the most untraditional. Its members are the defenders of love, seeking revenge for those who have been wounded in its name.

Organization

The Five-Thorned Roses is a revenge society whose duelists are hired to exact retribution for those who have been spurned by those they loved. Members take no payment for their services, as they believe that the common folk are always in need of champions. Unlike assassins, members of the Five-Thorned Roses always challenge according to the proper protocols of dueling.

Members of the order are typically hired by those who have had their spouses or lovers stolen, issuing a challenge to the offending suitor. If the challenger declines (which is likely), the members of the House of the Five-Thorned Roses endeavor to make the transgressor's "cowardice" public knowledge by spreading the word in taverns and distributing embarrassing handbills. The purpose of such tactics is to goad the challenged party into the duel when the humiliation grows too great. As a constant reminder, the assigned duelist leaves a red rose

with five thorns tacked to the target's door each night until the challenge has been accepted. All duels are to the death, and any duelist slain in such a manner is buried in a casket filled with roses.

The members of the House of the Five-Thorned Roses typically wear dueling attire in black (to symbolize mourning) and red (to symbolize love and revenge). Many become devotees of Phellia, the goddess of lovers. The house's membership roster of duelists is on the rise, and all have a tragic story of their own to tell.

History

The Five-Thorned Roses was established in the year 1014 as a result of one man's vision. His true name is a secret shared only by those he holds in the highest confidence, but within the order, he goes by the enigmatic title "The Thorned Rose of Maus." Rumors abound that the Thorned Rose of Maus was once a charming and handsome noble whose reputation was tarnished by his frequent extramarital affairs. When his wife, whose name was Rose, discovered his infidelities, she was overcome with shame and rage. She took a flaskful of acid to her husband's regal face, then jumped to her death from the top floor of their sprawling estate.

Forced to wear a mask to hide his disfigurement, this noble chose to spend the rest of his life seeking penance for his own crimes against love by taking revenge on those who would use love to deceive and betray. Selling off his property and belongings, he spent countless gold training under the finest warriors in the North. He found like-minded individuals on his travels—men and women who had been jilted or ashamed of their past transgressions.

Taking the name of the Thorned Rose of Maus, he used his remaining fortune to create the House of the Five-Thorned Rose—each thorn signifying one of the lovers by which he had sacrificed his former life. A master duelist by this time, the Thorned Rose personally trained each member of the house in the arts of swordplay. The Thorned Rose of Maus and his followers have since become romantic figures among both the common folk and the nobility, and have been immortalized in ballads and poems.

Notable NPCs

Long before the revenge society was formed, Harvind Weatherlee, a venerable Thonian male, was the personal gardener of the noble who would become the Thorned Rose of Maus. Harvind still serves as the gardener and groundskeeper for the order's estate outside Blackmoor, and is responsible for tending to the roses used as the invitation and calling card for the order's duels. Through his mastery of botany, he has bred a strain of roses that grows exactly five thorns per stem. He is the only servant

within the House of the Five-Thorned Roses who knows his master's true identity.

The Thorned Rose of Maus remains the soft-spoken, enigmatic leader of the society. Though the bright silver mask he always wears hides his identity, his age is beginning to show. He has begun the task of looking for an heir apparent—a kindred soul to take his position as head of the house and don the mask when his time is done.

Allies and Foes

The House of the Five-Thorned Roses is unofficially sponsored by the Church of Phellia, to the extent that it is sometimes described as the Goddess of Love's own military order. Though the Thorned Rose's fortune was considerable, it has long since begun to run dry. As such, the Church of Phellia has been maintaining the upkeep of the order's manor house on the outskirts of the City of Blackmoor. It remains unknown what favors the House of the Five-Thorned Roses might have been doing in return to honor the debt.

The House of the Five-Thorned Roses has no true enemies, though more than a few assassins have made it known that they will not take it lightly should this revenge society ever cut into their livelihood. As well, a number of prominent figures in the merchants' guild have been the targets of revenge by the house for refusing to take part in their challenges. It is rumored that these individuals are investing in a dueling society of their own, hoping to take on and eliminate these nuisance rivals.

Membership Requirements

The House of the Five-Thorned Roses is open to all individuals who follow the cause of the Thorned Rose of Maus. Recently, bards have been swelling the ranks of the order (some seeking inspiration for their next great sonnet), and more and more women spurned by loved ones have been taking up the blade. Prior experience with a sword is not required, but the willingness to use it is.

Interesting Facts

Though none know how or where the tradition started, nobles and commoners alike have begun to honor the Thorned Rose of Maus by wearing a similar-style mask on Kissing Day (*Dave Arneson's Blackmoor* page XX). Additionally, while tradition dictates that a mask be removed at midnight, some choose to leave it on in his honor.

The Howling Lords of the Midnight Hunt

Among the many druidic circles of the North, the Howling Lords of the Midnight Hunt have a legendary—and sometimes dangerous—reputation. While many druidic orders dedicate themselves to protecting nature, the Howling Lords pay homage to darker, more primal forces.

Organization

The Howling Lords of the Midnight Hunt believe in the primal order of nature—that the strong shall lead while the weak follow. The overall order is composed of small circles known as packs. Each pack consists mainly of druids, but barbarians, rangers, and wokan who have proven their worth in strength are sometimes allowed to take part in the Midnight Hunt's traditions.

The hunt is a sacred ceremony—a display of dominance by one beast over another, with members of the pack embracing their animal instincts. The Howling Lords base their sacred hunts and select their pray according to the cycle of the moon. Druids within the pack take on their wild shape forms when on the hunt, fighting with tooth and claw. Others wear beast masks and the hides of animals they have slain, hunting with wooden spears they have crafted themselves or specially designed clawed gauntlets. Members of the hunt also venerate Elgath's aspect as the Archer. Many within the packs take up the bow, constructing their own weapons from wood and bone.

Members of the Midnight Hunt venerate the beasts, both natural and magical, that Elgath created and brought onto the world. They painstakingly train beasts to accompany them on their hunts, making them a part of the pack. Some of the druids and rangers within the Howling Lords are able to take on more than one animal companion, becoming a pack in their own right.

The Howling Lords of the Midnight Hunt can be found in any of the forests of the North. Each pack adopts a totem animal represented in their dress, their animal companions, and their preferred wild shape. Their survival skills make each pack thoroughly self-sufficient, and only rarely will members of a pack choose to interact with traders and other emissaries of civilization. Though territorial, however, the Howling Lords will usually assist travelers lost within their woods. The world is meant for the strong to lead, but leaders have a responsibility for protecting those destined to follow them.

History

No written history or documentation details the beginnings of the Howling Lords of the Midnight Hunt, but tales passed down as campfire sermons from the time of the first druidic circle hint at the order's origins. It is said that all members of the circle were blessed by the aspects of different beasts, and considered themselves champions of Elgath, King of Beasts. Though all had extraordinary leadership qualities, none wished to take orders from the others, eventually leading the pack to disorganized chaos.

In order to avoid internal bloodshed, members of the pack chose to split from one another. Each took the title of Howling Lord of the Midnight Hunt, gathering followers and heading deep into the unclaimed wilderness. Each pack today pays homage to these ancestor lords, now considered druid-saints of Elgath, with an elaborate ceremonial hunting rite followed by a great feast.

Notable NPCs

Krimmean the Wolf King is the most prominent figure within the Howling Lords of the Midnight Hunt, and he is revered by all packs. After attaining the status of archdruid, there was little more for him to accomplish within the Howling Lords. Today, he spends little time in human form, preferring to stalk the woods as a dire wolf. The Wolf King rules over a large pack of wolves within the Wurmwood Forest, a position of power that Krimmean shows no sign of ever giving up. Druids and rangers alike seek him out for guidance and wisdom, but locating Krimmean can be difficult. His kingdom of wolves roams constantly, and the pack does not tolerate intruders.

Allies and Foes

The Howling Lords of the Midnight Hunt have been involved in bloody territorial skirmishes with tribes of beastmen, and gatormen as they vie for hunting grounds. All sides have taken their share of severed heads as trophies. In addition, the Howling Lords have a long-standing rivalry with the clergy of Odir. Clerics of Odir culture a belief in their own right to lead the peoples of the North, an attitude that infuriates many Howling Lords.

Members of the Howling Lords are in good standing with the more civilized clergy of Elgath, and will sometimes help to protect temples and shrines in the more out-of-the-way cities and towns of the North. They also have a great respect for the Peshwah tribes and their ability to hunt and work the difficult lands of the High Hak.

The Howling Lords of the Midnight Hunt respect the other druidic circles that make their homes within the forests of the North, though there is often little contact

between them. By truce and treaty, such groups agree to not interfere or meddle in each other's affairs. However, when external forces threaten the natural world, druidic circles of all philosophies join together to quell it.

Membership Requirements

The Howling Lords of the Midnight Hunt accept druids, rangers, wokan, and barbarians who venerate Elgath into their fold. Members must swear a pledge of loyalty to the pack over and above any king, lord, government, or other order. Each pack is represented by a different totem animal (bear, wolf, crocodile, tiger, hawk, and so on), and initiates of the Howling Lords must choose which pack is right for them. Each pack has a different ceremonial ritual for new members, but all typically involve a solo hunt.

Interesting Facts

Most members of the Howling Lords of the Midnight Hunt avoid the chaos and crowds of the cities when they can, but members of the packs have a universal animosity toward the City of Blackmoor. Rumors spread by those druids who have journeyed there have spoken of (and, in most cases, played up) the presence of clockwork and steamwork technology, developments that the order finds unnatural in the extreme.

Though many of Odir's clergy openly distrust the druidic packs of the Howling Lords, some see a much darker purpose within the Midnight Hunt. Many devotees of Odir consider the Egg of Coot their principal foe, with some whispering that the Egg is actually a physical manifestation of Elgath himself. Members of Odir's faithful and the packs have been known to challenge each other in feats of strength, but there has been no open conflict between them so far.

The Knights of Ten

The Knights of Ten are a most unorthodox order—bandits and brigands who have elevated a rogues' code of honor to that of a knightly calling. In the aftermath of invasion, they are the true spirit of the Duchy of Ten.

Organization

The current Knights of Ten are a second-generation version of the earlier order of that name, composed of both high- and low-born brigands emulating warriors of legend. These new knights have retained some of the titles and ranks of the knights of old, but such traditions are more surface than substance. They dress well (though they keep their faces hidden), are well mannered, and prefer the use of threats to violence. "Stand and deliver" and "Your money or your life" are their standard greetings, but the tactics of these robber-knights are focused

solely on Toska Rusa's minions rather than innocent travelers.

Slowly, the Knights of Ten are taking back the roads of that land by ambushing Afridhi caravans, cutting off the invaders' communications, provisions, and weapons. Stolen goods are dispersed among the duchy's downtrodden, and the cunning and generosity of these devout patriots give the order a central role in the struggle to win freedom for their land.

The Knights of Ten have no great hall where they meet to tell tales of their exploits or plan strategy. Rather, the order is organized as a collection of what are essentially local gangs. With their intimate familiarity with the roads of the duchy (well-traveled and otherwise), these skilled riders have established a sophisticated system for delivering missives and messages. They are spread throughout the land, able to conceal themselves in the general populace when not doing their duty on the Tenian roads. Their brigands' code of honor very much reflects the oaths sworn before them by the knights of old.

History

The Knights of Ten were once the pride of the duchy. Founded in the year 925, the order was established by the founding nobles in order to prove that they were more than the rogues and scoundrels the Thonian Empire believed them to be. By emulating the legendary armored knights of the empire's past, the Knights of Ten hoped to uphold their core values, beliefs, and honor. In time, the Knights of Ten became heroes, fawned over by the common folk and the subjects of gallant epics.

However, this pomp and pageantry came to an abrupt end with the Afridhi invasion. The Knights of Ten were the duchy's first line of defense when Afridhi forces were met on the battlefield in 1006. Outnumbered five to one, their mighty cavalry fought bravely but were no match for the Afridhi horde.

When word spread that the great Knights of Ten had fallen, so too did the morale of their people. The patriotic spirit that had been integral to the way of life in the duchy was shattered. Now, the order has returned, and though their shining armor is only a memory, the Knights of Ten give their people newfound hope.

Notable NPCs

While the order contains many prominent knights, two stand out above the rest. Sir Tregarn Astonwood is said to be the only knight of the old order to survive the last stand against the Afridhi. The epitome of what the Knights of Ten represented, Sir Tregarn was renowned for his heroic acts on the battlefield prior to the invasion. After recovering from his wounds, the stoic knight

went into exile, grieving for the loss of his comrades and branding himself a failure to his people.

Sir Treegarn's younger brother, Dante Astonwood, was probably the most dashing brigand of his day. With a gentility and grace that made him a legend among highway robbers, Dante had little to connect him to his brother except a loyalty and devotion to the ideals of the Duchy of Ten.

Sir Treegarn (now known as the Last Knight) ended his ten-year exile to attend the funeral of his mother, killed in a senseless beating by two Afridhi thugs. Dante also attended the funeral, and the two spoke at great lengths about the current state of Ten and what the future might hold for that land. Dante implored Sir Treegarn to resurrect the great heritage of the Knights of Ten once more, and to recruit men and women of truth and honor to its cause. So impressed was he by his brother's devotion that Sir Treegarn dubbed Dante a Knight of Ten at their mother's side. It was Dante's suggestion that Sir Treegarn look to Ten's bandits and highway robbers to fill up the order's ranks, as many followed a code of honor as strong as any knight's.

Allies and Foes

The Knights of Ten have cool relations with the Brothers of the Greenwood. The two have worked jointly on various missions, but the independent nature of the Knights of Ten sometimes makes it difficult for its members to take orders from others. However, the knights are on excellent terms with Stout Robin's thieves' guild of Robinsport, which provides them with intelligence regarding caravan movements.

Naturally, the Afridhi are the sworn enemies of this band of knightly rogues, and many of their plans have been disrupted by the order's well-timed ambushes. Toska Rusa is said to seek the head of a Knight of Ten to be mounted in her private sanctuary. She has paid good coin to mercenaries (Afridhi, Tenian, and Skandaharian alike) to root out the knights from their hidden camps. The Knights of Ten are just as determined to not be found, however, and always manage to stay one step ahead of pursuit.

Membership Requirements

The Knights of Ten are the heart and soul of the duchy, and will only accept members who call the Duchy of Ten home. The Knights of Ten live life as outlaws, and the order is reluctant to accept any who show an inability to adapt to that lifestyle.

Interesting Facts

To the shock and surprise of those attending a royal joust hosted by King Uther Andahar, a Knight of Ten named Sir Claude Arrowdark entered his name on the

The Code of the Knights of Ten

A Knight of Ten will not steal from the people of Ten and the orphans that have been left in the Afridhi's wake. However, any Tenians that have conspired with the Afridhi to save their own hides will not be spared.

No harm is to come to a woman, unless that woman worships Zugzul.

All copper, silver, and gold gets taken as tithing on the road, and will be distributed equally among the poor in the nearby villages. Jewels are given to the local women among those poor, at a knight's discretion. Knights may keep wealth for themselves only for personal upkeep of their equipment.

If the code is knowingly broken, the Knight of Ten must atone for his misdeeds [see the *atonement* spell in the *PHB*]. Until the penance is completed, he can no longer call himself a knight nor perform any of his duties under the banner of the Knights of Ten

lists. Outfitted in leather armor and without even a squire to assist him, Sir Claude unseated each and every one of his opponents to claim the coveted title of champion. Sir Claude was given a seat of honor next to King Uther at the tournament feast, but at the evening's end, the nobles at the head table were aghast to discover that their precious jewelry had been quietly pilfered from around their very necks. Sir Claude had quietly left the feast and the city some hours earlier, but his reputation as both a champion and a friend of the poor lingered long after his departure.

The Thieves' Guilds

At every port, settlement, village, and city throughout Blackmoor, eyes are watching. The agents of the thieves' guilds lurk in the shadows wherever honest merchants sell their wares or more illicit transactions take place. They move unseen, disguised as workers, vagrants, and shopkeepers. Some are even prominent merchants and politicians in their own right. Everyone within the guild works toward the same goal—to ensure that the thieves' guild receives its share of any commerce, and that rogue agents do not mess up big scores and ongoing plots.

