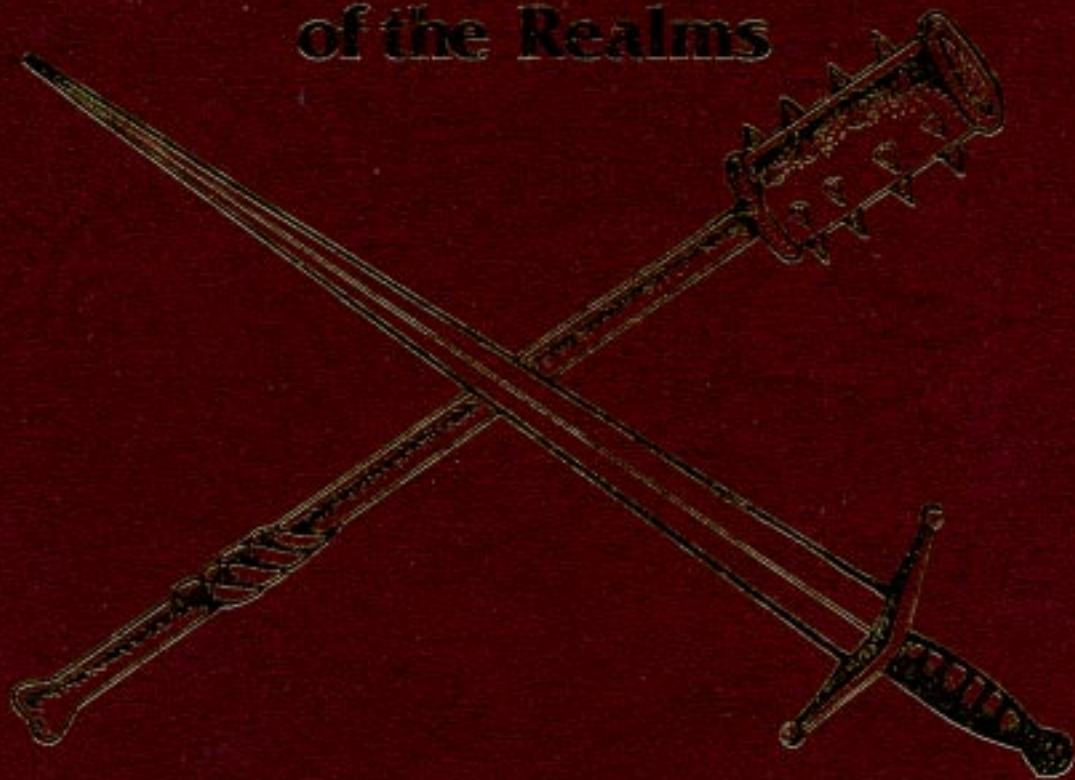


Dungeons & Dragons



Official Game Accessory

Warriors and Priests of the Realms



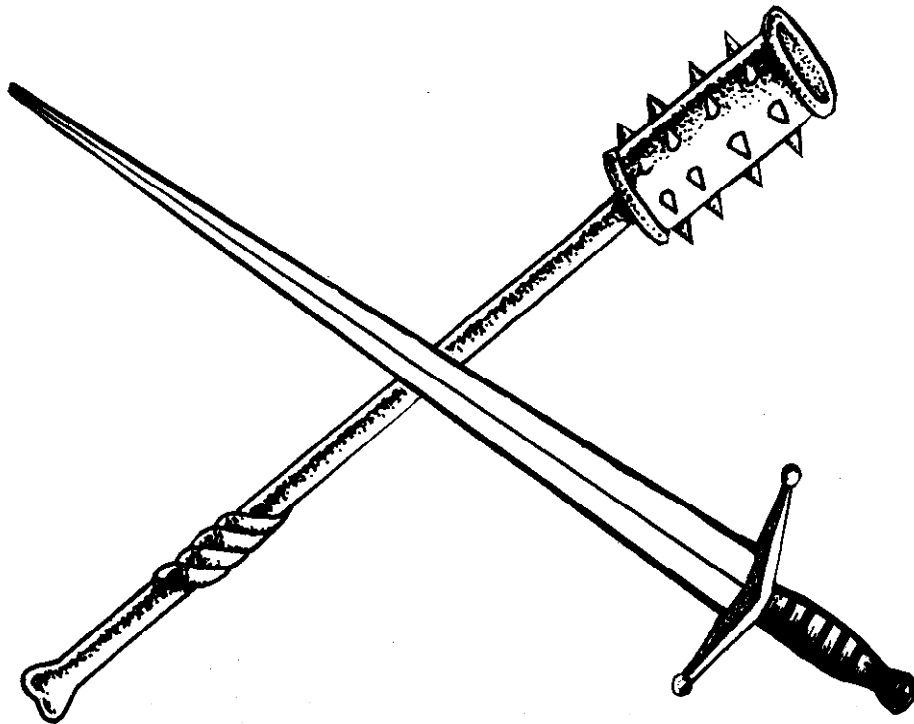
Advanced
Dungeons & Dragons



Official Game Accessory

Warriors and Priests of The Realms

by
John Terra



Advanced Dungeons & Dragons



Warriors and Priests of The Realms

Design: John Terra

Editing: Steven Schend

Project Coordination: Thomas M. Reid and David Wise

Interior Artists: Ned Dameron and John Dollar

Graphics Coordination: Bob Galica

Electronic Prepress Coordination: Dave Conant

Typography: Tracey L. Isler

This book is dedicated to my wonderful friends who let me run them through the Forgotten Realms.

Some of the neat things they do with their Realms characters have wound up in these pages:

Joel Emery, Tom Gosselin, Ken Hart, Don Manning, Milton McGorrill, Denise Rabidou, John Rennie,

Tim Royappa, Bryan Villarreal, Doris Wells, Kevin Wells, Colleen Wetzel, Dave Wetzel,
and of course my lovely wife Ellen, whose character is arguably the worst bard in the entire Realms.

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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INTRODUCTION



As anyone who does not have his head stuck in the ground well knows, Faerûn is a place of much wonder and variety. Being a bard, I have been able to experience much of this variety firsthand and even convey it – in my own humble way – through song, poetry, and prose.

Oh, didn't I introduce myself? How odd, as I enjoy hearing the sound of my name, especially when chanted by adoring crowds. I am Mendryll Belarod the Half-elven, a bard of renown, worshiper of Oghma, and constant seeker of knowledge.

I have spent the majority of my thirty-six summers on Faerûn making my living by crafting beautiful songs, gathering all manner of knowledge, and pursuing attractive women. It is for the second of my pursuits – alas, not the third – that I am being employed here. Ah well.

I am a Waterdhavian by birth, born of a human father and an elven mother. As Waterdeep is a rather open-minded place, I grew up with no stigma against me. Both my parents still live in peace and prosperity in the City of Splendors, and they raised me well. I most certainly had a happy childhood, raised in a tolerant city where artistic skill, knowledge, and gossip are as prized as gold. Is it any wonder that the path of the bard lay ahead of me?

When I reached my twentieth summer, I left the relative safety of Waterdeep's walls and began my exploration of the Realms. I had occasion to meet many interesting personalities, and even shared some of their perils and subsequent rewards. While meaning no slight to former thief or wizard comrades, there is little doubt to me that the strength of the sword and the power of the gods are among the mightiest forces in Faerûn. Many tales have I spun about the bravest of heroes and their weapons. Never to be outdone, the gods themselves have affected many changes to our blessed world by acting through their mortal agents.

There is little surprise, then, in my desire to record my findings about the warriors and priests of Faerûn. After all, a refined warrior from cosmopolitan Waterdeep varies greatly from his sullen counterpart from the wretched Moonsea region. Just the same, the Lifewardens of Chauntea certainly represent their god differently than the Greenlords of Silvanus. Both gods command nature, true, but their priests are altogether different.

Should you become inspired by my findings, you too might seek to take up the Way of the Sword or the Path of the Devout. Stranger things have happened in response to my tales. Perhaps my next epic song shall be about the great warrior or priest you shall become!

Just bear in mind that there are many as eager as yourself, and not all fight fairly. All priests have piety, but remember that gods of good and neutrality gird their priests with truth and honesty to do their biddings while gods of evil arm their servants with cruelty. You have been warned.

Till swords part!

–Mendryll Belarod the Halfelven, devoted of Oghma. DR 1369



Using This Book

The *Warriors and Priests of the Realms* book is a FORGOTTEN REALMS® game accessory that fleshes out the Warrior and Priest groups, presenting them from the unique perspective of the Realms. With this supplement, a player can create a warrior who hails from a specific place in Faerûn or a priest of a particular Realms deity. Of course, the player and character enjoy both benefits and drawbacks connected to these features.

Warriors

In the Warriors section, the book is divided into geographical location entries. Many entries are then further broken down into individual cities or special separate kits. This closely follows the format in this supplement's companion volume entitled *Wizards and Rogues of the Realms*.

Geographical kits are usable by any warrior class (fighter, ranger, paladin), and in conjunction with kits found in the *Complete Fighter's Handbook*. Dungeon Masters must use discretion, however, as some *Fighter's Handbook* kits are inappropriate for Realms warriors. For instance, it is certainly possible to have a Sembian Swashbuckler, but it is not possible to have a desert-dwelling Anauroch Pirate, or a Waterdhavian Barbarian due to kit and setting specifics. A good rule of thumb is this: If there is a contradiction between the *Fighter's Handbook* kit and the Realms kit, the latter takes precedence, and all finally defer to particular character class limits.

Each kit entry contains expanded class information, covering things such as ability requirements, hit die type, starting cash, and bonus proficiencies. Things like special advantages, special disadvantages, and role-playing notes are included in the text section.

Priests

The Priests section of this book is arranged somewhat differently than the Warrior section. Rather than geographical locations, the Priest section is arranged alphabetically by deities.

Like the Warriors section, the Priests section contains the usual class information. After that, though, each entry deals with a particular type of priest found within a particular deity's faith. Note that the information can be used only with straightforward clerics, not specialty priests of a particular deity.

Each entry deals with the special benefits and draw-

backs of each priest kit. Each kit, by virtue of its unique place in a deity's hierarchy, supplements the standard cleric class rules but does not supplant the particular benefits and drawbacks of that god's specialty priest. Detailed information on Realms deities' is available in the major sourcebook entitled *Faiths and Avatars*. It provides details on each god's ethos, allowable spheres, specifics of worship, and the granted powers and abilities of their specialty priests.

Evil Priests as NPCs

DMs and players alike will notice that priest kits have been included for the evil deities as well. This has been done solely for purposes of giving player characters some heavily detailed enemies that can match the expanded abilities granted to good priest kits. Why settle for bashing a plain old priest of Cyric when you can fight a Sword of Cyric, a crazed fanatical priest whose madness comes from being touched by the Dark Sun himself? Thus, the kits of evil deities are not intended for player use; they are for nonplayer characters only!

Faith Versus Alignment

It is possible to worship a deity who is not of a PC's alignment. After all, Tempus is Lord of Battles, and any who raise a sword are doing so with his blessing, regardless of alignment.

Hence, it is possible, though not a good idea, to have an evil deity as one's primary being of devotion. A thief can venerate Mask, or a depressed or cynical PC can decide to follow Beshaba, the goddess of bad luck. Once again, the DM must use common sense. After all, it is impossible that a paladin would willingly travel with a devotee of Cyric, for example.