Thieves' guilds have existed in the lands of Blackmoor since the founding of Thonia, and the need to control the criminal element has always been an important aspect of maintaining the rule of law. A thieves' guild manages all criminal activities where profit is to be made, from petty crimes like burglaries and break-ins to major operations such as smuggling and assassination. One of the major commodities members barter is information. Guild members always have their ears to the ground for details of the goings-on within a community.

Members of a thieves' guild must be crafty and honorable at the same time. The guilds have stayed in business for centuries because of the cunning of their higher-

ranking members and the loyalty of those beneath them. If not for its members' allegiance to the creed of "honor among thieves," the guilds would have long ago devolved into the chaos of infighting and financial ruin.

Membership in a thieves' guild has a number of perks. Guild members receive discounts off purchases of items and equipment related to the activities of the professional rogue. This includes thieves' tools and other specialist equipment, but also includes magic items such as potions of *invisibility* and *wands of knock*.

Organization

Beyond wealth, a thieves' guild is primarily motivated by its dedication to hierarchy and organization. Thieves' guilds are unified throughout Blackmoor, sharing the same hierarchy, dues structure, and ranks via the United Thieves' Guilds of the North. Members begin with the designation "lower tier" and move up in the ranks as they bring in more profits.

The United Thieves' Guilds of the North only allows its members to earn coin through specific types of crimes. Crimes of vengeance or extreme violence are strictly prohibited by the guild, as are unauthorized crimes against guild members or particular merchants. Lower-tier thieves are told that their status prevents them from marking certain businesses as targets, but the truth is that the owners of most such businesses are members of the higher-ranking concerned citizens (see below).

Members only gain benefits within cities with an active thieves' guild. Most thieves' guild members are not interested in rank, and so do not seek membership beyond the lower tier where the benefits are high, the responsibilities are low, and the profit is reasonable.

Low Tier

Most burglars, pickpockets and low-class courtesans remain in this tier their entire careers. This is the first step in the organization of a thieves' guild, and the least beneficial to criminals with high aspirations.

Minimum Yield per Month: 10 gp

Merchant Benefits: None

Trade Benefits: +1 circumstance bonus on Gather Information checks

Medium Tier

Thieves with moderate ambition often rise to this tier. Companion house owners and professional break-and-enter artists usually have this designation. Characters who reach medium tier are instructed by their lieutenants in advanced methods of intelligence gathering and the diplomatic ways of the region.

Minimum Yield per Month: 75 gp

Merchant Benefits: 5 percent off all trade items and equipment within a city from guild stores

Trade Benefits: +2 circumstance bonus on Gather Information and Diplomacy checks

Premium Tier

Operatives within advanced smuggling, protection, or counterfeiting operations typically hold rank in this tier. Elite thieves and rogue merchants use the resources of the thieves' guild to increase their earnings. Once this tier is reached, members are allowed to know of the concerned citizens and their stranglehold over thieves' guild operations. Operatives of this tier usually report directly to the concerned citizens of their city, or to a representative in the case of larger cities such as Vestfold. They can also undertake training in a chosen cover trade if they so wish.

Minimum Yield per Month: 300 gp

Merchant Benefits: 10 percent off all trade items and equipment within a city from guild stores

Trade Benefits: +2 circumstance bonus on Gather Information, Diplomacy, Open Lock and Disable Device checks

Concerned Citizens

This group was originally formed by Hasam Kany, but has since been reorganized and is now led by Scotty Debelbry (see Notable NPCs) and a few trusted merchants. With the expansion of the guilds to different cities, more criminals have made their way into this elite group, though the majority remains merchants. Scotty likes to limit this tier to between four and six members per region. When an opening arises, characters are approached to join the concerned citizens only if they have shown a great deal of loyalty to the guild. Each area's guild has its own concerned citizen. The head of this group is the leader of the guild, and is given the title of advisor.

Minimum Yield per Month: 1,500 gp

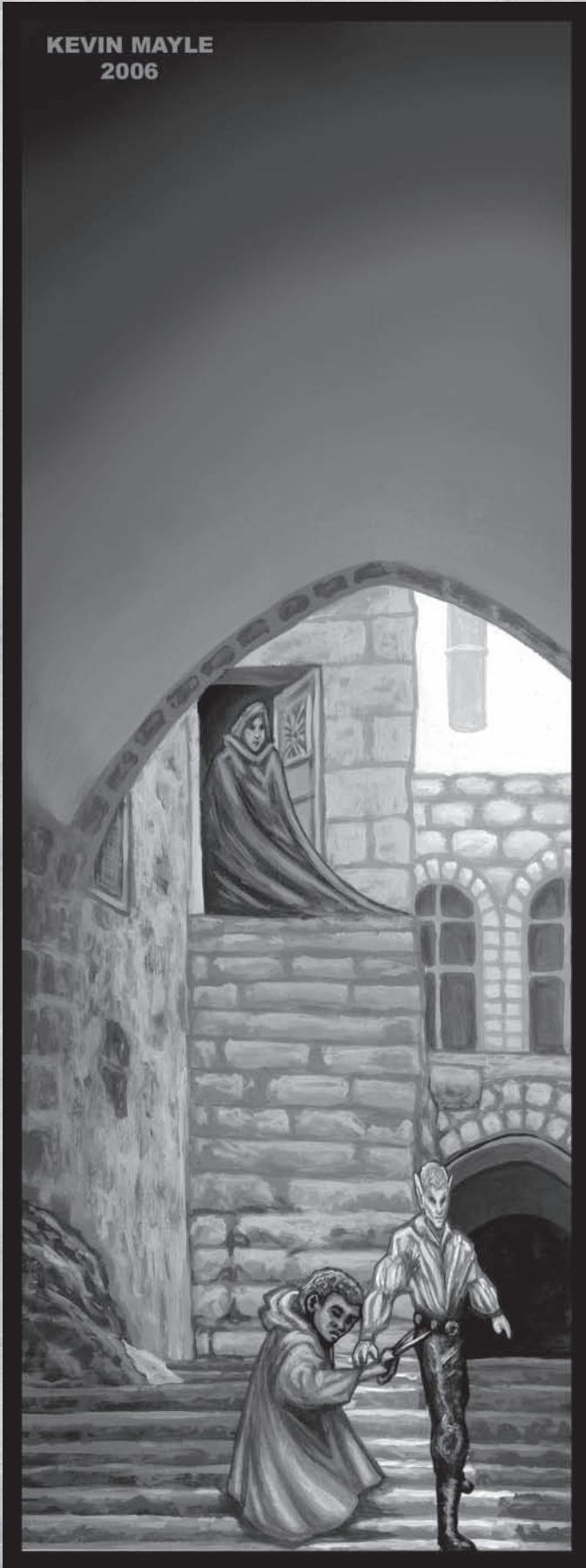
Merchant Benefits: 20 percent off all trade items and equipment within a city from guild stores

Trade Benefits: +5 circumstance bonus on Gather Information, Diplomacy, Open Lock and Disable Device checks

The Coven

Above the concerned citizens, an even more clandestine tier exists within the structure of the thieves' guilds. Scotty Debelbry determined that it was best if the guilds' leaders met only in secret to discuss profit sharing and large-scale operations. This group is called the coven, and its rare meetings are where serious crimes such as murder for hire and smuggling in Thonia are discussed. Any dealings with Thonia are approached with great caution,

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as none forget the fate of the former thieves' guilds (see History, below).

In the aftermath of assassination attempts against De-belfry (see Allies and Foes, below), the coven has been meeting more frequently (up to once a month) in an attempt to weed out those responsible. To date, however, little progress has been made.

History

The current incarnation of the thieves' guilds, the United Thieves' Guilds of the North, was not founded on the same thirst for wealth and power as previous incarnations of the guilds. However, those at the top of the guilds inevitably turn toward those principals.

The United Thieves' Guilds of the North were once a loose-knit grouping of ruffians and criminals with no ties to their fellow guilds. It was common for a prominent guild member of one city to go unrecognized in another, and even major officers of other guilds were forced to start in the middle ranks of a new guild until they had proven their worth. As well as rogues, merchants found themselves at the mercy of this loose organization. Those who paid hefty fees for "exotic" goods or protection against theft were out of luck if another group of thieves took over operations for the guild they had been dealing with.

The guilds were shattered in 1015, the year that Uther was driven from Blackmoor and subsequently returned in triumph. Upon his return, the process of planning against another mass incursion of Thonian troops revealed that the thieves' guilds had provided intelligence of Blackmoor's troop movement to the Thonians, and that a thieves' guild in the Lakes had given the Thonians information that led to the death of Han Aleford.

Over the course of the next year, King Uther had the leaders of several guilds arrested and executed for treason. But even as the guilds were torn apart throughout the baronies, several enterprising halflings decided to take advantage of the turmoil.

Hasam Kany, owner of UnKany's Arms and Wares in Vestfold, was a high-ranking official in the Vestfold merchants' guild, and was instrumental in drafting bylaws and contracts keeping Vestfold's well-crafted trade goods reasonably priced. Vestfold had traditionally remained free of any organized criminal operation, but as low-level thieves fled the purges of their former operations, they found a home in the city. Shipments were frequently raided, and storefronts were vandalized as gangs of thieves fought for territory. However, the lack of organization among the thieves gave the merchants no cohesive way to fight back.

Hasam took a different tack. With several other business owners, he began to work the problem from the other

side—organizing the criminal element in order to subdue it. Hasam and his fellows called themselves Vestfold Concerned Citizens—a covert venture of the merchants’ guild that controlled and operated Vestfold’s first organized thieves’ guild. The true nature of the concerned citizens was kept strictly secret, and with the thieves’ guild focusing on illicit activities and targeting low-level merchants, Hasam and his compatriots guaranteed their own security.

Hasam used his influence in the united merchants’ guilds to connect with other merchants dissatisfied with the lack of security within their cities. In time, the thieves’ guilds of Blackmoor were reorganized under one flag, and Vestfold Concerned Citizens would grow from a handful of rogue merchants to a unified conglomerate of corrupt merchants dabbling in everything from common robberies to illicit companion houses.

Prosperity breeds greed and eventually Kany was ousted by Scotty Debelfry who wisely used his connections with the authorities in Vestfold to oust Kany and relegate him to near obscurity.

Today, profit among the guilds has never been higher. Thieves are able to move from village to city and pick up their trade without penalty, and assassins can set up shop after a single meeting with a guild contact.

Notable NPCs

Scotty Debelfry is the Guild Master of not only the Thieves’ Guild of Maus but also the United Thieves’ Guilds of the North. He loves a good fight especially since he stumbled upon a powerful magical item, known as the Great Golden Mace of the North, that greatly enhances his natural abilities.

Scotty is exceptionally cunning, a practical joker and extremely knowledgeable of the law. Many of times he has resorted to playing jokes upon Brother Richard and his ability to use the law to his advantage has freed him when others would have been locked up or hung.

When not within the safety of a guildhouse or high-ranking members of the Untied Thieves’ Guilds of the North, he travels with two toughs from the Slayers’ Guild. Only once have the toughs from the Slaver’s Guild failed him, which resulted in Scotty receiving a sword cut upon his right temple, which cost him his right eye’s sight. He now wears a black eye patch to cover the resulting scar.

Miklos Haruska, also known as Old Slyboots, is the Guild Master of the Thieves’ Guild of Vestfold. He is short with a rat-like look, thus making many to believe he is actually a wererat. This is certainly is not the case, but Old Slyboots, uses this belief to his advantage. He is a cold, friendless man who will replace his “friend” Scotty Debelfry when the time comes.

He has actively, but secretly, aided the Wizards’ Cabal for many years well before they came into their current state of power.

Unbeknownst to Old Slyboots, and everyone else for that matter, he possess a powerful cursed magical amulet that negates any spell cast on or at him, but continues to sway him to the evil of the Egg of Coot.

Hasam Kany is the former leader of the Blackmoor thieves’ guilds. With gray streaks running through his well-groomed brown hair and beard, he exhibits the distinction of a halfling who has used his wisdom to get ahead in life. His plump stature is a testament to his over-indulgence in all things pleasurable.

Though not a member of the United Thieves’ Guilds of the North, Peshwah na Dersta Fomhak is the contact guild members use when attempting to do business with the Peshwah. She is a member of the Faleem clan, and those who would deal with any of the Peshwah clans must seek her out first in High Tenlish. An undersized woman with dark features and thick, dark hair, she over-compensates for her size and beauty with a fiercely stoic personality. .

Allies and Foes

Members of the merchants’ guilds have long suspected that some of their fellow members are doing deals with the thieves’ guilds, but the true relationship between the guilds remains a closely guarded secret. Officially, the merchants’ guilds will not tolerate criminals within their ranks, and have vowed to seek out such betrayal. Should any in the guild get close to the truth, there is no telling what the reaction of the concerned citizens might be.

Despite the success of the United Thieves’ guilds of the North, not all criminals are happy with their lot. Some of those guild leaders who managed to escape execution after Uther’s return have managed to reestablish their operations on a smaller scale. Debelfry is fearful of starting a war between guilds, and allows these unaffiliated operations within his communities. Still, not all the other guilds share his sentiments, and several members of the concerned citizens have been assassinated over the last few years. Debelfry himself has managed to escape numerous assassination attempts, but the conflict shows no signs of abating.

Membership Requirements

One does not join a thieves’ guild. Rather, a thief is chosen for membership once her activities are significant enough to inspire the guild to request their cut. A rogue can set up a burglary operation within a city and not be bothered by the thieves’ guild for weeks or even months. Then from out of nowhere, a poison dart or a sudden ambush finds her waking up gagged, bound, and having

Contacts and Coven Leaders Throughout the Baronies

Presented here is a list of likely contacts and coven leaders within the major cities of Blackmoor.

Blackmoor City

Thieves' Guild Leader: Hawk Tanaris
Likely Contact: Demitri Steward
Safe House: Steward's High End Arms

Archlis

Thieves' Guild Leader: Jonathan Greer
Likely Contact: Hugo Charils
Safe House: True Seas Tavern

Boggy Bottom

Thieves' Guild Leader: Elana Inagard
Likely Contact: Upendo Desde
Safe House: The Soggy Bog

Booh

Thieves' Guild Leader: Adana Vigne
Likely Contact: Sicely Ebon
Safe House: Tunner's Haven

Jackport

Thieves' Guild Leader: Soddill Teveld

Likely Contact: Nyrn Tevald
Safe House: Finland's Fine Elven Goods

Lake Gloomy

Thieves' Guild Leader: Abidale Corke
Likely Contact: Shumung
Safe House: Portes Winery

Maus

Thieves' Guild Leader: Scotty Debelfry
Likely Contact: Landa Nay
Safe House: Several

Newgate

Thieves' Guild Leader: Auldum Beltar
Likely Contact: Gara Yunnes
Safe House: Zod's Bed and Breakfast

Ramshead

Thieves' Guild Leader: Tanira Kany
Likely Contact: Norage Ridan
Safe House: The Dancing Spoon

Vestfold

Thieves' Guild Leader: Miklos Haruska (Old Slyboots)
Likely Contact: Ligma Loterman
Safe House: Skinny's Shrouded Scrupulous Store

the rules of the guild dictated to her. Particular emphasis is placed on the price of disloyalty and not paying dues, and new recruits are given a list of properties and businesses off limits to them until they successfully build a reputation.

Low-tier members of the guild must work steadily and report their activities to an assigned higher-ranking guild member once per month. If they relocate to a different village or city, they must report their intended destination. A guild member from that region then becomes their new contact. Failure to report will result in a larger-than-normal cut of the member's earnings or even harsher consequences. There is no quitting the guild. Those who attempt to do so—even at the level of concerned citizen—typically either disappear or are threatened into having a sudden change of heart.

Interesting Facts

Though rumors abound that a few guild members have been allowed to buy their way out of a thieves' guild, most in the guilds consider this hearsay. One member of the Coven is believed to have successfully extorted his way clear of the guild, saying that he had placed incriminating evidence and a record of the identities of other coven members where it would be revealed should any harm

come to him. Most disbelieve this rumor due to Scott Debelfry's legendary cunning and exceptional knowledge of the law.

Scotty has entertained the thought of establishing a guild in Glendower for some time. With military control of the town leading to interrupted shipments of goods and frequent shortages of staples, a black market could become a most profitable investment. However, even the legitimate merchants' guilds have yet to establish themselves within the town, and setting up shop under the eyes of Blackmoor's finest soldiers will be a daunting task. Instead, Scotty's attention for growth falls upon the halfling town of Pebbletown just south of the city of Maus. Scotty Debelfry is believed to be ready to settle down and allow his "pal" Miklos Haruska, Old Slyboots, take the head position of the United Thieves' Guilds of the North. If this occurs, the exceptionally knowledgeable and wise halfling Ligma Loterman is rumored to have been groomed to be the next Guild Master of the Thieves' Guild of Vestfold.

Bardic Organizations

Bardic organizations in the North come in all sizes, and can be as well organized as a priesthood or as informal as a handful of good friends. Some of the more well known

bardic circles of Blackmoor are detailed here, but this list should not be considered complete. In order to avoid scrutiny by the Wizard's Cabal, most members of these circles use their nonmagical skills exclusively when performing in public. However, adventuring bards are well known for using any and all power at their disposal.

Brothers of the Dark Vision

The Brothers of the Dark Vision is more of an honorary organization than a formal bardic circle. Membership is reserved for those who can tell a ghost story well enough to raise the hair on the back of the neck and keep an audience jumping at shadows for the rest of the evening. Although one may apply for membership, a recommendation from a current member is the quickest route into the organization. Most members of the brothers belong to other bardic circles as well. Members of the Brothers of the Dark Vision wear a pin in the shape of an eye with a smoky moonstone at its center.

Dwarven Songmasters

The Dwarven Songmasters have perhaps the most stringent requirements of all the bardic circles of the North. In order to become a member, one must memorize more than a hundred dwarven poems and songs. Many of these are long epics covering dwarven history and mythology. The entry examination is harsh and stringent, and even minor errors can kill an aspirant's chances of success. For this reason, the dwarven oral histories are considered some of the most accurate in the known world. Dwarven songmasters wear an intricately fashioned gold pin in the shape of the Dwarven rune meaning "music."

Jocular Jongleurs

The Jocular Jongleurs are professional entertainers specializing in humorous and stunt-filled performances. They juggle, take pratfalls, and tell jokes and ribald stories for a fee. "Anything for a laugh," is their motto. Although primarily made up of gnomes and halflings at its inception, the order welcomes bards of any stripe as long as they are willing to take a pie in the face. The jongleurs are perhaps the most organized of the bardic circles, with a headquarters in Blackmoor that auditions new members and organizes traveling companies for tours of the larger towns of the North. The current president is Boramy Barristan, a Halfling with a sharp eye for humor and a keen head for business. Members of the Jocular Jongleurs wear a gold ring with the outline of a smiling mouth as its signet.

Northern Collegium Musicum

The Northern Collegium Musicum is dedicated to identifying and disseminating the very best of new Northern poetry and music throughout the realm. They are closely

modeled after the venerable Collegium Musicum of the Thonian Empire, but the Northern version champions new compositions rather than promoting classical works as the Thonians do.

Being a young nation, the North has little artistic tradition except that of the Thonian empire they so recently rejected. Members of the Northern Collegium work to give the North its own cultural identity distinct from the empire's. They come from all races and backgrounds, but High Thonians make up the single largest group within the circle's membership. To become a member, one must first find a sponsor within the organization. New members must undertake a one-year probation before attaining full membership. During this time, they are judged on their willingness to promote and perform the new music of the North.

Northern Herald's

The Northern Herald's are dedicated to the propagation of information and lore, stopping in the tiniest villages and the largest towns to pass along royal proclamations and news of national and regional importance. Northern Herald's are highly recognizable in their white tabards with a black herald's trumpet embroidered across the front. They travel far and wide from the Plains of Hak to the city of Maus, and even into the northernmost reaches of the Thonian Empire.

King Uther has called the heralds the glue that holds the North's alliances together. However, though they maintain a professional demeanor, it is well known that many Northern Herald's will share spicy gossip and rumors for the price of a drink or a hot meal.

Order of the Sun and Harp

The Order of the Sun and Harp is dedicated to spreading the gifts of Baldin, the god of light, music, and poetry. One does not have to worship Baldin to join, but members always begin their performances with a succinct prayer to the god as a reminder that he is the source of their artistic gifts. Members of the Order of the Sun and Harp are generally less interested in solo performances than in leading groups in song. They enjoy teaching unfamiliar songs to new audiences, and are always on the lookout for suitable pieces alive with the cheery light of Baldin. Members wear a small metal clasp in the shape of a holy symbol of Baldin on their collar or cloak.

The Royal Society of the Lyre and Lute

The Royal Society of the Lyre and Lute is open only to bards of Cumasti elven descent. Menander Ithamis founded the society in part to address concerns that increased contact with other races was causing the dilution and erosion of the unique Cumasti cultural heritage.

The society was founded to preserve and spread Cumasti poetry, drama, and music. Members are encouraged to support the continued strength of their culture by performing ballads and epics in the language in which they were written, rather than translating them into lesser tongues. Members also support and perform the works of current Cumasti composers who are true to the traditional Cumasti style. Members of the Royal Society wear a bronze medallion on a sky-blue ribbon. The medallion is stamped with the image of a lyre and lute, with the elven name of the society engraved around the edges.

Silver Circle, Blue Circle

Silver Circle, Blue Circle is primarily made up of alumni of the student auxiliary program of the University of Blackmoor's Keepers of the Peace. Fiercely loyal to the Fetch (as Fletcher William, dean of Blackmoor, is called), these students continue to work as the eyes and ears of the Keepers of the Peace long after their formal association with the university has ended.

From all across the North, members of the silver and blue send back news of unusual occurrences or suspicious activities. Entrance to the organization is most easily gained through Ruda Malefor, assistant to Fletcher William. Silver Circle, Blue Circle is named for the official colors of the University of Blackmoor. Members of the group are given a pin consisting of two side-by-side circles, one painted white and one painted blue. However, because of the somewhat clandestine nature of the organization, the pin is usually not worn openly.

Society for the Preservation of the Northern Record

Members of the society are dedicated to promoting accurate spoken and musical histories of the North. They identify and vilify those bards who engage in exaggeration or hyperbole, and champion those who compose epics and ballads whose facts have been researched and verified. They believe that the truly heroic deeds of the North need no embellishment, and that they can stand on their own as art and entertainment without resorting to the irresponsible act of distorting the truth. The society was originally founded at the University of Blackmoor, and though its members are few, they wield enough influence to make life uneasy for a bard who spices things up a bit too much. Members of the Society wear a scarlet sash while performing.

Voice of the People

Although not an exclusively Peshwah circle, the Voice of the People is based on ancient Peshwah traditions. Among the Peshwah, public criticism and questioning of leadership is considered in poor taste and disrespect-

ful unless one does so through poetry or song. The philosophy behind this tradition is that when one takes the time to write in verse, thought and effort must inevitably be put into the process. This prevents hotheaded rhetoric and promotes thoughtful reflection before words are spoken in council.

The Voice of the People brought this tradition to the larger North, using rhymes to both report and comment upon their leaders' actions. Members of the circle traditionally wear an iron medallion on a leather thong. The medallion is in the shape of the iedro, the Peshwah symbol for peace and tranquility.

The Military of the North

As it has been through history, the North remains a land caught up in the iron grip of conflict. The humans, elves, and dwarves of the region each have their own military traditions, and the rulers of each land are never far from preparations for war.

Blackmoor

To protect Blackmoor and maintain the peace, King Uther has broken his military into easily managed units that can quickly respond to trouble. Though Uther is the leader of the army, he is assisted by his war council, made up of the barons of Newgate, Glendower, the Lakes, Dragonia, Archlis, Maus, and Bramwald. By the king's decree, the barons control and lead their own forces, which are paid for by taxes raised by the kingdom. Each baron is in charge of training his troops, as well as mobilizing them in the defense of the realm.

The largest military unit in Blackmoor is the garrison. Consisting of five hundred troops, each garrison is led by a commander holding the title of major. Reporting directly to the baron, a major leads a garrison and ensures its readiness for action. Each garrison is further subdivided into more manageable units. Composed of one hundred troops, each unit is led by a captain who reports directly to the major above him. For combat purposes, units are commonly divided into groups of ten troops each led by a sergeant. This breakdown grants barons the flexibility to easily manage their forces in response to any threat. More importantly, it sets up an effective chain of command that provides accountability at all levels of leadership.

Four types of troops make up the Blackmoor military: infantry, cavalry, artillery, and scouts. Heavy and light infantry are the backbone of the army, and infantry units can be found protecting settlements across the barony. Heavy infantry are armed with plate mail and shields, and fight with spears. Whether used as shock troops or as the centerpiece of wide-ranging battles, heavy infan-



try are among the most reliable and decorated of Blackmoor's troops. Light infantry are used as flanking troops. Armored with chainmail and shields, they typically fight with the longsword or (less commonly) the mace. Both types of infantry work together, with heavy forces most commonly softening up the enemy so that light infantry can finish them off.

Artillery consists of both archers and siege engines. Archers are the bulk of this group, and are generally equipped with leather armor, short swords, and longbows. Used primarily as long-range support for other forces, they typically fight in wedges located near the rear of their units. However, Baron Bram Tagus of Bramwald has recently begun equipping whole units of archers with chainmail, replacing their longbows with crossbows. Dubbed heavy artillery, these units have been deployed alongside infantry units with mixed results. These crossbow archers can cause heavy damage to the enemy before entering into hand-to-hand combat, but their slow rate of fire and lack of melee training make these units susceptible to heavy losses.

Though employed less frequently, siege engines are gaining more and more importance in Blackmoor's armies, with catapults and ballista deployed far to the back of frontline units.

Cavalry units are the domain of nobility, and the noble class is most often the source of eager young men and

women hoping to gain fame and glory in the saddle. The majority of the cavalry is classified as heavy, with knights wearing heavy plate and carrying both lance, sword, and shield. Mounted on heavy armored warhorses, these units have been known to change the flow of battle with a single charge. However, these heavily armored fighters are prone to fatigue and cannot last long in protracted combat.

Recently, King Uther has created units of cavalry not so heavily armed and armored, increasing both mobility and speed. These knights wear chainmail and shields, fighting with either light lance or sword. Riding lighter horses unencumbered by armor, these units use their speed to harass enemy troops with crippling hit-and-run attacks.

Members of the scout corps serve as both scouts and spies, depending on the situation. Though most of the corps are trained for frontier tactics and wilderness campaigns, a growing number of thieves and spies have joined (or, more accurately, been drafted into) the ranks. When caught in the act of using their skills, particularly daring and talented thieves are given the option of death by beheading or working off their crime in the employ of the king. When long-range reconnaissance is needed, rangers and scouts get the call; when infiltration and theft is the order of the day, those with more questionable training are used. Every barony directs at least five groups of

scouts, and even King Uther employs a squad of spies and thieves for clandestine service.

In addition to these standard troops, a new type of squad has recently been developed and trained for Uther's service. Riding pegasi instead of horses, the air cavalry features knights in leather armor, armed with short bow and spear. Both mounts and riders are trained in aerial combat, and though numbering only twenty, the air cavalry is gaining a reputation as the most daring and effective unit in King Uther's army.

Westryn Elves

Though little is known about the Westryn elves, the makeup of their military has been well documented as a result of the many conflicts between that kingdom and the peoples of the North. For the Westryn, conflict and fighting are as much a part of life as breathing and sleeping. The Westryn believe that all elves should be ready to fight, and as such, they have no real standing army. Instead, all Westryn of age are required to defend their homeland, and can be called into service at a moment's notice. These citizen militias are centered around the Westryn's forest homes, but can coordinate their defensive efforts across a wide area.

Citizen militias are predominately light infantry, comfortable fighting either hand-to-hand or hiding in the shadows and weakening an enemy with arrows. Most wear leather armor and are armed with the elven sword bow, carrying either a handaxe or short sword as a backup weapon. Militias are loosely organized into small groups numbering no more than fifteen, and are led by the most experienced warrior among them. These hunting parties, as the Westryn call them, are usually enough to handle small groups of enemies. When facing larger numbers, the Westryn mobilize all elves old enough to fight into larger units.

Though the citizen militias form the bulk of the Westryn military, it is rumored that a more powerful army stands in the Westwood, ready to protect and defend Westryn lands. Though this professional army has never taken to the battlefield in its entirety, intelligence gathered over long years of isolated skirmishes indicates that it is a force to be feared.

The military is broken into four groups known as the *quân* (sword), *hvêrsh* (bow), *dòrquin* (hoof), and *cordia* (spell). The *quân* are the infantry on which all military operations are based, wearing elven chain and carrying shields and longswords. Among the *quân* are rumored to be an elite group armed with short spears who fight in a tight wedge formation known as the porcupine.

The *hvêrsh* consists of elves armored with elven chain and fighting with the elven sword bow. The *dòrquin* is

thought to be cavalry mounted on either stags or wolves. Wearing leather armor, warriors of the *dòrquin* carry both short bows and spears, and are used for scouting and rapid-response missions. The *cordia* are the smallest component of Westryn forces in the Westwood, consisting of the wizards and sorcerers who use their spellpower to support other warriors in battle.

The four members of the Westryn elves' warrior council advise the king in all military matters, and it is rumored that these are the leaders of the four branches of the Westwood army. Foran Borak is said to be the leader of the *quân*, and she holds the honor of being the youngest to ever attain that position. A skilled and fierce warrior, Foran has been identified leading her warriors in a number of skirmishes and sorties. Egeran Shadowhunter is thought to have held the leadership of the *Hvêrsh* for the past hundred years. Scarred from numerous battles, few are more skilled in the arts of woodcraft and archery than he. Oqukence Ravenwing leads the *dòrquin*, and his relentless patrols of the Westryn woods ensure that foes who enter do not leave. Where Foran is fiery, Dergeun Greycloak, leader of the *cordia* is quiet and introspective. Skilled in the magical arts and one of the most knowledgeable elves in the kingdom, Dergeun is said to be the council's dominant military mind.

Cumasti Elves

The military of the Cumasti elves is well respected by the leaders of the North. Though not as large as Blackmoor's standing army, what it lacks in numbers it makes up for in strength and skill. Cumasti forces are led by Lord Menander Ithamis, and though all military decisions are ultimately his, he is assisted by a war council made up of elders from the Red Wood. The members of the council oversee the day-to-day operations of the military and lead units of fifty elves into battle, fighting to protect both the Cumasti people and their forest homes.

The Cumasti infantry are the most adaptable forces found in Blackmoor, and excel at both hand-to-hand combat and archery. Wearing elven chain, Cumasti infantry carry longbows and longswords, and can quickly switch from one mode of fighting to the other depending on the adversary faced. Because of their relative speed, infantry units often perform scouting duties as well.

All Cumasti of fighting age are members of the military, ready to grab weapons and assemble with their fellow elves when the war horn is sounded. This lack of a standing army is seen as a weakness by some, but in its flexibility lies great strength. Even outside times of real war, all elves are required to patrol the woods as well as stand guard for Menander Ithamis. All elves take part in the protection of their homeland, and all do so gladly.

Regents of the Mines

The military of the dwarves is perhaps the most well-equipped and well-organized force in the North. Centuries of warfare with orcs, goblins, and the other denizens of the mountains have made dwarven weapons, armor, and tactics what they are today. Led by some of the best military minds of any race, the armies of the dwarves have been tested in the forge of battle and tempered by endless conflict.

Dwarven military forces are divided into garrisons of twenty-five hundred troops. Each garrison is led by a general, typically one of the oldest and most experienced warriors, who takes responsibility for the training and efficiency of his troops. Each garrison is divided into divisions of five hundred troops led by a major. Each division consists of five units of one hundred troops each, led by a commander. Units can be broken down into hammers—squads of twenty troops led by a sergeant.

Each general reports directly to the command general who oversees all military forces. The command general is also responsible for training and leading Mount Uberstar's two garrisons, and reports directly to the regent. The current command general is Broger Ironfist, who has seen many years and served tirelessly in the defense of the dwarves. Known as Old One Eye after losing his left eye in single combat against a stone giant, Broger has done much to strengthen the military and protect dwarven holdings. Under his leadership, the number of garrisons has increased, and there are now fifteen generals who answer directly to him. Spread out among the dwarf holdings of Mount Uberstar, the Black Hills, the Stormkiller Mountains, and the Iron Hills, these generals are the first line of defense for the dwarven nation, and they take their duties seriously.

Each garrison is named after the mountain fortress it serves, and infantry make up the bulk of the dwarves' forces. Garrisons are charged with not only defending the interests of the dwarves, but protecting the flow of trade with the nations of the North. The dwarves make no distinction between heavy and light infantry, or even between infantry and archers. Instead, all warriors are armed with heavy crossbow plus axe or hammer, and are protected by chainmail or plate mail with shield and full helm.