The ADVANCED DUNGEONS & DRAGONS® game is, above all else, a game of heroic fantasy, where heroes (whether good or neutral) put down all manner of evil beings. Be very careful in selecting a deity to follow, especially if there is any evil element in its alignment. At most, evil deities of the Realms are given lip service to stay their wrath and prevent their intervention rather than invoke it!

New Kits

The Warrior and Priest kits presented in this book are all presented in the same format, with a style similar to the standard MONSTROUS COMPENDIUM® appendix layout. Therefore, the most important infor-



mation is in an easy-to-read table, with all the pertinent “numbers” and adjustments from standard class rules in sequence. After the tabular information comes the kit description including all of its role-playing features and its special abilities and restrictions.

Class Information

Each entry begins with a description of the kit’s alterations from the normal base skills of the Warrior or Priest class. While a kit still resembles its parent class in many fundamental ways, the kit changes the class enough for unique and fun characters to develop.

Racial Requirements

Not every kit is available to PCs of every race. This is especially true in cases of geography. For instance, it is impossible to have a gnome warrior of the Ride, since all natives there are human barbarians.

Ability Requirements

Just as some kits aren’t open to all races, other kits require characters to be especially gifted in certain abilities. For instance, one would never find a silkwhisper of Sune with a Charisma of 6! Any minimum (or, rarely, maximum) ability score requirement is listed in this part of the table.

Prime Requisite

This is the most important ability score for PCs using a given kit. The prime requisite determines if the PC gains the 10% experience point bonus, described in detail in the *Player’s Handbook (PHB)*.

Advancement Table

This entry shows which experience point advancement table a player uses with this character kit. Players should pay close attention to this factor when selecting a kit, since not all kits advance at the same pace. In most cases, the more powerful a kit is, the more slowly the character advances in levels.

Hit Die Type

In the standard rules, Warrior kits use the 10-sided Hit Dice and the Priest kits use the 8-sided dice. Any exceptions to these rules will be noted here.

Attack Table

As with the Hit Die type entry, most Warrior and Priest kits use the same attack tables as their respective parent

classes. In rare cases, however, the nature of a kit might result in more or less martial training than is normally expected. When this happens, it will be recorded here.

Saving Throw Table

When kit-based PCs make saving throws, they most often do so on the table of their respective parent classes. However, there are exceptions, and some kits do use the saving throw tables of another class. In extremely rare cases, a kit might note here that a player should split saving throws over different classes. Some of the PC’s saving throws are made as one class, while others are made as if the PC belonged to another class entirely. While rare, it ensures that the PC gains the best possible saving throws against harm.

Exceptional Strength?

The *ADVANCED DUNGEONS & DRAGONS* core rules indicate that only members of the Warrior class are eligible for Exceptional Strength scores, and that rule still applies for the Warrior kits in this book. The entry will spell that out nonetheless, to avoid confusion. In addition, some Priest kits are also entitled to the same bonus by virtue of the deity they serve, provided they have a Strength score of 18.

Exceptional Constitution?

As a rule, only Warrior classes are allowed to have more than a +2 hit point bonus for high Constitution scores above 16. However, some Priest kits may be similarly blessed, and these will be noted here. Naturally, all of the Warrior kits have Exceptional Constitution, but the entry will spell that out to avoid any confusion.

Spell Ability

If a Warrior kit has spell ability, it will be listed here. All Priest kits have spell ability as priests, of course. There are also some rare cases where a certain kit also has access to wizard spells as well. In all cases, further information will be presented in the entry’s text.

Starting Cash

Starting wealth available to PCs using these kits will vary according to the respective kit. The entry here indicates the number and type of dice rolled to determine how much money a player has to equip his PC when starting out. The number rolled on the dice is multiplied by 10 to obtain an exact gold piece total. These dice and starting numbers supersede the standard starting cash dice allowed in the *PHB*.



Proficiency Information

If the optional proficiency rules are being used in the campaign, this section of the entry provides the proper information on the number of proficiency slots available, the allowable nonweapon proficiency groups, and the frequency with which additional slots are attained.

Weapon Slots

This entry indicates the number of initial weapon proficiency slots available to a PC built with this kit.

Additional Slot

As PCs advance in level, they become more proficient in combat with an increasing number of weapons. This indicates the number of levels a PC must gain in order to earn an extra proficiency slot.

Nonproficiency Penalty

If a PC is forced to use a weapon that he has never used or even learned how to use, his attack rolls will suffer. This entry indicates the exact penalty applied against the PC's attack roll when using such unfamiliar weapons.

Nonweapon Proficiency Slots

This entry indicates the number of initial nonweapon proficiency slots available to the PC.

Additional NWP Slot

As a PC gains more experience, he is able to learn how to do more things. This entry indicates the number of levels a PC must advance in order to earn an additional nonweapon proficiency slot.

Available Categories

All nonweapon proficiencies in the AD&D® game are divided into categories (General, Warrior, Rogue, etc.) that reflect the skills normally associated with a specific class. As in the normal rules, characters can use skills from other categories, but they cost additional slots to use.

Bonus Proficiencies

Certain kits start with extra nonweapon proficiencies, reflecting special initial training or other circumstances. Players need not allocate slots for their PCs to use these bonus proficiencies, but they may do so in order to raise the basic roll for success.

For example, a warrior from the Ride receives the land-based riding nonweapon proficiency automati-

cally. The riding nonweapon proficiency uses Wisdom with a check modifier of +3 for its base score. With this warrior's Wisdom of 12, the total adjusted ability score is 15. The skill is recorded on her character sheet and it is noted that it fills "0" slots. If the player wants her PC to have a better score in land-based riding, she may allocate an additional slot for each +1 increase to her total adjusted ability score. Thus, the player of the warrior from the Ride allocates two slots to land-based riding, boosting the total adjusted ability score to 17.

Recommended Proficiencies

Recommended proficiencies are similar to bonus proficiencies in that they reflect skills common to a kit. However, they are definitely not mandatory. They serve merely as guidelines for players to create characters with a wide range of skills that PCs of that particular kit are likely to have. Note that each recommended proficiency *does* require the normal slot allocation.

Overview

Following the tabular information is at least one paragraph generally noting the kit, its primary distinctions from other kits, and how it fits into a Realms campaign. This description is not intended to be a fully detailed essay, but rather to give players a capsule description that they can browse as they decide on a character kit.

Description

Almost every character kit has a certain "look" to it. This might include favored types of armor, clothing, ornaments, tattoos, hairstyle, or whatever else is appropriate. In some cases, the description even gives guidelines on general appearance (groomed, dishevelled, covered in blood), and even aroma. Whenever such information is applicable, it will be mentioned here.

Players and Dungeon Masters alike should be aware that not every PC of a kit looks precisely the same ("Oh look, a man covered in blood. . . . That must be a priest of Tempus, Lord of Battles!"). Minor deviations are allowed in general, and other changes can be made as long as they stay consistent with the role-playing (A priest of Tempus at a state dinner would not remain covered in gore!). Caution must be exercised, however, lest the PC stand out too much, and be shunned (or worse) by his peers.



Role-Playing

This entry gives the player the necessary information to make his portrayal of his PC even more realistic. General traits are presented here, and, when appropriate, even specific personality details are suggested. As a rule, the Priest kits are more inflexible, since the kits are set up to allow PCs to be representatives of their deities; the personality traits given for priest kits are endemic to most worshipers and clergy of that particular deity.

As with the Description entry above, it is important to note that not *every* PC in a certain kit acts precisely the same. There are exceptions, but once again, the DMs and players should exercise caution. These role-playing tips are not exclusive and can be supplemented with other traits for individual characters. Therefore, while two different players with priests of Helm must play both characters as serious, stolid guardians, one could be a compassionate protectress while the other could be a stern, obsessive defender with a fiery temper.

Special Advantages

Every kit has some special abilities that set the character apart from those of the same class and other kits in that same class. This might be anything including saving throw bonuses, special talents like thieving abilities, extra spells, granted powers, or the power to turn undead. In addition, any entries on the table that require clarification will be detailed here.

Special Disadvantages

It is certainly not fun for any challenge-loving role-player to have a PC that only has advantages and nice gifts. Disadvantages provide what are often interesting challenges for role-players, and they also serve to balance the kit against other classes and kits.

These disadvantages weigh against the abilities gained by each particular kit. Some disadvantages are minor nuisances like penalties on interaction rolls with NPCs, saving throw penalties, or longer spellcasting times. Other kits have potentially major threats to overcome, such as vows of absolute poverty, automatic death sentences from worshipers of rival deities, or the inability to refuse any battle challenge.

Geography Versus Faith

Remember that the fundamental difference between the Warrior kits and the Priest kits is that the former is divided up by geographical areas, and the latter is split up by deity. If there are any special geographical considerations for a particular Priest kit, they will be discussed in the respective kit description. For example, priests of Cyric are not particularly welcome in Zhentil Keep after its destruction, since it is now common knowledge that Cyric himself engineered the attack on the Keep.

Good Versus Evil

Once again, it must be stressed that the Warrior kits of evil city groups and the Priest kits of evil gods are intended for use as NPCs only. They are not presented here for use as player characters. The evil deities of the Realms, no matter how attractive a facade some may adopt, are a brutal, violent, and corrupt lot. To have a player character emulate and support such a deity is to violate the whole spirit of heroic adventure built into the FORGOTTEN REALMS campaign world. Neutral deities have enough moral latitude for those players who do not want to be saddled with only "goody two-shoes" priests.



The Harper



here are many power groups, big and small, in Faerûn. Some aspire to conquest, and others long to defend the weak against such conquest. Of the latter category, I declare that none are as enigmatic (or as frustrating) as the Harpers.

That the Harpers are a force for good, I shall not dispute. In fact, one would find it hard to find any good-hearted souls who would deny this. However, the methods of the Harpers, as well as their definition of good, rattle some and confuse others.

First of all, let me say directly that I am most certainly NOT a Harper. Not everyone with a golden voice is a Harper, and not every Harper has a golden voice, if you grasp my meaning.

Harpers seem to focus their vision on the greater good in the broadest sense of the term. They seem to care little for kings and countries. To them, the defense of the weak and the preservation of nature are goals of equal weight. If they need to run afoul of the plans of kings who are essentially good in their outlook, then so be it.

Harpers rely on secrecy and anonymity to pursue their goals. This causes them to be mistrusted sometimes by well-intentioned folk who value openness and forthrightness in the struggle against evil and oppression. In my humble opinion, you would sooner find a nearsighted beholder than you would a paladin in the Harpers' organization.

People of any race and any profession may be part of the Harpers' organization, though rangers, druids, and bards seem to be the most prominent members. However, these are merely those like-minded folks of particular professions who are of the Harper organization.

There are warriors whose careers are tied only to the Harpers. They are fully dedicated to the Harpers' cause and are trained to fulfill the Harpers' goals. In essence, their adventuring lives are established by and dedicated to this mysterious organization, as opposed to others who establish vocations and become Harpers later.

If you have not yet decided a career for yourself, and the goals and disposition of the Harpers match yours, then read on. You may find the perfect calling within the next few pages!