Dwarven troops are all trained to quickly switch from crossbow support to close combat, and can devastate foes at any range. As well, dwarven units also feature elite squads of close-quarters warriors trained to fight in the tight confines of mineshafts and tunnels. Wearing spiked armor and carrying spiked shields and short swords, these troops are frighteningly effective in their work.

Attached to each garrison are the war machines of the dwarves, powered by steam and clockwork gears. Ranging from steam tanks to automatic bolt throwers, these machines are universally feared by those who have faced them. Used as support for garrison forces outside of dwarven cities, the machines are never employed underground, both because of their great size and the danger they pose should they explode.

Also attached to each garrison is a siege and tunneling crew. These special units are adept at the arts of engineering, and use those skills to tunnel under enemies or bring down walls and stonework. These units are also employed when tunnels collapse and dwarves need to be rescued.

Current Hostilities

The armies of the North find themselves facing ever-present enemies, and each new day brings new threats. The Afridhi invasion of the Duchy of Ten and the unseen power of the Egg of Coot both speak to the need for a powerful and well trained military, and nowhere is the need as strong as in Blackmoor. King Uther has deployed his military throughout the baronies, and they stand ready to repulse any would-be invader. Besides patrolling settlements and their surrounding lands, the military also maintains the Coot's Watch. Plans are underway to not only increase the number of soldiers stationed here, but to build a string of additional watch outposts along the borders of Blackmoor.

Despite Uther's armies having once turned the Afridhi back from Blackmoor, many fear that invasion from occupied Ten is inevitable. Some among the barons, most notably Baron Rissa Aleford, believe that Blackmoor should come to the defense of Ten, engaging in a proactive strike to help push the Afridhi back. King Uther, however, sees the threat of the Egg of Coot as the greatest danger facing his land.

The dwarves are currently involved in numerous military campaigns throughout the mountains, including attempts to stem a growing tide of orc and goblin activity. These smaller tribes have recently begun to work in unison, coordinating their attacks to reduce dwarven resources. Numerous clashes have seen smaller outposts and mines lost to the advancing forces of the goblinoids. At the same time, increased bandit activity along the roads leading to Bramford Abbey and Fairfield Abbey has forced the dwarves to increase the frequency of the patrols that ensure the safety of their merchants.

Though protected in large part by geography, the Cumasti face their own internal problems, and have begun to see more frequent monstrous threats within the woods. In addition to the warbands of goblinoids already stream-

ing down the slopes of the Stormkiller Mountains, the Cumasti have seen more than their share of fighting in the past ten years. Attempts have been made to discover if these goblinoid attacks are linked to the troubles the dwarves are facing, but no clear connection has yet been drawn.

The Westryn, meanwhile, have slowly begun to increase their military activity, and their citizen militias have begun to take a more proactive role in defending the realm. The warrior council is said to be working hard to ensure that its secret forces and the citizen militias are not only well trained but able to work together. The one area of the Westryn kingdom that has seen the most troops deployed of late is the Wolf Woods, located adjacent to both the Egg of Coot and Afridhi-controlled Ten. Troops have been garrisoned here for the past year as part of an effort to ensure that the woods remain under Westryn control.

The Monasteries of Blackmoor

Almost a century ago, the Order of Mystics came from civilized lands to found a monastery dedicated to discipline and knowledge. They built a simple keep on the edge of the Valley of Ancients, living as ascetics in order to train their bodies for challenges both natural and unnatural. The only luxury they allowed themselves was a library of books and scrolls. Members of the order claimed (with perhaps a little too much pride) that the combined knowledge held in their library and in their minds exceeded that of all but the gods.

Then a star fell from the sky into the valley below them, and the order fell into dissent. Some took the star as a sign that their knowledge had been exhausted, and that they must journey out into the world again to gain more. Some felt that the order's knowledge should be shared with all, while others felt that knowledge was a secret and powerful thing to be given only to those who had earned it. In the end, all but a few of the order made their way into the wider world. Influenced and changed by their travels, many eventually stopped to establish monasteries of their own, founded upon their new knowledge and beliefs.

The Order of Mystics

The successors to the original order still reside in their monastery overlooking the forbidding Valley of Ancients. Those who come here for training are required to test themselves against the valley. Aspirants who fail these tests do not return. Though rare, travelers sometimes come seeking knowledge, but even these seekers must be tested in their beliefs and discipline before knowledge is shared. Outcasts from the Peshwah journey here, as do half-elves and half-orcs, the black sheep of noble fami-

lies, and those whose personal beliefs have forced them to break from their land and people.

The High Llama who leads the Order of Mystics is known as Snake Eater. He is a Westryn elf who came to the monastery before the star fell, remaining there after the exodus. He is disdainful of monks trained by other monasteries, and when they arrive seeking aid or knowledge, they are given tougher tests than other visitors. Snake Eater is frequently gone from the monastery on spiritual journeys, leaving his deputy, a human woman named Hawk, in charge. Though in her seventies, Hawk appears to be merely middle-aged.

Training at the monastery grants levels in the standard monk class of the *PHB*. Most who seek such training become worshipers of Yoosef, though other faiths are tolerated. All monks of the order gain 5 ranks in all Knowledge skills at 21st level.

Clan of the Great Stone

One group of wanderers that left the mountain citadel was principally made up of dwarves and others who saw the earth as the source of all significant knowledge. To them, the star from the heavens was an assault upon the earth, and they dedicated themselves to strengthening and protecting it. Their monastery is a large natural cavern in the dwarven realms. The order consists primarily of dwarves, but they welcome others who seek them out and pass their tests of belief and strength.

The followers of the Great Stone specialize in grappling combat, and train for maximum strength and toughness. Individual combat is the test of their ability and discipline. The current leader, known as Nogare the Immovable, recently defeated his father Taroo the Tough. Though he leads the clan, Nogare continues his training, as he has the hubris to hope one day to wrestle the dwarven god Hemgrid.

At 21st level, all monks of this order gain the earth mastery, push, and earth glide abilities of an earth elemental (see the *MM*).

Followers of the Cloud

This monastery was established by another splinter group that left the original order. Primarily elves, they have been given permission to abide on the border of the Northern Downs and the Elven Forest. In a small wood a short distance from the elven frontier, the Followers of the Cloud have built a series of treetop structures linked by vine bridges, hoping to get as close to the clouds as possible.

When a fragment of the falling star struck the Sink, the original founders of this group saw the steam that rose up as a sign—a message to change their ways and journey out to spread the word that all significant knowl-

edge comes from the air. Most of the members of this order worship Aeros. The current leader (known as the first wing) of the group is a Cumasti elf named Lumines. She is often away exploring planar connections to the Elemental Plane of Air, leaving the day-to-day running of the order to her second wing, a male Cumasti known as Phantacee.

At 21st level, all monks of this order gain the ability to fly at their normal land speed with perfect maneuverability. Many within the order take levels in the horizon walker prestige class (see Chapter 6 of the *DMG*).

Order of Redemption

The existence of this monastery is known only to Docrae, halflings, and a few gnomes. The small folk who founded it saw the destruction caused by the falling star as another reminder of how those with strength often seek to destroy the weak. The skills honed at the monastery center around avoidance. Its members strive to be impossible to hit, or to flow with successful blows as if they were water.

Members of the order attempt to avoid conflict when possible, and to outlast their opponents when they cannot. They excel at teamwork, and often act as the trusted bodyguards of physically weaker spellcasters. The current head of the Order of Redemption is a male Docrae named Gradius. He dedicates his time to training others, sending his more proficient followers throughout Blackmoor to act as protectors for the small folk.

At 21st level, monks of this order gain a swim speed equal to their land speed and the water mastery ability of a water elemental (see the *MM*).

Society of the Dark Heart

The original Order of Mystics considered themselves above the politics and capriciousness of the world around them. When the star fell into the Valley of Ancients, some saw this as a sign that they should use their knowledge and discipline to seek worldly power. Many of these monks were Afridhi, and they journeyed back to their homelands to establish themselves as a secret society dedicated to the worship of Zugzul and personal power. Their members operate in the background among the Afridhi leadership, acting as advisors and sometimes protectors. Though almost all members of the society are Afridhi, the order will sometimes kidnap children of other races to be raised and trained in their ways and beliefs. These monks are then sent to be spies among their own people.

Members of the order will often mix their monastic training with levels of fire elemental or cleric of Zugzul. This is an exception to the normal restrictions on monks as multiclass characters. All members of the Society of

the Dark Heart must be lawful evil, although more than a few former members have been so repulsed by the deeds of their fellows that they have abandoned the order and adopted a more lawful neutral outlook. The current leader of the Society is a male Afridhi known as Rakhul. He is a cousin to Toska Rusa, and the two often work together.

The Lawgivers

The final group to splinter from the original Order of Mystics were the descendants of nobles who took the falling star as a sign that they should return to the cities of the land. To them, the destruction wrought by the star was a reminder of how close the monastery itself had come to destruction, its lore and history lost for all time. In the cities, they would establish places of training for any who wished to learn discipline and truth. Though the Lawgivers still consider themselves members of the Order of Mystics, they feel that enlightenment is worthless unless it is shared by all.

There are small monasteries dedicated to the Lawgivers in most cities in Blackmoor and Thonia, and they will train anyone who is able to maintain the discipline. In Blackmoor City, the monastery is located next to the university and is run by Campbell, a descendent of the long dead King Robert of Geneva. Many noble scions are sent to the order to learn the basics of self-discipline, knowledge, and justice. Many adventurers who do not have the drive or desire to seek out one of the more far-flung monasteries also train here.

CHARACTER NAME

PLAYER



CLASS

RACE

ALIGNMENT

DEITY

LEVEL/XP

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

CHARACTER RECORD SHEET

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP HIT POINTS	AC ARMOR CLASS	TOTAL = 10 +						WOUNDS / CURRENT HP	SUBDUAL DAMAGE			DAMAGE REDUCTION	ARCANE SPELL FAILURE	SPEED	
STR STRENGTH							ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOUR	MISC MODIFIER	TOUCH AC	FLAT-FOOTED AC	ARMOUR CHECK PENALTY	SPELL RESISTANCE				
DEX DEXTERITY																				
CON CONSTITUTION																				
INT INTELLIGENCE																				
WIS WISDOM																				
CHA CHARISMA																				

INITIATIVE
MODIFIER

TOTAL = +

DEX MODIFIER MISC MODIFIER

SKILLS MAX RANKS /

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
APPRAISE •	INT	—	—	+	+
BALANCE •	DEX*	—	—	+	+
BLUFF •	CHA	—	—	+	+
CLIMB •	STR*	—	—	+	+
CONCENTRATION •	CON	—	—	+	+
CRAFT • ()	INT	—	—	+	+
CRAFT • ()	INT	—	—	+	+
CRAFT • ()	INT	—	—	+	+
DECIPHER SCRIPT	INT	—	—	+	+
DIPLOMACY •	CHA	—	—	+	+
DISABLE DEVICE	INT	—	—	+	+
DISGUISE •	CHA	—	—	+	+
ESCAPE ARTIST •	DEX*	—	—	+	+
FORGERY •	INT	—	—	+	+
GATHER INFORMATION •	CHA	—	—	+	+
HANDLE ANIMAL	CHA	—	—	+	+
HEAL •	WIS	—	—	+	+
HIDE •	DEX*	—	—	+	+
INTIMIDATE •	CHA	—	—	+	+
INVESTIGATION •	INT	—	—	+	+
JUMP •	STR*	—	—	+	+
KNOWLEDGE ()	INT	—	—	+	+
KNOWLEDGE ()	INT	—	—	+	+
KNOWLEDGE ()	INT	—	—	+	+
KNOWLEDGE ()	INT	—	—	+	+
LISTEN •	WIS	—	—	+	+
MOVE SILENTLY •	DEX*	—	—	+	+
NAVIGATE	INT	—	—	+	+
OPEN LOCK	DEX	—	—	+	+
PERFORM • ()	CHA	—	—	+	+
PERFORM • ()	CHA	—	—	+	+
PROFESSION ()	WIS	—	—	+	+
RARE LANGUAGE ()	WIS	—	—	+	+
RESEARCH •	INT	—	—	+	+
RIDE •	DEX	—	—	+	+
SEARCH •	INT	—	—	+	+
SECRET LANGUAGE ()	N/A	—	—	+	+
SENSE MOTIVE •	WIS	—	—	+	+
SLEIGHT OF HAND	DEX*	—	—	+	+
SMELL •	WIS	—	—	+	+
SPEAK LANGUAGE ()	N/A	—	—	+	+
SPEAK LANGUAGE ()	N/A	—	—	+	+
SPEAK LANGUAGE ()	N/A	—	—	+	+
SPEAK LANGUAGE ()	N/A	—	—	+	+
SPELLCRAFT	INT	—	—	+	+
SPOT •	WIS	—	—	+	+
SURVIVAL •	WIS	—	—	+	+
SWIM •	STR**	—	—	+	+
TASTE •	WIS	—	—	+	+
TOUCH •	WIS	—	—	+	+
TUMBLE •	DEX*	—	—	+	+
USE MAGIC DEVICE	CHA	—	—	+	+
USE ROPE •	DEX	—	—	+	+

SAVING THROWS

FORTITUDE (CONSTITUTION)

TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

REFLEX (DEXTERITY)

TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WILL (WISDOM)

TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

COMBAT

MELEE ATTACK BONUS

TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

RANGED ATTACK BONUS

TOTAL = BASE ATTACK BONUS + DEXTERITY MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

SPECIAL PROPERTIES					
ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	WEIGHT	SPEED

SHIELD/PROTECTIVE ITEM

SPECIAL PROPERTIES			
ARMOR BONUS	CHECK PENALTY	SPELL FAILURE	WEIGHT

Skills marked with • can be used normally even if the character has zero (0) skill ranks.
 Mark an X in to denote cross-class skills.
 *ARMOR CHECK PENALTY, if any, applies.
 **-1 per 5lb. of gear.