Be warned, though. As a Harper, you cannot run around proclaiming your status to all who would listen. You cannot use your position for excessive personal gain. What's more, you never know when some important elder Harper may summon you on a mission of grave importance, one that you may very well not return from. Being a Harper is a privilege, but it is a responsibility even more.

Those responsibilities are the reasons why I have not joined, and never would, even if begged. I am accountable only to myself and those comrades with whom I have thrown my lot. However, if you do not shrink from fighting the good fight from the shadows, read on and join up. All I can do is wish the blessings of Tymora's smile upon you, for you shall need them!

— Mendryll Belarod the Halfelven





Ability Requirements: Strength 12, Dexterity 13, Wisdom 14

Prime Requisites: Strength, Wisdom

Races Allowed: Any

Those Who Harp, or Harpers as they are better known, are a loose-knit band of brave souls who oppose the forces of evil at every opportunity. Whether their actions center on the dark plots of the Zhentarim or on the expansionist plans of a power-hungry king, the Harpers risk their lives—and oftentimes sacrifice them—for the greater good of the people. Despite their activities, however, the life of a Harper is not always played out on the stage of battle.

Stealth and clever thought are as highly prized—nay, more so—as a Harper’s strength in battle. Turning an enemy’s own machinations against him or simply spreading word of his actions to his enemies have proven far more effective tactics for the Harpers than any martial battles over the last 400 years. There are times when a battle must be fought to stop some horrible plot or foe, times when the best-laid plans of the Harpers have proven ineffective and it comes down simply to strength of arms and convictions. These are the times upon which ballads are based and friends are lost to the uncarving sands of history.

Those who have made the decision to commit their lives to Those Who Harp must agree to abide by the Code of the Harpers. While this reference is not intended to cover every aspect of Harper conduct, the central points are:

- Harpers work against evil wherever they find it, always mindful of the consequences of their actions.
- All beings should walk free of fear, with the right to live their lives as they wish.
- Laws are good so long as they are just and those who enforce them are lenient and understanding.
- No extreme is good; there must be a balance in all things.
- Pride never rules the deeds of a true Harper—No task is too menial, no assignment too routine.
- Harpers police their own; traitors to the harp must die.
- History provides the light by which a Harper can see the future stretched out before him.

For a complete listing, refer to FOR4 *The Code of the Harpers* (#9390).

All Harpers are of either neutral or good alignment. A Harper who has a score of 16 or more in both Strength and Wisdom gains a 10% bonus on earned experience points.

A Harper makes all saving throws and attack rolls on the warrior charts. The kit’s experience point advancement is equivalent to that of a ranger. As a subclass of a warrior, Harpers cannot specialize in a weapon. Harpers are free to wear any armor they choose, but they suffer penalties to their *hide in shadows* and *move silently* rolls accordingly. These adjustments are found on Table 2.

At 1st level, a Harper does not have her Harper’s pin. In fact, many initiates to the organization begin by undertaking a quest or journey for Those Who Harp. She may be followed by a veteran Harper who watches her, observing how she handles the tasks before her and coming to her aid if she gets in over her head. There is no set level at which a pin is given to an initiate; once a newcomer has proven her worth and good intentions to her companion Harper, she may be rewarded by receiving the pin at a special ceremony attended by other Harpers, usually at 2nd or 3rd level.

At 5th level, the Harper gains the ability to *pass without trace* (as the spell) once per day. Many consider this gift to be a blessing from one of the many powers who sanction the actions of Those Who Harp. For every three levels attained thereafter, the Harper can affect one additional creature (two creatures at levels 8-10, three at levels 11-13, etc.).

All Harpers begin with the following special abilities, detailed below. This table assumes that the character striving to be a Harper has trained for it most of her young life. If a player’s pre-existing human character decides to become a Harper (by the Dual-Class rules), the DM is totally within reason to make that character spend time training with another thief, ranger, or Harper in an effort to learn these core abilities before entering the Harper subclass.



Table 1: Harper Abilities

Harper Level	Hide in Shadows	Move Silently	Identify Rune	Sign Language
1	10%	15%	10%	-
2	14%	20%	15%	-
3	18%	25%	20%	-
4	23%	30%	25%	-
5	28%	37%	31%	-
6	33%	44%	37%	15%
7	38%	50%	43%	20%
8	44%	60%	49%	25%
9	50%	65%	55%	30%
10	56%	71%	63%	37%
11	62%	75%	71%	44%
12	68%	80%	79%	51%
13	74%	85%	87%	58%
14	81%	90%	95%*	65%
15	88%	95%*	95%*	75%
16	95%*	95%*	95%*	85%
17*	95%*	95%*	95%*	95%*

* Maximum percentile score.

Hide in Shadows and *Move Silently*: These Harpers' abilities work identically as those of the thief class. Like the thieves' *hide* and *move* abilities, their effectiveness is hampered by different types of armor; adjustments are in Table 2 below.

Table 2: Harper Skill Armor Adjustments

Type of Armor	Hide in Shadows	Move Silently
Elven chain	-10%	-10%
Hide	-20%	-20%
Padded or studded leather	-20%	-30%
Ring or chain	-30%	-40%
Brigandine or splint	-40%	-50%
Scale or banded	-50%	-60%
Plate mail	-60%	-80%
Field plate/full plate	-75%	-95%

Identify Rune: This ability is used primarily to determine the meaning of a particular rune left behind by a fellow Harper. Since most Harpers leave signs as to which trail is safe or the location of a hidden cache of items, the ability to correctly identify the rune is important.

This ability can be used in many ways. It can identify a rune that the character has never seen before—there

is no "Harper Academy" that teaches all the accepted symbols, but there are similarities in how the symbols are formed as well as used. Once a PC has learned a certain rune, there is no need to check each time that rune is found.

A successful identify rune check can also inform the Harper as to who left the rune. This can only be accomplished if the author of the rune has his own distinctive mark, of course. Such a check is never 100% certain, of course, but many Harpers who mark the trails and roads work in a set geographic area.

A successful check also tells whether the rune is true or not. Although many Harpers draw an extra "dot" in the symbol to indicate that it is false, they can leave marks of their own meant to confuse others who learn Harpers' marks. A successful check (with possible DM modifiers) indicates that the Harper sees a flaw with the symbol. "It looks as though this rune has been altered to appear as if it was false, when it is, in fact, true."

Sign Language: Many of the Master Harpers have an ability, similar to the drows' silent language of gestures and expressions, known as *harpspeak*. Few Harpers ever master this language, and they never teach more than a few gestures to those outside the Harper organization.

In order for a Harper to learn *harpspeak*, she must select a proficiency in modern languages at 6th level (when all warriors gain a nonweapon proficiency). This ability can be adopted then if they wish to learn it. In game terms, the Harper must be trained by another Harper of at least 9th level who knows the silent language. Finding a Harper to teach *harpspeak* could be quite a journey in itself.

Unlike standard nonweapon proficiencies, there is no proficiency check for the successful use of *harpspeak*, and you cannot spend extra proficiency slots to improve the ability. The proficiency slot simply identifies that the Harper character has learned this silent language. The percentile check is made to determine if a person notices the silent communication going on. The check also determines if the communicating Harper conveys her information quickly, clearly, and silently during a crisis. There is no middle ground; a Harper either catches the "knowing wink" by a comrade or else the "speech" is missed altogether.

Each piece of *harpspeak* builds on the action before it. A wink followed by a frown might indicate "something is wrong—go outside" while a frown followed by a wink might indicate "prepare for battle." Bits and pieces of this silent conversation cannot be discerned with any degree of certainty by anyone without knowledge of *harpspeak*.



A Harper who fails to catch the communication by rolling 96% or higher has totally misread the missive or missed an important signal earlier in the delivery. The signs might not be comprehensible (“Roll my sister through the mud pits?”), be missing some important information (“Disable those guards” could be interpreted as an attack signal when the message was “Wait silently until I disable those guards.”), or be totally catastrophic, such as an indication to kill someone when the real meaning was “That wizard is our friend.” Again, this miscommunication only occurs on disastrous proficiency check rolls.

Proficiencies

While a Harper is free to take proficiencies like any other warrior, there are a few that all Harpers have in common to one degree or another. Since part of their code deals with preserving history, an understanding of ancient history is essential. Since written history is more reliable than that told by ballads, reading/writing is also required.

Of course, there are as many different types of Harpers as there are stars under a summer sky. Priests, wizards, and rogues of every kind fill their ranks. Harpers of this kit choose proficiencies from the General, Rogue, and Warrior categories.

Weapon Proficiencies: Any

Nonweapon Proficiencies: Required—Ancient History, Reading/Writing. Recommended—Disguise, Etiquette, Heraldry, Musical Instrument, Reading Lips, Religion (Priest; double slots), Singing, Tracking.

Followers

There are two means by which a Harper attracts followers. The first is by the construction of a stronghold, while the second deals with a more active role in the Harper organization.

A Harper of 10th level who constructs a stronghold has decided to maintain a base of operations. While many Harpers applaud such a move, many others quickly point out the dangers of setting up a permanent camp. Zhentarim and Red Wizard forces have been quick to attack any Harper strongholds ever erected. By knowing the location of a permanent Harper base, agents of these dark forces can watch the activities of anyone that has contact with the ruler of this stronghold. Still, there are

those who, for one reason or another, advertise their presence to the various dark forces they have opposed over the years (Elminster of Shadowdale is one of them).

Once a stronghold has been built, the Harper attracts followers as a fighter would. In addition to those, she also receives an extra unit of elite troops. All of these followers may see a lot of action if the Harpers’ enemies attempt to destroy the stronghold. Harpers who do not build a stronghold still attract other creatures with goals similar to their own. These followers are aware of the Harper’s status, and they form an elite core of bodyguards and operatives from which the Harper can draw. At 10th level, the Harper attracts 2d6 followers. Roll percentile dice and consult the table below.

Table 3: Harper Followers

Roll (d100)	Follower
1-10	5th-level fighter (human)
11-17	4th-level ranger (half-elf)
18-25	4th-level bard (elf)
26-35	5th-level thief (human)
36-37	Pegasus*
38-42	4th-level illusionist (human)
43-45	4th-level illusionist/thief (gnome)
46-65	3rd-level fighter (human)
66-71	5th-level priest (any race)
72-73	Werebear/weretiger*
74-79	5th-level wizard (human)
80-83	5th-level paladin (human)
84-85	Wood Giant*
86-90	7th-level bard (any race)
91	6th-level diviner (human)
92-94	3rd-level fighter/wizard/thief (elf)
95-96	6th-level priest (any race)
97-98	Dragon*
99	Infiltration Attempt*
00	Spectral Harpist*

* If this result has already been generated, roll again on this table.

Dragons: This is always a metallic dragon of juvenile age (26-50 years old) that has heard of the Harper’s deeds and is intrigued enough to want to associate with the Harper on a limited basis. This dragon is not at the Harper’s beck and call, but comes and goes as it pleases. In any event, the dragon departs when it becomes an adult (101 years). Regardless of any friendship with the Harpers, few dragons ever leave their lairs once they are established or place them where others, including friendly Harpers, could easily get to them.