ARCANE WARRIOR SPELL LIST

1ST-LEVEL ARCANE WARRIOR SPELLS

Alarm
Animate Rope
Cause Fear
Combat Precognition
Command
Expeditious Retreat
Hiccup
Light
Magic Weapon
Message
Prestidigitation
Read Magic
Sleep
Touch of Fatigue
True Strike
Valor
Vigor

2ND-LEVEL ARCANE WARRIOR SPELLS

Airless Breath
Analyze Spell Foci
Bear's Endurance
Blindness/Deafness
Blur
Boar's Ferocity
Bull's Strength
Cat's Grace
Combat Focus
Combat Prescience
Eagle's Splendor
Force Touch
Fox's Cunning
Knock
Owl's Wisdom
Resist Element
Resist Energy
Smoke Cloud
Wolf's Sight

3RD-LEVEL ARCANE WARRIOR SPELLS

Air Blades of Slashing Retaliation
Befuddle
Clairaudience/Clairvoyance
Discern Lies
Displacement
Earthen Mallets of Smashing Retribution
Fiery Blades of Burning Vengeance
Force Needles
Haste
Heroism
Invisibility
Lightning Strike
Locate Creature
Metallic Blades of Cutting Revenge
Mindfire
Protection from Elements
See Invisibility
Silence
Slow
Soothe
Watery Blades of Vengeful Striking
Wooden Hammers of Unforgiving Bashing

4TH-LEVEL ARCANE WARRIOR SPELLS

Arcane Eye
Cabal's Curse
Confusion
Crushing Despair
Defy Force
Discern Class
Feeblemind
Hold Person
Natural Armor
Suggestion
True Seeing

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights

Daze
Detect Magic
Flare
Ghost Sound
Know Direction
Light
Lullaby
Mage Hand
Mending
Message
Open/Close
Prestidigitation
Read Magic
Resistance
Summon Instrument

1ST-LEVEL BARD SPELLS

Agile Movement
Alarm
Animate Rope
Cause Fear
Charm Person
Comprehend Languages
Cure Light Wounds
Detect Secret Doors
Disguise Self
Duet
Erase
Expeditious Retreat
Feather Fall
Grease
Hiccup
Hideous Laughter
Hypnotism
Identify^M
Lesser Confusion
Magic Aura
Magic Mouth^M
Obscure Object
Quick Copy^M
Quick Read^M
Remove Fear
Silent Image
Sleep
Summon Monster I

Transcribe Song
 Undetectable Alignment
 Unseen Servant
 Ventriloquism

2ND-LEVEL BARD SPELLS

Alter Self
 Animal Messenger
 Animal Trance
 Blindness/Deafness
 Blur
 Calm Emotions
 Cat's Grace
 Communicate with Constructs
 Cure Moderate Wounds
 Darkness
 Daze Monster
 Delay Poison
 Detect Thoughts
 Donkey's Stability
 Eagle's Splendor
 Enthrall
 Fox's Cunning
 Glitterdust
 Heroism
 Hold Person
 Hummingbird's Flight
 Hypnotic Pattern
 Invisibility
 Locate Object
 Minor Image
 Mirror Image
 Misdirection
 Pyrotechnics
 Rage
 Scare
 Shatter
 Silence
 Songbird's Tune
 Sound Burst
 Suggestion
 Summon Monster II
 Summon Swarm
 Toad's Coloration
 Tongues

Trio
 Whispering Wind

3RD-LEVEL BARD SPELLS

Befuddle
 Blink
 Charm Monster
 Clairaudience/Clairvoyance
 Confusion
 Crushing Despair
 Cure Serious Wounds
 Daylight
 Deep Slumber
 Dispel Magic
 Displacement
 Fear
 Gaseous Form
 Geas, Lesser
 Glibness
 Good Hope
 Haste
 Illusory Script^M
 Invisibility Sphere
 Major Image
 Phantom Steed
 Quartet
 Remove Curse
 Scrying^F
 Sculpt Sound
 Secret Page
 See Invisibility
 Sepia Snake Sigil^M
 Slow
 Soothe
 Speak with Animals
 Summon Monster III
 Tiny Hut

4TH-LEVEL BARD SPELLS

Break Enchantment
 Cure Critical Wounds
 Detect Scrying
 Dimension Door
 Dominate Person
 Freedom of Movement

Hallucinatory Terrain
 Hold Monster
 Invisibility, Greater
 Legend Lore^{MF}
 Locate Creature
 Modify Memory
 Neutralize Poison
 Quick Copy, Greater^M
 Quick Read, Greater^M
 Quintet
 Rainbow Pattern
 Repel Vermin
 Secure Shelter
 Shadow Conjunction
 Shout
 Speak with Plants
 Summon Monster IV
 Zone of Silence

5TH-LEVEL BARD SPELLS

Cure Light Wounds, Mass
 Dispel Magic, Greater
 Donkey's Stability, Mass
 Dream
 False Vision^M
 Heroism, Greater
 Hummingbird's Flight, Mass
 Mind Fog
 Mirage Arcana
 Misdread
 Nightmare
 Orchestra
 Persistent Image
 Seeming
 Shadow Evocation
 Shadow Walk
 Song of Discord
 Songbird's Tune, Mass
 Suggestion, Mass
 Summon Monster V
 Toad's Coloration, Mass

6TH-LEVEL BARD SPELLS

Analyze Dweomer^F
 Animate Objects

Bonds of Marriage (female casters only)

Cat's Grace, Mass

Charm Monster, Mass

Cure Moderate Wounds, Mass

Donkey's Stability, Greater

Eagle's Splendor, Mass

Eyebite

Find the Path

Fox's Cunning, Mass

Geas/Quest

Heroes' Feast

Hummingbird's Flight, Greater

Irresistible Dance

Permanent Image

Programmed Image^M

Project Image

Scrying, Greater

Shout, Greater

Songbird's Tune, Greater

Summon Monster VI

Sympathetic Vibration

Toad's Coloration, Greater

Veil

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water

Cure Minor Wounds

Detect Magic

Detect Poison

Guidance

Inflict Minor Wounds

Light

Mending

Purify Food and Drink

Read Magic

Resistance

Virtue

1ST-LEVEL CLERIC SPELLS

Bane

Bless

Bless Element^M

Bless Water^M

Cause Fear

Command

Comprehend Languages

Cure Light Wounds

Curse Element^M

Curse Water^M

Deathwatch

Detect Chaos/Evil/Good/Law

Detect Humanoid

Detect Undead

Divine Favor

Doom

Endure Elements

Entropic Shield

Hide from Undead

Holy Water Splash^M

Inflict Light Wounds

Magic Stone

Magic Weapon

Obscuring Mist

Protection from Chaos/Evil/Good/Law

Quick Copy^M

Quick Read^M

Remove Fear

Sanctuary

Shield of Faith

Summon Monster I

2ND-LEVEL CLERIC SPELLS

Aid

Align Weapon

Augury^{MF}

Badger's Burrow

Beaver's Bite

Bison's Stampede

Boar's Ferocity

Bull's Strength

Calm Emotions

Camel's Stamina

Consecrate^M

Crocodile's Breath

Cure Moderate Wounds

Darkness

Death Knell

Delay Poison

Desecrate^M

Detect Giant

Detect Lycanthrope

Donkey's Stability

Eagle's Splendor

Elemental Orb, Lesser

Elephant's Trample

Enthrall

Find Traps

Gentle Repose

Hold Person

Hummingbird's Flight

Inflict Moderate Wounds

Lion's Pounce

Make Whole

Owl's Wisdom

Precognitive Knowledge

Remove Madness

Remove Paralysis

Resist Element

Resist Energy

Restoration, Lesser

Rhino's Charge

Shared Mind

Shatter

Shield Other^F

Silence

Sound Burst

Spiritual Weapon

Status

Summon Monster II

Touch of Madness

Turtle's Shell

Undetectable Alignment

Weasel's Grasp

Wolverine's Rage

Zone of Truth

3RD-LEVEL CLERIC SPELLS

Air Blades of Slashing Retaliation

Animate Dead^M

Arrow of Quelling

Befuddle

Bestow Curse
 Blindness/Deafness
 Communicate with Constructs
 Contagion
 Continual Flame^M
 Create Food and Water
 Cure Serious Wounds
 Daylight
 Deeper Darkness
 Detect Aberration
 Detect Magical Beast
 Detect Monstrous Humanoid
 Detect Ooze
 Detect Shapechanger
 Disarm
 Dispel Magic
 Earthen Mallets of Smashing Retribution
 Fiery Blades of Burning Vengeance
 Glyph of Warding^M
 Helping Hand
 Inflict Serious Wounds
 Invisibility Purge
 Locate Object
 Magic Circle against Chaos/Evil/Good/Law
 Magic Vestment
 Meld into Stone
 Mephit's Breath^M
 Metallic Blades of Cutting Revenge
 Obscure Object
 Prayer
 Protection from Elements
 Protection from Energy
 Remove Blindness/Deafness
 Remove Curse
 Remove Disease
 Sacred Aura
 Searing Light
 Smite Undead
 Soothe
 Speak with Dead
 Stone Shape
 Summon Monster III
 Torment of Voices

Unseen
 Water Breathing
 Water Walk
 Watery Blades of Vengeful Striking
 Wind Wall
 Wooden Hammers of Unforgiving Bashing

4TH-LEVEL CLERIC SPELLS

Air Walk
 Armor of Darkness
 Armor of Light
 Control Water
 Cure Critical Wounds
 Death Ward
 Defy Force
 Defy Negative Energy
 Detect Construct
 Dimensional Anchor
 Discern Lies
 Dismissal
 Divination^M
 Divine Inspiration
 Divine Power
 Elemental Summons I
 Freedom of Movement
 Giant Vermin
 Imbue with Spell Ability
 Inflict Critical Wounds
 Magic Weapon, Greater
 Neutralize Poison
 Planar Ally, Lesser^X
 Poison
 Quick Copy, Greater^M
 Quick Read, Greater^M
 Repel Undead
 Repel Vermin
 Restoration^M
 Safeguard from Force
 Safeguard from Negative Energy
 Sending
 Spell Immunity
 Summon Monster IV
 Tongues

5TH-LEVEL CLERIC SPELLS

Atonement^{FX}
 Break Enchantment
 Command, Greater
 Commune^X
 Crashing Woods of Flattening
 Cure Light Wounds, Mass
 Cutting Shards of Metal
 Defile^{MX}
 Destruction
 Detect Elemental
 Detect Outsider
 Dispel Chaos/Evil/Good/Law
 Disrupting Weapon
 Earthen Load of Crushing
 Elemental Summons II
 Flame Strike
 Hallow^M
 Inflict Light Wounds, Mass
 Insect Plague
 Mark of Justice
 Night Terrors
 Plane Shift^F
 Rain of Fire
 Raise Dead^M
 Righteous Might
 Sanctify^{MX}
 Scrying^F
 Slay Living
 Smite Undead, Mass
 Spell Resistance
 Summon Monster V
 Symbol of Pain^M
 Symbol of Sleep^M
 True Seeing^M
 Unhallow^M
 Wall of Stone
 Watery Waves of Death

6TH-LEVEL CLERIC SPELLS

Animate Objects
 Antilife Shell
 Badger's Burrow, Mass
 Banishment
 Bear's Endurance, Mass

Beaver's Bite, Mass
 Bison's Stampede, Mass
 Blade Barrier
 Boar's Ferocity, Mass
 Bull's Strength, Mass
 Camel's Stamina, Mass
 Create Undead
 Crocodile's Breath, Mass
 Cure Moderate Wounds, Mass
 Dispel Magic, Greater
 Donkey's Stability, Mass
 Eagle's Splendor, Mass
 Elemental Summons III
 Elephant's Trample, Mass
 Find the Path
 Forbiddance^M
 Geas/Quest
 Glyph of Warding, Greater
 Harm
 Heal
 Heroes' Feast
 Hummingbird's Flight, Mass
 Inflict Moderate Wounds, Mass
 Lion's Pounce, Mass
 Owl's Wisdom, Mass
 Planar Ally^X
 Rhino's Charge, Mass
 Summon Monster VI
 Symbol of Fear^M
 Symbol of Persuasion^M
 Turtle's Shell, Mass
 Undeath to Death^M
 Weasel's Grasp, Mass
 Wind Walk
 Wolverine's Rage, Mass
 Word of Recal

7TH-LEVEL CLERIC SPELLS

Badger's Burrow, Greater
 Bear's Endurance, Greater
 Beaver's Bite, Greater
 Bison's Stampede, Greater
 Blasphemy
 Boar's Ferocity, Greater
 Bull's Strength, Greater

Camel's Stamina, Greater
 Control Weather
 Crocodile's Breath, Greater
 Cure Serious Wounds, Mass
 Destruction^F
 Dictum
 Donkey's Stability, Greater
 Eagle's Splendor, Greater
 Elemental Orb, Greater
 Elemental Summons IV
 Elephant's Trample, Greater
 Ethereal Jaunt
 Hide the Deed^M
 Holy Word
 Hummingbird's Flight, Greater
 Inflict Serious Wounds, Mass
 Lion's Pounce, Greater
 Owl's Wisdom, Greater
 Refuge^M
 Regenerate
 Repulsion
 Restoration, Greater^X
 Resurrection^M
 Rhino's Charge, Greater
 Scrying, Greater
 Summon Monster VII
 Symbol of Stunning^M
 Symbol of Weakness^M
 Turtle's Shell, Greater
 Weasel's Grasp, Greater
 Wolverine's Rage, Greater
 Word of Chaos

8TH-LEVEL CLERIC SPELLS

Antimagic Field
 Cloak of Chaos^F
 Create Greater Undead^M
 Cure Critical Wounds, Mass
 Dimensional Lock
 Discern Location
 Earthquake
 Elemental Summons V
 Fire Storm
 Holy Aura^F
 Inflict Critical Wounds, Mass

Planar Ally, Greater^X
 Shield of Law^F
 Spell Immunity, Greater
 Summon Monster VIII
 Symbol of Death^M
 Symbol of Insanity^M
 Unholy Aura^F

9TH-LEVEL CLERIC SPELLS

Astral Projection^M
 Elemental Summons VI
 Energy Drain
 Etherealness
 Gate^X
 Heal, Mass
 Implosion
 Miracle^X
 Soul Bind^F
 Storm of Vengeance
 Summon Monster IX
 True Resurrection^M

CLERIC DOMAINS

AIR DOMAIN

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Air Domain Spells

1 Obscuring Mist
 2 Wind Wall
 3 Gaseous Form
 4 Air Walk
 5 Control Winds
 6 Chain Lightning
 7 Control Weather
 8 Whirlwind
 9 Elemental Swarm (Air spell only)

ANIMAL DOMAIN

Granted Powers: You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills

Animal Domain Spells

- 1 Calm Animals
- 2 Hold Animal
- 3 Dominate Animal
- 4 Summon Nature's Ally IV (Animals only)
- 5 Commune with Nature
- 6 Antilife Shell
- 7 Animal Shapes
- 8 Summon Nature's Ally VIII (Animals only)
- 9 Shapechange^F

CHAOS DOMAIN

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

- 1 Protection from Law
- 2 Shatter
- 3 Magic Circle against Law
- 4 Chaos Hammer
- 5 Dispel Law
- 6 Animate Objects
- 7 Word of Chaos
- 8 Cloak of Chaos^F
- 9 Summon Monster IX (Chaos spell only)

DEATH DOMAIN

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

- 1 Cause Fear
- 2 Death Knell
- 3 Animate Dead^M
- 4 Death Ward
- 5 Slay Living
- 6 Create Undead^M

7 Destruction^F

8 Create Greater Undead^M

9 Wail of the Banshee

DESTRUCTION DOMAIN

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

- 1 Inflict Light Wounds
- 2 Shatter
- 3 Contagion
- 4 Inflict Critical Wounds
- 5 Inflict Light Wounds, Mass
- 6 Harm
- 7 Disintegrate
- 8 Earthquake
- 9 Implosion

DRAGON DOMAIN

Granted Power: Once per day per cleric level, you may attempt to turn a dragon (or dragons) in the same way a good cleric turns undead. Clerics use this ability to protect the completion of certain ceremonies or missions in dragon-infested areas

Dragon Domain Spells

- 1 Calm Dragon
- 2 Resist Energy
- 3 Slow Dragon
- 4 Crushing Despair
- 5 Detect Dragon
- 6 Hold Monster
- 7 Geas/Quest
- 8 Binding
- 9 Dominate Monster

EARTH DOMAIN

Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead.

Earth Domain Spells

- 1 Magic Stone
- 2 Soften Earth and Stone
- 3 Stone Shape
- 4 Spike Stones
- 5 Wall of Stone
- 6 Stoneskin^M
- 7 Earthquake
- 8 Iron Body
- 9 Elemental Swarm (Earth spell only)

ENTROPY DOMAIN

Granted Power: Once per day you may apply a minor disintegration effect to a 3-foot cube of non-magical metal that you touch. The effect makes the metal instantly disintegrate, as the spell disintegrate. If you use this ability on a larger object, only a 3-foot cube is affected. This is a supernatural ability that does not provoke attacks of opportunity.

Entropy Domain Spells

- 1 Erase
- 2 Mirror Image
- 3 Dispel Magic
- 4 Lesser Spell Turning
- 5 Antimagic Field
- 6 Dispel Magic, Greater
- 7 Spell Turning
- 8 Protection from Spells
- 9 Skelfer's Reckoning

ESTEEM DOMAIN

Granted Power: Once per day you may apply a +8 enhancement bonus to your Charisma. Doing so is a free equivalent action that lasts 1 minute per level.

Esteem Domain Spells

- 1 Charm Person
- 2 Suggestion
- 3 Tongues
- 4 Modify Memory
- 5 Dominate Person
- 6 Suggestion, Mass
- 7 Steadfast Charm
- 8 Charm Monster, Mass
- 9 Steadfast Charm, Mass

EVIL DOMAIN

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

- 1 Protection from Good
- 2 Desecrate^M
- 3 Magic Circle against Good
- 4 Unholy Blight
- 5 Dispel Good
- 6 Create Undead^M
- 7 Blasphemy
- 8 Unholy Aura^F
- 9 Summon Monster IX (Evil spell only)

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

- 1 Burning Hands
- 2 Produce Flame
- 3 Resist Energy (Cold or fire only)
- 4 Wall of Fire
- 5 Fire Shield
- 6 Fire Seeds
- 7 Fire Storm
- 8 Incendiary Cloud
- 9 Elemental Swarm (Fire spell only)

GOOD DOMAIN

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

- 1 Protection from Evil
- 2 Aid
- 3 Magic Circle against Evil
- 4 Holy Smite
- 5 Dispel Evil
- 6 Blade Barrier
- 7 Holy Word^F
- 8 Holy Aura
- 9 Summon Monster IX (Good spell only)

HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 1 Cure Light Wounds
- 2 Cure Moderate Wounds
- 3 Cure Serious Wounds
- 4 Cure Critical Wounds
- 5 Cure Light Wounds, Mass
- 6 Heal
- 7 Regenerate
- 8 Cure Critical Wounds, Mass
- 9 Heal, Mass

HEART OF FIRE DOMAIN

Granted Powers: Once per day you can use the spell-like ability gift of Zugzul. This ability is identical to produce flame.

Heart of Fire Domain Spells

- 1 Burning Hands
- 2 Flaming Sphere
- 3 Fireball
- 4 Elemental Summons I (Fire spell only)
- 5 Flame Strike
- 6 Fire Seeds
- 7 Fire Storm
- 8 Elemental Swarm (Fire spell only)
- 9 Elemental Summons VI (Fire spell only)

KNOWLEDGE DOMAIN

Granted Power: Add all Knowledge skills to your list of cleric class skills. You cast divination spells at +1 caster level.

Knowledge Domain Spells

- 1 Detect Secret Doors
- 2 Detect Thoughts
- 3 Clairaudience/Clairvoyance
- 4 Divination^M
- 5 True Seeing^M
- 6 Find the Path
- 7 Legend Lore^{MF}
- 8 Discern Location
- 9 Foresight

LAW DOMAIN

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 Protection from Chaos
- 2 Calm Emotions
- 3 Magic Circle against Chaos
- 4 Order's Wrath
- 5 Dispel Chaos
- 6 Hold Monster
- 7 Dictum
- 8 Shield of Law^F
- 9 Summon Monster IX (Law spell only)

LUCK DOMAIN

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

- 1 Entropic Shield
- 2 Aid
- 3 Protection from Energy
- 4 Freedom of Movement
- 5 Break Enchantment
- 6 Mislead
- 7 Spell Turning
- 8 Moment of Prescience
- 9 Miracle^X

MAGIC DOMAIN

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 Magic Aura
- 2 Identify
- 3 Dispel Magic
- 4 Imbue with Spell Ability

5 Spell Resistance

6 Antimagic Field

7 Spell Turning

8 Protection from Spells^{MF}

9 Mage's Disjunction

MERCHANT DOMAIN

Granted Powers: Appraise, Diplomacy, and Sense Motive are class skills.

Merchant Domain Spells

1 Charm Person

2 Locate Object

3 Confusion

4 Dimension Door

5 Teleport

6 Analyze Dweomer

7 Suggestion, Mass

8 Discern Location

9 Debtor's Recall

METAL DOMAIN

Granted Powers: Turn or destroy wood or plant creatures as a good cleric turns undead. Rebuke or command metallic creatures as an evil cleric rebukes undead. A cleric may use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Metal Domain Spells

1 Mage Armor

2 Chill Metal

3 Elemental Summons I (Metal elementals only)

4 Rusting Grasp

5 Elemental Summons III (Metal elementals only)

6 Wall of Iron

7 Transmute Metal to Wood

8 Clenched Fist

9 Elemental Summons VI (Metal elementals only)

MINER'S SENSE

Granted Powers: Knowledge (architecture and engineering) and Knowledge (dungeoneering) are class skills.

Miner's Sense Domain Spells

1. Bless Stonecraft

2. Bull's Strength

3 Gaseous Form

4 Uvae's Durable Dome

5 Transmute Rock to Mud

6 Stone Tell

7 Reverse Gravity

8 Teleport, Greater

9 Bless Stonecraft, Greater

NOBILITY DOMAIN

Granted Powers: You gain the spell-like ability to determine lineage. This ability allows you to determine the blood parents of a touched subject. The subject may attempt a Will save (DC 11 + your Wisdom bonus) to resist this ability.

Nobility Domain Spells

1 Charm Person

2 Detect Thoughts

3 Discern Lies

4 Imbue with Spell Ability

5 Atonement

6 True Seeing

7 Noble Aura

8 Charm Monster

9 Day of Legend^X

OBSCURATION DOMAIN

Granted Powers: Hide and Listen are class skills.

Obscuration Domain Spells

1 Obscuring Mist

2 Fog Cloud

3 Major Image

4 Hallucinatory Terrain

5 Mirage Arcana

6 Veil

7 Invisibility, Mass

8 Screen

9 Imprisonment

PLANT DOMAIN

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add Knowledge (nature) to your list of cleric class skills.

Plant Domain Spells

1 Entangle

2 Barkskin

3 Plant Growth

4 Command Plants

5 Wall of Thorns

6 Repel Wood

7 Animate Plants

8 Control Plants

9 Shambler

PROTECTION DOMAIN

Granted Power: You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1 Sanctuary

2 Shield Other^F

3 Protection from Energy

4 Spell Immunity

5 Spell Resistance

6 Antimagic Field

7 Repulsion

8 Mind Blank

9 Prismatic Sphere

STRENGTH DOMAIN

Granted Power: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

1 Enlarge Person

2 Bull's Strength

3 Magic Vestment

4 Spell Immunity

5 Righteous Might

6 Stoneskin^M

7 Grasping Hand

8 Clenched Fist

9 Crushing Hand

SUN DOMAIN

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

1 Endure Elements

2 Heat Metal

3 Searing Light

4 Fire Shield

5 Flame Strike

6 Fire Seeds

7 Sunbeam

8 Sunburst

9 Prismatic Sphere

TIME DOMAIN

Granted Powers: You always know the correct time to the nearest minute. You are immediately aware of time altering effects occurring within 10 feet/level.

Time Domain Spells

1 Expeditious Retreat

2 Bear's Endurance

3 Haste

4 Dimension Door

5 Teleport

6 Shadow Walk

7 Plane Shift

8 Time Stop

9 Time Stop, Greater

TRAVEL DOMAIN

Granted Powers: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability. Add Survival to your list of cleric class skills.

Travel Domain Spells

1 Longstrider

2 Locate Object

3 Fly

4 Dimension Door

5 Teleport

6 Find the Path

7 Teleport, Greater

8 Phase Door

9 Astral Projection^M

TRICKERY DOMAIN

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Trickery Domain Spells

1 Disguise Self

2 Invisibility

3 Nondetection^M

4 Confusion

5 False Vision^M

6 Mislead

7 Screen

8 Polymorph Any Object

9 Time Stop

WAR DOMAIN

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

1 Magic Weapon

2 Spiritual Weapon

3 Magic Vestment

4 Divine Power

5 Flame Strike

6 Blade Barrier

7 Power Word Blind

8 Power Word Stun

9 Power Word Kill

WATER DOMAIN

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Water Domain Spells

1 Obscuring Mist

2 Fog Cloud

3 Water Breathing

4 Control Water

5 Ice Storm

6 Cone of Cold

7 Acid Fog

8 Horrid Wilting

9 Elemental Swarm (Water spell only)

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Breeze

Create Water

Cure Minor Wounds

Daze Animal

Detect Magic

Detect Poison

Flare

Guidance

Know Direction

Light

Mending

Purify Food and Drink

Read Magic

Resistance

Virtue

Waft

1ST-LEVEL DRUID SPELLS

Calm Animals

Charm Animal

Cure Light Wounds

Detect Animals or Plants

Detect Snares and Pits

Detect Vermin

Endure Elements

Entangle

Faerie Fire

Goodberry

Hide from Animals

Jump

Longstrider

Magic Fang

Magic Stone

Mud

Obscuring Mist

Pass without Trace

Produce Flame

Shillelagh

Sleep Animal

Speak with Animals

Summon Nature's Ally I

2ND-LEVEL DRUID SPELLS

Animal Messenger

Animal Trance

Badger's Burrow

Barkskin

Bat's Sight

Bear's Endurance

Beaver's Bite

Bison's Stampede

Boar's Ferocity

Bull's Strength

Camel's Stamina

Canine's Scent

Cat's Grace

Cheetah's Sprint

Chill Metal

Constant Breeze

Crocodile's Breath

Delay Poison

Donkey's Stability

Elephant's Trample

Fire Trap^M

Fish's Fins

Flame Blade

Flaming Sphere

Fog Cloud

Giraffe's Reach

Gust of Wind

Heat Metal

Hold Animal

Hummingbird's Flight

Lion's Pounce

Monkey's Grip

Owl's Wisdom

Raccoon's Mask

Reduce Animal

Resist Element

Resist Energy

Restoration, Lesser

Rhino's Charge

Shark's Scent

Soften Earth and Stone

Songbird's Tune

Spider Climb

Summon Nature's Ally II

Summon Swarm

Toad's Coloration

Tree Shape

Turtle's Shell

Vulture's Diet

Warp Wood

Weasel's Grasp

Wolverine's Rage

Wood Shape

3RD-LEVEL DRUID SPELLS

Air Blades of Slashing Retaliation

Arrow of Quelling

Call Lightning

Contagion

Cure Moderate Wounds

Daylight

Diminish Plants

Dominate Animal

Earthen Mallets of Smashing Retribution

Fiery Blades of Burning Vengeance

Magic Fang, Greater

Meld into Stone

Metallic Blades of Cutting Revenge

Neutralize Poison

Plant Growth

Poison

Protection from Elements

Protection from Energy

Quench

Remove Disease

Sleet Storm

Snare

Speak with Plants

Spike Growth

Stone Shape

Summon Nature's Ally III

Water Breathing

Watery Blades of Vengeful Striking

Wind Wall

Wooden Hammers of Unforgiving Bashing

4TH-LEVEL DRUID SPELLS

Air Walk

Antiplant Shell

Blight

Command Plants

Control Water

Cure Serious Wounds

Dispel Magic

Elemental Shield

Flame Strike

Freedom of Movement

Giant Vermin

Heighten Senses

Hibernate

Ice Storm

Reincarnate

Repel Vermin

Rusting Grasp

Scrying^F

Spike Stones

Summon Nature's Ally IV

5TH-LEVEL DRUID SPELLS

Animal Growth

Atonement

Awaken^X

Baleful Polymorph

Call Lightning Storm

Commune with Nature

Control Winds

Cure Critical Wounds

Death Ward

Detect Elemental

Hallow^M

Insect Plague

Stoneskin^M

Summon Nature's Ally V

Transmute Mud to Rock

Transmute Rock to Mud

Tree Stride

Unhallow^M

Vermin Growth

Wall of Fire

Wall of Thorns

6TH-LEVEL DRUID SPELLS

Antilife Shell

Badger's Burrow, Mass

Bat's Sight, Mass

Bear's Endurance, Mass

Beaver's Bite, Mass

Bison's Stampede, Mass

Boar's Ferocity, Mass

Bull's Strength, Mass

Camel's Stamina, Mass

Canine's Scent, Mass

Cat's Grace, Mass

Cheetah's Sprint, Mass

Coyote's Dirge, Mass

Crocodile's Breath, Mass

Cure Light Wounds, Mass

Dispel Magic, Greater

Donkey's Stability, Mass

Elephant's Trample, Mass

Find the Path

Fire Seeds

Fish's Fins, Mass

Giraffe's Reach, Mass

Hummingbird's Flight, Mass

Ironwood

Lion's Pounce, Mass

Liveoak

Monkey's Grip, Mass

Move Earth

Owl's Wisdom, Mass

Raccoon's Mask, Mass

Repel Wood

Rhino's Charge, Mass

Shark's Scent, Mass

Songbird's Tune, Mass

Spellstaff

Stone Tell

Summon Nature's Ally VI

Toad's Coloration, Mass

Transport via Plants

Turtle's Shell, Mass

Vulture's Diet, Mass

Wall of Stone

Weasel's Grasp, Mass

Wolverine's Rage, Mass

7TH-LEVEL DRUID SPELLS

Animate Plants

Badger's Burrow, Greater

Bat's Sight, Greater

Bear's Endurance, Greater

Beaver's Bite, Greater

Bison's Stampede, Greater

Boar's Ferocity, Greater

Bull's Strength, Greater

Camel's Stamina, Greater

Canine's Scent, Greater

Cat's Grace, Greater

Changestaff

Cheetah's Sprint, Greater

Control Weather

Coyote's Dirge, Greater

Creeping Doom

Crocodile's Breath, Greater

Cure Moderate Wounds, Mass

Donkey's Stability, Greater

Elephant's Trample, Greater

Fire Storm

Fish's Fins Greater

Giraffe's Reach, Greater

Heal

Hummingbird's Flight, Greater

Lion's Pounce, Greater

Monkey's Grip, Greater

Owl's Wisdom, Greater

Raccoon's Mask, Greater

Rhino's Charge, Greater

Scrying, Greater

Shark's Scent, Greater

Songbird's Tune, Greater

Summon Nature's Ally VII

Sunbeam

Toad's Coloration, Greater

Transmute Metal to Wood

True Seeing^M

Turtle's Shell, Greater

Vulture's Diet, Greater

Weasel's Grasp, Greater

Wind Walk

Wolverine's Rage, Greater

8TH-LEVEL DRUID SPELLS

Animal Shapes

Control Plants

Create Treat

Cure Serious Wounds, Mass

Deluge^M

Earthquake

Finger of Death

Repel Metal or Stone

Reverse Gravity

Summon Nature's Ally VIII

Sunburst

Whirlwind

Word of Recall

9TH-LEVEL DRUID SPELLS

Antipathy

Avalanche

Crashing Wave

Cure Critical Wounds, Mass
 Elemental Swarm
 Foresight
 Regenerate
 Shambler
 Shapechange^F
 Storm of Vengeance
 Summon Nature's Ally IX
 Sympathy^M

ELDERKIN SPELL LIST

0-LEVEL ELDERKIN SPELLS

Cure Minor Wounds
 Detect Magic
 Detect Poison
 Disrupt Undead
 Inflict Minor Wounds
 Know Direction
 Light
 Mage Hand
 Mending
 Message
 Prestidigitation
 Purify Food and Drink
 Read Magic
 Touch of Fatigue
 Waft

1ST-LEVEL ELDERKIN SPELLS

Alarm
 Antagonize
 Cause Fear
 Charm Person
 Chill Touch
 Command
 Comprehend Languages
 Coyote's Dirge
 Cure Light Wounds
 Deathwatch
 Detect Chaos/Evil/Good/Law
 Divine Favor
 Doom
 Eyes and Ears of Spirit

Hawk's Eye
 Hide from Undead
 Identify
 Inflict Light Wounds
 Kindred, Lesser
 Longstrider
 Magic Weapon
 Protection from Chaos/Evil/Good/Law
 Remove Fear
 Sanctuary
 Shield
 Shield of Faith
 Sleep
 Unseen Servant

2ND-LEVEL ELDERKIN SPELLS

Aid
 Ancestral Vengeance
 Bear's Endurance
 Blindness/Deafness
 Bull's Strength
 Calm Emotions
 Cat's Grace
 Command Undead
 Cure Moderate Wounds
 Darkness
 Death Knell
 Detect Thoughts
 Eagle's Splendor
 Enthral
 False Life
 Find Traps
 Heat Metal
 Hideous Laughter
 Hold Person
 Inflict Moderate Wounds
 Levitate
 Make Whole
 Mustang's Speed
 Owl's Wisdom
 Scare
 Scholar's Memory
 See Invisibility
 Shared Mind

Shatter
 Shield Other
 Spectral Hand
 Spiritual Weapon
 Status
 Touch of Idicoy
 Undetectable Alignment
 Wolf's Sight

3RD-LEVEL ELDERKIN SPELLS

Animate Dead
 Arcane Sight
 Bestow Curse
 Clairaudience/Clairvoyance
 Cure Serious Wounds
 Daylight
 Deep Darkness
 Deep Slumber
 Disarm
 Dispel Magic
 Fly
 Halt Undead
 Haste
 Helping Hand
 Heroism
 Hold Person
 Inflict Serious Wounds
 Invisibility Purge
 Magic Circle against Chaos/Evil/Good/Law
 Magic Vestment
 Magic Weapon, Greater
 Obscure Object
 Quench
 Rage
 Remove Blindness/Deafness
 Remove Curse
 Remove Disease
 Slow
 Speak with Dead
 Suggestion
 Torment of Voices
 Unseen
 Water Breathing
 Water Walk