Infiltration Attempt: Sometimes tales of a Harper's exploits spread farther than expected. In this instance, enemies of the Harpers (the Red Wizards, Zhentarim, etc.) attempt to plant a spy into the PC's camp. Such traitorous "followers" are extraordinarily difficult to uncover and could be the driving force behind many adventures.

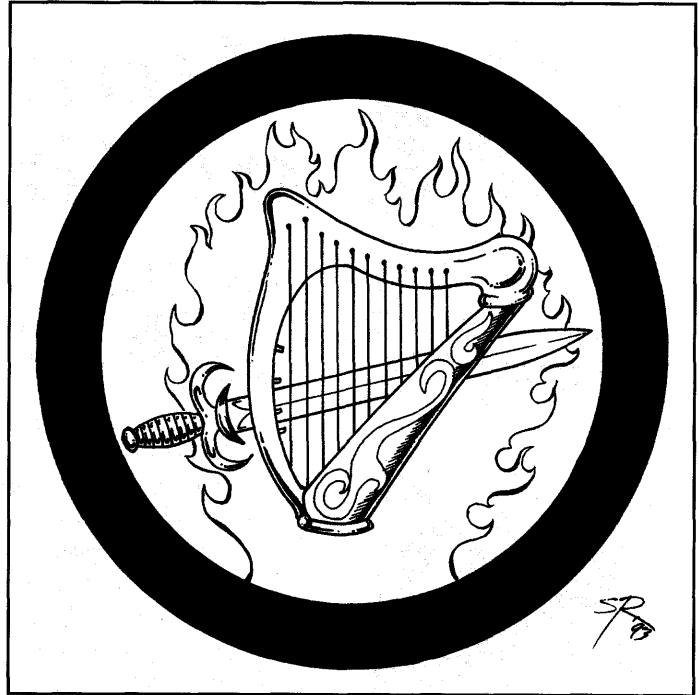
Spectral Harpist: The spectral harpist is an undead creature—formerly a Master Harper—who was killed while serving the Harpers. His duty unfulfilled, the harpist roams the land trying to complete its mission. Through fate or other powers, his path crosses with that of the PC.

In order to complete its mission, the harpist needs the assistance of the PC. If the Harper aids the harpist, the undead spirit agrees to stay and aid the Harper for a set period of time, generally no more than a year or two. Once this time has expired, the spectral harpist finally finds peace. These creatures are detailed in *The Code of the Harpers*.

Like any others, these followers expect to be paid for their efforts. While they stay with the PC through thick and thin, they expect fair shares of treasure based on the amount of danger they are placed in by the hero. Only the spectral harpist requires no monetary reward.

Harpers must never knowingly perform an evil act. If they do, they are immediately stripped of all special abilities and become normal fighters. Only a properly worded *wish* that negates their evil act, or a suitable quest can restore their status as Harpers.

Harpers under magical control who perform an evil act must atone for their actions. Such atonement could take the form of an NPC priest casting *atonement*, or it could be as simple as slaying the one responsible for the control.



Role-Playing

Foremost in a Harper's mind is the thought that secrecy must be maintained. Only good-aligned persons who have proven their loyalty should know their comrade is a Harper. This knowledge is never given lightly.

A Harper must always work to be sure the greater good is maintained. This can transcend national boundaries and sometimes runs counter to laws or individual choices. A Harper must always be ready to fight for this greater good whenever necessary.



Warrior Kits of The Realms



et us begin our learning with the warriors. Speaking as a bard, I know of many epics that feature some warrior or another going off to defeat some menace with naught but courage and a trusty weapon. We all know the stories, and a few may even prove to be true.

Despite my tendency not to be overly enamored with those who use muscle over cleverness, I maintain that we do a disservice to warriors by putting them all together into one large group. Aye, you heard me right. There is more to many warriors than just suits of armor and weapons. You see, I believe there are differences between being of a city, and from a city. There is a difference between a fighter of Sembia, and a fighter from Sembia, if I may explain.

I am well aware of the life of an “adventurer” – how I despise that term! – for it is the life I have chosen for myself. Those who choose this life tend to move around quite often. One month, we may be from Raven’s Bluff, the next, we may be from Thentia. Ah, but if someone is of a city or nation, one’s own personality is molded by that place. Though ‘tis quite foolish to immediately judge everyone from the same locale similarly, most folk from a particular area will more often than not display certain traits and behaviors. To paraphrase an old, tired ballad, “He may wander far from Cormyr, but Cormyr is with him always.” Do you understand what I am saying? Am I going too fast for some of you warriors out there? No, no, be not angry, ‘twas only a jest, and a poor one at that.

A warrior raised or trained in a certain locale, no matter how many new things he learns while traveling the Realms, will always display a number of characteristics commonly attributed to his original home. Certainly, such a warrior may add on other new habits, quirks, and such, but the core of his being remains the same. “Once a harsh Mooneye, always a harsh Mooneye,” I always say.

Thusly, a noble warrior of Waterdeep is more likely to be better educated than most, and a bit more refined and polite within high society. A warrior from the Ride will almost always be a good horseman. A warrior from mercantile Sembia knows the value of precious metals, rare gems, and how much he needs to be paid in order to perform mercenary service. Warriors from the Moonsea region undoubtedly know how to cope with harsh weather and can survive off the land easier than most.

Join me now as we take a tour of a portion of the Realms, and learn what sorts of warriors each geographical location is known for. If you happen to be of one of these sites, you should know what it is that you are entitled to as you begin your adventuring career. Just keep in mind that, in many instances, all the skills and traits you start your career with are help, and some may end up being hindrances to you after all. All warriors – indeed, all people – are the sum of their parts, for good or ill to us all.