Wind Wall

Vampiric Touch

4TH-LEVEL ELDERKIN SPELLS

Air Walk

Arcane Eye

Charm Monster

Confusion

Crushing Despair

Cure Critical Wounds

Death Ward

Detect Scrying

Dimensional Anchor

Discern Lies

Dismissal

Divination

Divine Power

Enervation

Fear

Freedom of Movement

Geas, Lesser

Imbue with Spell Ability

Inflict Critical Wounds

Kindred

Night Terrors

Phantasmal Killer

Scrying

Sending

Stoneskin

Tongues

5TH-LEVEL ELDERKIN SPELLS

Blight Mind

Break Enchantment

Command, Greater

Contact Other Plane

Cure Light Wounds, Mass

Dispel Chaos/Evil/Good/Law

Disrupting Weapon

Dominate Person

Doubt

Dream

False Vision

Feeblemind

Hold Monster

Inflict Light Wounds, Mass

Magic Jar

Mark of Justice

Nightmare

Overland Flight

Prying Eyes

Righteous Might

Spell Resistance

Symbol of Pain

Symbol of Sleep

Telekinesis

Telepathic Bond

True Seeing^M

Waves of Fatigue

6TH-LEVEL ELDERKIN SPELLS

Animate Objects

Antilife Shell

Banishment

Bear's Endurance, Mass

Blade Barrier

Bull's Strength, Mass

Cure Moderate Wounds, Mass

Dispel Magic, Greater

Eagle's Splendor, Mass

Forbiddance

Geas/Quest

Harm

Heal

Heroism, Greater

Inflict Moderate Wounds, Mass

Legend Lore

Owl's Wisdom, Mass

Suggestion, Mass

Symbol of Fear

Symbol of Persuasion

True Seeing

Undeath to Death

Wall of Guardian Spirits

7TH-LEVEL ELDERKIN SPELLS

Arcane Sight, Greater

Banishment

Control Undead

Cure Serious Wounds, Mass

Demand

Destruction

Dimensional Lock

Ethereal Jaunt

Hold Person, Mass

Inflict Serious Wounds, Mass

Insanity

Kindred, Mass

Regenerate

Repulsion

Scrying, Greater

Sequester

Spell Turning

Steadfast Charm

Symbol of Stunning

Symbol of Weakness

Vengeance

Vision

Waves of Exhaustion

8TH-LEVEL ELDERKIN SPELLS

Antimagic Field

Binding

Charm Monster, Mass

Cure Critical Wounds, Mass

Dimensional Lock

Discern Location

Finger of Death

Inflict Critical Wounds, Mass

Irresistible Dance

Prying Eyes, Greater

Spell Immunity, Greater

Symbol of Death

Symbol of Insanity

Wrapped in Spirits

9TH-LEVEL ELDERKIN SPELLS

Astral Projection

Dominate Monster

Energy Drain

Etherealness

Foresight

Heal, Mass

Hold Monster, Mass

Implosion

Soul Bind

Storm of Spirits

Weird

IDOLATER SPELL LIST

0-LEVEL IDOLATER SPELLS (ORISONS)

Breeze

Cure Minor Wounds

Detect Magic

Detect Poison

Guidance

Resistance

Virtue

1ST-LEVEL IDOLATER SPELLS

Comprehend Languages

Cure Light Wounds

Detect Chaos/Evil/Good/Law

Detect Humanoid

Detect Spirit

Endure Elements

Entropic Shield

Expeditious Retreat

Feather Fall

Jump

Longstrider

Protection from Chaos/Evil/Good/Law

Shield of Faith

2ND-LEVEL IDOLATER SPELLS

Badger's Burrow

Bat's Sight

Bear's Endurance

Beaver's Bite

Bison's Stampede

Boar's Ferocity

Bull's Strength

Camel's Stamina

Canine's Scent

Cat's Grace

Cheetah's Sprint

Coyote's Dirge

Crocodile's Breath

Cure Moderate Wounds

Darkvision

Delay Poison

Detect Giant

Detect Lycanthrope

Dolphin's Leap

Donkey's Stability

Eagle's Splendor

Elephant's Trample

Fish's Fins

Fox's Cunning

Giraffe's Reach

Hawk's Eye

Hummingbird's Flight

Idol Chatter

Levitate

Lion's Pounce

Monkey's Grip

Mustang's Speed

Otter's Claw

Owl's Wisdom

Protection from Arrows

Raccoon's Mask

Raven's Glide

Resist Element

Resist Energy

Restoration, Lesser

Rhino's Charge

Shark's Scent

Snake's Strike

Songbird's Tune

Speak with Animals

Spider Climb

Toad's Coloration

Turtle's Shell

Vulture's Diet

Weasel's Grasp

Wolf's Sight

Wolverine's Rage

3RD-LEVEL IDOLATER SPELLS

Arcane Sight

Clairaudience/Clairvoyance

Cure Serious Wounds

Detect Aberration

Detect Magical Beast

Detect Monstrous Humanoid

Detect Ooze

Detect Shapechanger

Fly

Helping Hand

Locate Object

Protection from Elements

Protection from Energy

Remove Blindness/Deafness

Remove Curse

Remove Disease

Scrying^F

See Invisibility

Speak with Dead

Tongues

Water Breathing

Water Walk

4TH-LEVEL IDOLATER SPELLS

Air Walk

Arcane Eye

Cure Critical Wounds

Death Ward

Detect Construct

Detect Scrying

Divination^M

Freedom of Movement

Locate Creature

Neutralize Poison

Restoration^M

Speak with Plants

Speak with Spirits

Spell Immunity

Spell Turning, Lesser

5TH-LEVEL IDOLATER SPELLS

Contact Other Plane

Cure Light Wounds, Mass

Detect Dragon

Detect Elemental

Detect Outsider

Discern Class

Idol Chatter, Greater

Overland Flight
 Prying Eyes
 Spell Resistance
 Stoneskin^M
 Telekinesis
 True Seeing^M

6TH-LEVEL IDOLATER SPELLS

Analyze Dweomer^F
 Badger's Burrow, Mass
 Bat's Sight, Mass
 Bear's Endurance, Mass
 Beaver's Bite, Mass
 Bison's Stampede, Mass
 Boar's Ferocity, Mass
 Bull's Strength, Mass
 Camel's Stamina, Mass
 Canine's Scent, Mass
 Cat's Grace, Mass
 Cheetah's Sprint, Mass
 Coyote's Dirge, Mass
 Crocodile's Breath, Mass
 Cure Moderate Wounds, Mass
 Dolphin's Leap, Mass
 Donkey's Stability, Mass
 Eagle's Splendor, Mass
 Elephant's Trample, Mass
 Find the Path
 Fish's Fins, Mass
 Fox's Cunning, Mass
 Giraffe's Reach, Mass
 Hawk's Eye, Mass
 Heal
 Hummingbird's Flight, Mass
 Legend Lore^{MF}
 Lion's Pounce, Mass
 Monkey's Grip, Mass
 Mustang's Speed, Mass
 Otter's Claw, Mass
 Owl's Wisdom, Mass
 Raccoon's Mask, Mass
 Raven's Glide, Mass
 Repulsion
 Rhino's Charge, Mass
 Shark's Scent, Mass

Snake's Strike, Mass
 Songbird's Tune, Mass
 Stone Tell
 Toad's Coloration, Mass
 Turtle's Shell, Mass
 Vulture's Diet, Mass
 Weasel's Grasp, Mass
 Wind Walk
 Wolf's Sight, Mass
 Wolverine's Rage, Mass

7TH-LEVEL IDOLATER SPELLS

Arcane Sight, Greater
 Badger's Burrow, Greater
 Bat's Sight, Greater
 Bear's Endurance, Greater
 Beaver's Bite, Greater
 Bison's Stampede, Greater
 Boar's Ferocity, Greater
 Bull's Strength, Greater
 Camel's Stamina, Greater
 Canine's Scent, Greater
 Cat's Grace, Greater
 Cheetah's Sprint, Greater
 Coyote's Dirge, Greater
 Crocodile's Breath, Greater
 Cure Serious Wounds, Mass
 Dolphin's Leap, Greater
 Donkey's Stability, Greater
 Eagle's Splendor, Greater
 Elephant's Trample, Greater
 Ethereal Jaunt
 Fish's Fins Greater
 Fox's Cunning, Greater
 Giraffe's Reach, Greater
 Hawk's Eye, Greater
 Hummingbird's Flight, Greater
 Lion's Pounce, Greater
 Monkey's Grip, Greater
 Mustang's Speed, Greater
 Otter's Claw, Greater
 Owl's Wisdom, Greater
 Raccoon's Mask, Greater
 Raven's Glide, Greater
 Regenerate

Restoration, Greater^X
 Rhino's Charge, Greater
 Scrying, Greater
 Shark's Scent, Greater
 Snake's Strike, Greater
 Songbird's Tune, Greater
 Spell Turning
 Statue
 Toad's Coloration, Greater
 Turtle's Shell, Greater
 Vision^{MX}
 Vulture's Diet, Greater
 Weasel's Grasp, Greater
 Wolf's Sight, Greater
 Wolverine's Rage, Greater

8TH-LEVEL IDOLATER SPELLS

Cure Critical Wounds, Mass
 Discern Location
 Iron Body
 Moment of Prescience
 Protection from Spells^{MF}
 Prying Eyes, Greater
 Shield of Law^F
 Spell Immunity, Greater
 Temporal Status^M
 Time Stop

9TH-LEVEL IDOLATER SPELLS

Astral Projection^M
 Etherealness
 Foresight
 Heal, Mass
 Time Stop, Greater

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Bless
 Bless Water
 Bless Weapon
 Create Water
 Cure Light Wounds
 Detect Poison
 Detect Undead

Divine Favor
 Endure Elements
 Holy Water Splash^M
 Magic Weapon
 Protection from Chaos/Evil
 Read Magic
 Resistance
 Restoration, Lesser
 Valor
 Virtue

2ND-LEVEL PALADIN SPELLS

Bull's Strength
 Delay Poison
 Eagle's Splendor
 Hummingbird's Flight
 Lion's Pounce
 Owl's Wisdom
 Precognitive Knowledge
 Remove Paralysis
 Resist Element
 Resist Energy
 Rhino's Charge
 Shield Other^F
 Undetectable Alignment
 Zone of Truth

3RD-LEVEL PALADIN SPELLS

Cure Moderate Wounds
 Daylight
 Discern Lies
 Dispel Magic
 Heal Mount
 Magic Circle against Chaos
 Magic Circle against Evil
 Magic Weapon, Greater
 Prayer
 Remove Blindness/Deafness
 Remove Curse
 Sacred Aura

4TH-LEVEL PALADIN SPELLS

Break Enchantment
 Cure Serious Wounds
 Death Ward

Defy Force
 Defy Negative Energy
 Dispel Chaos
 Dispel Evil
 Divine Inspiration
 Holy Sword
 Mark of Justice
 Neutralize Poison
 Restoration^M

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Agile Movement
 Alarm
 Animal Messenger
 Calm Animals
 Charm Animal
 Daze Animal
 Delay Poison
 Detect Animals or Plants
 Detect Poison
 Detect Snares and Pits
 Detect Vermin
 Endure Elements
 Entangle
 Hide from Animals
 Jump
 Longstrider
 Magic Fang
 Pass without Trace
 Read Magic
 Resist Element
 Resist Energy
 Sleep Animal
 Speak with Animals
 Summon Nature's Ally I
 Targeting Light

2ND-LEVEL RANGER SPELLS

Air Blades of Slashing Retaliation
 Badger's Burrow
 Barkskin
 Bear's Endurance
 Bison's Stampede

Boar's Ferocity
 Canine's Scent
 Cat's Grace
 Cure Light Wounds
 Cheetah's Sprint
 Crocodile's Breath
 Donkey's Stability
 Earthen Mallets of Smashing Retribution
 Fiery Blades of Burning Vengeance
 Giraffe's Reach
 Hold Animal
 Lion's Pounce
 Metallic Blades of Cutting Revenge
 Monkey's Grip
 Owl's Wisdom
 Protection from Elements
 Protection from Energy
 Raccoon's Mask
 Rhino's Charge
 Shark's Scent
 Snare
 Speak with Plants
 Spike Growth
 Summon Nature's Ally II
 Toad's Coloration
 Turtle's Shell
 Vulture's Diet
 Watery Blades of Vengeful Striking
 Weasel's Grasp
 Wind Wall
 Wolverine's Rage
 Wooden Hammers of Unforgiving Bashing

3RD-LEVEL RANGER SPELLS

Command Plants
 Cure Moderate Wounds
 Darkvision
 Diminish Plants
 Heighten Senses
 Magic Fang, Greater
 Neutralize Poison
 Plant Growth
 Reduce Animal
 Remove Disease

Repel Vermin

Summon Nature's Ally III

Tree Shape

Water Walk

4TH-LEVEL RANGER SPELLS

Animal Growth

Commune with Nature

Cure Serious Wounds

Freedom of Movement

Nondetection^M

Summon Nature's Ally IV

Tree Stride

Vermin Growth

SORCERER/ WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Acid Splash

Arcane Mark

Breeze

Burst

Dancing Lights

Daze

Detect Magic

Detect Poison

Disrupt Undead

Distract

Elemental Globe

Flare

Ghost Sound

Light

Mage Hand

Mending

Message

Open/Close

Prestidigitation

Puff

Ray of Dirt

Ray of Dust

Ray of Frost

Read Magic

Resistance

Shrapnel

Touch of Fatigue

Vigor

1ST-LEVEL SORCERER/ WIZARD SPELLS

Alarm

Animate Rope

Antagonize

Burning Hands

Cause Fear

Charm Person

Chill Touch

Color Spray

Comprehend Languages

Detect Humanoid

Detect Secret Doors

Detect Undead

Disguise Self

Elemental Bolt

Elemental Orb, Lesser

Elongated Arms

Endure Elements

Enlarge Person

Erase

Expeditious Retreat

Feather Fall

Floating Disk

Focus

Grease

Hold Portal

Hypnotism

Identify^M

Jump

Mage Armor

Magic Aura

Magic Dagger

Magic Missile

Magic Weapon

Mount

Obscuring Mist

Protection from Chaos/Evil/Good/
Law

Quick Copy^M

Quick Read^M

Quincke's Smothering Hands

Ray of Enfeeblement

Reduce Person

Shocking Grasp

Silent Image

Sleep

Spittle

Summon Monster I

Targeting Light

True Strike

Unseen Servant

Ventriloquism

2ND-LEVEL SORCERER/ WIZARD SPELLS

Acid Arrow

Airless Breath (Wizards only)

Alter Self

Analyze Spell Foci

Arcane Lock^M

Badger's Burrow

Bat's Sight

Bear's Endurance

Beaver's Bite

Bison's Stampede

Blindness/Deafness

Blur

Boar's Ferocity

Bull's Strength

Camel's Stamina

Canine's Scent

Cat's Grace

Cheetah's Sprint

Command Undead

Constant Breeze

Continual Flame^M

Counter Missile (Wizards only)

Coyote's Dirge

Crocodile's Breath

Darkness

Darkvision

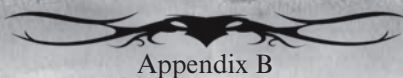
Daze Monster

Detect Giant

Detect Lycanthrope

Detect Thoughts

Dolphin's Leap



Appendix B

Donkey's Stability
Eagle's Splendor
Elephant's Trample
False Life
Flaming Sphere
Fog Cloud
Fox's Cunning
Ghoul Touch
Glitterdust
Gust of Wind
Hawk's Eye
Heat Wave (Wizards only)
Hiccup
Hideous Laughter
Hummingbird's Flight
Hypnotic Pattern
Invisibility
Knock
Levitate
Lion's Pounce
Locate Object
Magic Mouth^M
Minor Image
Mirror Image
Misdirection
Monkey's Grip
Mustang's Speed
Obscure Object
Otter's Claw
Owl's Wisdom
Phantom Trap^M
Protection from Arrows
Pyrotechnics
Raccoon's Mask
Raven's Glide
Resist Element
Resist Energy
Rhino's Charge
Rope Trick
Scare
Scorching Ray
See Invisibility
Shared Mind
Shatter
Skunk's Smell

Smoke Cloud (Wizards only)
Snake's Strike
Songbird's Tune
Spectral Hand
Spider Climb
Summon Monster II
Summon Swarm
Toad's Coloration
Touch of Idiocy
Touch of Madness
Turtle's Shell
Weasel's Grasp
Web
Whispering Wind
Wolverine's Rage

3RD-LEVEL SORCERER/ WIZARD SPELLS

Aberrant Ribbon
Air Blades of Slashing Retaliation
Arcane Sight
Befuddle
Belch
Biting Blade
Blink
Clairaudience/Clairvoyance
Communicate with Constructs
Daylight
Deep Slumber
Detect Aberration
Detect Magical Beast
Detect Monstrous Humanoid
Detect Ooze
Detect Shapechanger
Dispel Magic
Displacement
Distract, Greater
Earthen Mallets of Smashing Retribution
Elemental Ball
Explosive Runes
Fiery Blades of Burning Vengeance
Fireball
Flame Arrow
Fly
Focus, Greater

Gaseous Form
Gentle Repose
Halt Undead
Haste
Heroism
Hold Person
Illusory Script^M
Invisibility Sphere
Keen Edge
Lightning Bolt
Magic Circle against Chaos/Evil/Good/Law
Magic Weapon, Greater
Major Image
Mephit's Breath^M
Metallic Blades of Cutting Revenge
Multiply Missile
Nondetection^M
Phantom Steed
Protection from Elements
Protection from Energy
Quincke's Choaking Hands
Rage
Ray of Exhaustion
Secret Page
Sepia Snake Sigil^M
Shrink Item
Sleet Storm
Slow
Soothe
Stinking Cloud
Suggestion
Summon Monster III
Tiny Hut
Tongues
Vampiric Touch
Water Breathing
Watery Blades of Vengeful Striking
Wind Wall
Wolf's Sight
Wooden Hammers of Unforgiving Bashing

4TH-LEVEL SORCERER/ WIZARD SPELLS

Angvile's Last Strike

Animate Dead^M
 Arcane Eye
 Armor of Darkness
 Armor of Light
 Arrow of Quelling
 Bestow Curse
 Black Tentacles
 Charm Monster
 Confusion
 Conglomerating Elemental Exploding Sphere
 Contagion
 Crushing Despair
 Defy Force
 Detect Construct
 Detect Scrying
 Dimension Door
 Dimensional Anchor
 Elemental Summons I
 Elongated Arms, Mass
 Enervation
 Enlarge Person, Mass
 Enlarge Monster
 Fear
 Fire Shield
 Fire Trap^M
 Forceful Shove
 Forceful Trip
 Geas, Lesser
 Globe of Invulnerability, Lesser
 Hallucinatory Terrain
 Ice Storm
 Illusory Wall
 Invisibility, Greater
 Locate Creature
 Minor Creation
 Mnemonic Enhancer^F
 Phantasmal Killer
 Polymorph
 Quick Copy, Greater^M
 Quick Read, Greater^M
 Rainbow Pattern
 Reduce Person, Mass
 Reduce Monster
 Remove Curse

Resilient Sphere
 Scrying^F
 Secure Shelter
 Shadow Conjunction
 Shout
 Simpleton's Answer
 Smite Undead
 Solid Fog
 Spell Turning, Lesser
 Stone Shape
 Stoneskin^M
 Summon Monster IV
 Wall of Fire

5TH-LEVEL SORCERER/ WIZARD SPELLS

Airy Winds of Destruction
 Animal Growth
 Baleful Polymorph
 Blight
 Break Enchantment
 Cabal's Curse (Wizards only)
 Cloudkill
 Cone of Cold
 Contact Other Plane
 Crashing Woods of Flattening
 Cutting Shards of Metal
 Detect Elemental
 Detect Outsider
 Dismissal
 Doubt
 Dominate Person
 Dream
 Earthen Load of Crushing
 Elemental Summons II
 Evoc Heat Wave, Greater
 Fabricate
 False Vision^M
 Feeblemind
 Hold Monster
 Interposing Hand
 Mage's Faithful Hound
 Mage's Private Sanctum
 Magic Jar^F
 Major Creation

Mind Fog
 Mirage Arcana
 Night Terrors
 Nightmare
 Overland Flight
 Passwall
 Permanency^X
 Persistent Image
 Planar Binding, Lesser
 Probe Thoughts (Wizards only)
 Prying Eyes
 Quincke's Suffocating Hands
 Rain of Fire
 Repel Undead
 Safeguard from Force
 Secret Chest^F
 Seeming
 Sending
 Shadow Evocation
 Summon Monster V
 Symbol of Pain^M
 Symbol of Sleep^M
 Telekinesis
 Telepathic Bond
 Teleport
 Transmute Mud to Rock
 Transmute Rock to Mud
 Wall of Force
 Wall of Stone
 Watery Waves of Death
 Waves of Fatigue

6TH-LEVEL SORCERER/ WIZARD SPELLS

Acid Fog
 Analyze Dweomer^F
 Antimagic Field
 Badger's Burrow, Mass
 Bat's Sight, Mass
 Bear's Endurance, Mass
 Beaver's Bite, Mass
 Bison's Stampede, Mass
 Boar's Ferocity, Mass
 Bull's Strength, Mass
 Camel's Stamina, Mass

Canine's Scent, Mass
 Cat's Grace, Mass
 Chain Lightning
 Cheetah's Sprint, Mass
 Circle of Death^M
 Contingency^F
 Control Water
 Coyote's Dirge, Mass
 Create Undead^M
 Crocodile's Breath, Mass
 Disintegrate
 Dispel Magic, Greater
 Dolphin's Leap, Mass
 Donkey's Stability, Mass
 Eagle's Splendor, Mass
 Elemental Orb, Greater
 Elemental Summons III
 Elephant's Trample, Mass
 Eyebite
 Flesh to Stone
 Forceful Hand
 Fox's Cunning, Mass
 Freezing Sphere
 Geas/Quest
 Globe of Invulnerability
 Guards and Wards
 Hawk's Eye, Mass
 Heroism, Greater
 Hummingbird's Flight, Mass
 Legend Lore^{MF}
 Lion's Pounce, Mass
 Mage's Lucubration (Wizard only)
 Mislead
 Monkey's Grip, Mass
 Move Earth
 Mustang's Speed, Mass
 Otter's Claw, Mass
 Owl's Wisdom, Mass
 Permanent Image
 Planar Binding
 Programmed Image^M
 Raccoon's Mask, Mass
 Raven's Glide, Mass
 Repulsion
 Rhino's Charge, Mass

Shadow Walk
 Shark's Scent, Mass
 Skunk's Smell, Mass
 Snake's Strike, Mass
 Songbird's Tune, Mass
 Stone to Flesh
 Suggestion, Mass
 Summon Monster VI
 Symbol of Fear^M
 Symbol of Persuasion^M
 Toad's Coloration, Mass
 Transformation^M
 True Seeing^M
 Turtle's Shell, Mass
 Undeath to Death^M
 Veil
 Vermin Growth
 Wall of Iron^M
 Weasel's Grasp, Mass
 Wolf's Sight, Mass
 Wolverine's Rage, Mass

**7TH-LEVEL SORCERER/
 WIZARD SPELLS**

Arcane Sight, Greater
 Badger's Burrow, Greater
 Banishment
 Bat's Sight, Greater
 Bear's Endurance, Greater
 Beaver's Bite, Greater
 Bison's Stampede, Greater
 Boar's Ferocity, Greater
 Bull's Strength, Greater
 Camel's Stamina, Greater
 Canine's Scent, Greater
 Cat's Grace, Greater
 Cheetah's Sprint, Greater
 Control Undead
 Control Weather
 Coyote's Dirge, Greater
 Crocodile's Breath, Greater
 Delayed Blast Fireball
 Dolphin's Leap, Greater
 Donkey's Stability, Greater
 Eagle's Splendor, Greater

Elemental Summons IV
 Elephant's Trample, Greater
 Ethereal Jaunt
 Finger of Death
 Forcecage^M
 Fox's Cunning, Greater
 Grasping Hand
 Hawk's Eye, Greater
 Hide the Deed^M
 Hold Person, Mass
 Hummingbird's Flight, Greater
 Insanity
 Instant Summons^M
 Invisibility, Mass
 Limited Wish^X
 Lion's Pounce, Greater
 Mage's Magnificent Mansion^F
 Mage's Sword^F
 Monkey's Grip, Greater
 Mustang's Speed, Greater
 Otter's Claw, Greater
 Owl's Wisdom, Greater
 Phase Door
 Plane Shift^F
 Power Word Blind
 Prismatic Spray
 Project Image
 Quincke's Strangling Hands
 Raccoon's Mask, Greater
 Raven's Glide, Greater
 Redirect Teleportation
 Reverse Gravity
 Rhino's Charge, Greater
 Scrying, Greater
 Sequester
 Shadow Conjuration, Greater
 Shark's Scent, Greater
 Simulacrum^{MX}
 Skunk's Smell, Greater
 Snake's Strike, Greater
 Songbird's Tune, Greater
 Spell Turning
 Statue
 Steadfast Charm
 Summon Monster VII

Symbol of Stunning^M

Symbol of Weakness^M

Teleport Object

Teleport, Greater

Toad's Coloration, Greater

Turtle's Shell, Greater

Vision^{MX}

Waves of Exhaustion

Weasel's Grasp, Greater

Wolf's Sight, Greater

Wolverine's Rage, Greater

8TH-LEVEL SORCERER/ WIZARD SPELLS

Aging

Antipathy

Binding^M

Charm Monster, Mass

Clenched Fist

Clone^{MF}

Create Greater Undead^M

Deluge^M

Demand

Dimensional Lock

Discern Location

Elemental Summons V

Enlarge Monster, Mass

Horrid Wilting

Incendiary Cloud

Iron Body

Irresistible Dance

Maze

Mind Blank

Moment of Prescience

Planar Binding, Greater

Polar Ray

Polymorph Any Object

Power Word Stun

Prismatic Wall

Protection from Spells^{MF}

Prying Eyes, Greater

Reduce Monster, Mass

Scintillating Pattern

Screen

Shadow Evocation, Greater

Shout, Greater

Summon Monster VIII

Sunburst

Symbol of Death^M

Symbol of Insanity^M

Sympathy^F

Telekinetic Sphere

Temporal Stasis^M

Trap the Soul^{MF}

9TH-LEVEL SORCERER/ WIZARD SPELLS

Astral Projection^M

Bonds of Marriage (female casters only)

Crashing Wave

Crushing Hand

Debtor's Recall

Dominate Monster

Elemental Summons VI

Energy Drain

Etherealness

Foresight

Freedom

Gate^X

Hold Monster, Mass

Imprisonment

Mage's Disjunction

Meteor Swarm

Power Word Kill

Prismatic Sphere

Quincke's Asphyxiating Hands

Refuge^M

Shades

Shapechange^F

Skelfer's Reckoning

Soul Bind^F

Steadfast Charm, Mass

Summon Monster IX

Teleportation Circle^M

Teleportation Ward^{MX}

Time Stop

Wail of the Banshee

Weird

Wish^X

WOKAN SPELL LIST

0-LEVEL WOKAN SPELLS

Create Water

Dancing Lights

Detect Magic

Detect Poison

Flare

Know Direction

Light

Mending

Message

Prestidigitation

Ray of Dirt

Ray of Frost

Read Magic

Resistance

Waft

1ST-LEVEL WOKAN SPELLS

Alarm

Burning Hands

Calm Animals

Charm Person

Coyote's Dirge

Detect Animals or Plants

Dust Devil

Elemental Orb, Lesser

Endure Elements

Entangle

Hawk's Eye

Hold Portal

Hypnotism

Longstrider

Magic Dagger

Magic Missile

Mud

Pass Without Trace

Protection From Chaos/Evil/Good/Law

Resist Element

Resist Energy

Shield

Shocking Grasp

Sleep

Snake's Strike

Speak With Animals
Summon Nature's Ally

2ND-LEVEL WOKAN SPELLS

Animal Trance
Barkskin
Bat's Sight
Bear's Endurance
Beaver's Bite
Bison's Stampede
Blindness/Deafness
Boar's Ferocity
Bull's Strength
Cat's Grace
Cheetah's Sprint
Crocodile's Breath
Delay Poison
Detect Thoughts
Dolphin's Leap
Earthen Mallets of Smashing Retribution
Elephant's Trample
Enthrall
Giraffe's Reach
Heat Metal
Hold Animal
Hold Person
Hummingbird's Flight
Invisibility
Lion's Pounce
Locate Object
Magic Mouth
Mustang's Speed
Obscure Object
Otter's Claw
Protection from Elements
Protection From Energy
Pyrotechnics
Raven's Glide
Rhino's Charge
See Invisibility
Silence
Speak With Plants
Suggestion
Summon Nature's Ally II

Summon Swarm
Tongues
Turtle's Shell
Undetectable Alignment
Vulture's Diet
Weasel's Grasp
Whispering Wind
Wolf's Sight
Wolverine's Rage

3RD-LEVEL WOKAN SPELLS

Air Blades of Slashing Retaliation
Amethyst Chain
Blink
Crushing Despair
Dispel Magic
Displacement
Dominate Animal
Earthen Mallets of Smashing Retribution
Elemental Ball
Fear
Fiery Blades of Burning Vengeance
Fly
Gaseous Form
Greater Magic Weapon
Gust of Wind
Haste
Keen Edge
Magic Circle against Chaos/Evil/Good/Law
Mephit's Breath^M
Metallic Blades of Cutting Revenge
Plant Growth
Remove Curse
Remove Disease
Repel Vermin
Scrying
Searing Light
Slow
Summon Nature's Ally III
Tiny Hut
Watery Blades of Vengeful Striking
Wind Wall
Wooden Hammers of Unforgiving Bashing

4TH-LEVEL WOKAN SPELLS

Break Enchantment
Command Plants
Conglomerating Elemental Exploding Sphere
Detect Scrying
Dimension Door
Dismissal
Dominate Person
Elemental Shield
Fire Shield
Freedom of Movement
Hold Monster
Locate Creature
Modify Memory
Neutralize Poison
Nondetection
Ruby Shackle
Summon Nature's Ally IV
Tree Stride

5TH-LEVEL WOKAN SPELLS

Airy Winds of Destruction
Badger's Burrow, Mass
Bat's Sight, Mass
Beaver's Bite, Mass
Bison's Stampede, Mass
Boar's Ferocity, Mass
Cheetah's Sprint, Mass
Commune With Nature
Contact Other Plane
Control Water
Coyote's Dirge, Mass
Crashing Woods of Flattening
Crocodile's Breath, Mass
Cutting Shards of Metal
Dispel Magic, Greater
Dolphin's Leap, Mass
Earthen Load of Crushing
Dream
Elephant's Trample, Mass
Flame Strike
Giraffe's Reach, Mass
Hawk's Eye, Mass
Hummingbird's Flight, Mass
Lion's Pounce, Mass

Mustang's Speed, Mass
 Nightmare
 Otter's Claw, Mass
 Rain of Fire
 Raven's Glide, Mass
 Rhino's Charge, Mass
 Shark's Scent, Mass
 Snake's Strike, Mass
 Summon Nature's Ally V
 Teleport
 Turtle's Shell, Mass
 Vulture's Diet, Mass
 Wall of Thorns
 Watery Waves of Death
 Weasel's Grasp, Mass
 Wolf's Sight, Mass
 Wolverine's Rage, Mass

Badger's Burrow, Greater
 Bat's Sight, Greater
 Bear's Endurance, Greater
 Beaver's Bite, Greater
 Bison's Stampede, Greater
 Boar's Ferocity, Greater
 Bull's Strength, Greater
 Cat's Grace, Greater
 Cheetah's Sprint, Greater
 Control Weather
 Coyote's Dirge, Greater
 Crocodile's Breath, Greater
 Diamond Bonds
 Dolphin's Leap, Greater
 Elemental Orb, Greater
 Elephant's Trample, Greater
 Eyebite
 Find the Path
 Fire Seeds
 Geas/Quest
 Giraffe's Reach, Greater

Greater Scrying
 Hawk's Eye, Greater
 Hummingbird's Flight, Greater
 Lion's Pounce, Greater
 Mustang's Speed, Greater
 Otter's Claw, Greater
 Plane Shift
 Raven's Glide, Greater
 Repel Wood
 Repulsion
 Rhino's Charge, Greater
 Shark's Scent, Greater
 Snake's Strike, Greater
 Turtle's Shell, Greater
 Vulture's Diet, Greater
 Weasel's Grasp, Greater
 Wolf's Sight, Greater
 Wolverine's Rage, Greater

6TH-LEVEL WOKAN SPELLS

Antilife Shell



Jeff Ward '05

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