Mendryll Belarod the Halfelven



Warriors of The Dales

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	See individual entries
Recommended Proficiencies	Survival

Overview

The natives of the Dalelands have a reputation of being brave, direct people who mind their own business and expect others to do the same. Many competent, unpretentious warriors come from the Dalelands.

Description

With the Dales caught between Cormyr, Cormanthor, and the Moonsea, there are always activities afoot by a number of different groups that need to be resolved. For years, the Dales were awash with people looking to claim the Dales as their own territory, whether they were from Zhentil Keep or Suzail. As a result, the warriors of the Dales are ready for action at all times, and they tend to wear very functional clothing and armor. They shy away from ostentatious displays of rank, family coats of arms, or ornamentation. To a warrior from the Dalelands, sturdy armor, a reliable weapon, and a utilitarian cloak are all that are needed to defend their dale from unwanted trespassers.



Role-Playing

The rustic simplicity of life in the Dales often produces a rugged, self-reliant warrior who is proud of his homeland and its history of independence. He is often quite brave, especially in the defense of the Dales, but he is hardly one to take foolish chances.

Of all the adventuring classes, warriors are the most plentiful in the Dalelands. The reason for this is simple: Many a Dalesman has had to take up arms in order to defend his home from the external threats all around the Dales. As a result, many Dale warriors are reactive in their thinking, preferring to answer actions with their own rather than initiating them.

Warriors of the Dales have no difficulty at all in going to other lands to adventure, but most of them would rather deal with the problems in their home Dales first, then confront the problems within the rest of the neighboring Dales. Facing the greater evils of the rest of the Realms ranks last among the priorities of a fighting Dalesman. If they hear rumors of local menaces or mysteries lurking in their own backyards, they will seek them out first above everything else. They may often be smart enough to realize the greater



threats beyond their borders need to be dealt with, but their hearts belong to their homeland first.

Like most of their fellow Dalesmen, Dale warriors are slow to trust strangers. This is manifested by a reserved approach to conversation, and a reluctance to rely on strangers for help. They are not dismissive of people they do not know, but it takes them a while to warm to people from outside the Dales. If a person presents a suspicious or mysterious first impression, it will take him or her longer (if ever) to be accepted or befriended by any Dalesman. Once the distrust fades, however, one is hard pressed to find a more loyal and dependable comrade than a Dalesman warrior. They are brave, selfless, loyal allies who are always willing to share a healthy dose of their common sense with their comrades for the benefit of the party.

Special Advantages and Disadvantages

All Dalesman warriors gain a +2 bonus to morale checks when they are engaged in battle anywhere in the Dalelands. In addition, each Dalesman warrior gains a +1 to attack rolls and saving throws when fighting in defense of his home Dale.

Additional benefits and specific liabilities are listed below, according to the particular Dale.

Archendale

Archendale sees itself as the most influential Dale, and has the most powerful army. As a result, its warriors tend to be a bit better trained than their other Dale counterparts. To reflect this, each Archendale warrior gains one additional initial weapon *and* nonweapon proficiency. The nonweapon proficiency *must* come from the Warrior group.

In disadvantages, the arrogance of Archendale warriors is a constant irritant to other Dalesmen. To show this, assign a -2 penalty to reactions when dealing with Dalesmen from outside of Archendale, and a -1 penalty when talking with non-natives of the Dales.

Battledale

Despite the impressive-sounding name, Battledale is a sparsely-populated Dale with a very peaceful and heavily agricultural environment. A Battledale warrior automatically gains the agriculture nonweapon proficiency as a bonus. Also, there is a 50% chance that any two Battledalesmen in a group know each other, or at the very least have heard of each other.

On the other hand, due to Battledale's peaceful nature, warriors start out with one less initial weapon proficiency. This dale was the site of the great battle against Lashan, but that was a decade ago, and the Dale is now quite sedate once again.

Daggerdale

Daggerdale has endured over five decades of incursions by raiders, bandits, and monsters of numerous types. Zhentarim spies have infiltrated the Dale, making life miserable for the folk. The surrounding countryside is lawless, and Dagger Falls is still fully under the grip of the Zhentarim. Daggerdalesmen are even more paranoid about strangers than other Dalesmen, and to earn the trust of one is a difficult task.

All Daggerdale warriors get a free choice of either the agriculture or hunting nonweapon proficiencies as a bonus proficiency. Also, each warrior starts out with 500 experience points already to their credit, reflecting the fact that most of the local warriors have already been baptized in battle by blood and steel.

Conversely, the Zhentarim occupation force has managed to play havoc with the Dale's economic shape. As a result, all equipment purchased in initial outfitting costs 10% more. Also, starting cash for a Daggerdale warrior is only 4d4 (x10) gold pieces.

Deepingdale

Deepingdale is known for its longstanding friendship with elves and half-elves. It is also famous for its natives' overall respect for nature, replacing felled timber from the surrounding forests. Its environs are also noted for the healthy abundance of game animals, also due to Deepingdale's care in not overhunting the forests. All Deepingdale warriors get a bonus of either the hunting nonweapon proficiency or the modern language proficiency in the elvish tongue.

On the down side, this Dale's goodwill toward elves and half-elves does not go unnoticed by those races or specific persons who hate elves. Elven enemies—drow, orcs, and many others, for example—will first attack Deepingdale warriors, as "they have the stench of elves upon them."

Featherdale

The warriors of Featherdale are few and far between. This Dale is primarily a collection of rustic farming villages, and its natives are simple, honest farm-folk full of common sense. They are a hearty and wise people, and this is reflected in their rare warriors. Each Featherdale



warrior gets a +1 bonus to his Constitution and Wisdom to reflect the characteristics of his hard-working and honest upbringing.

While the warriors of Featherdale are indeed a hearty folk with lots of common sense, these traits are offset by a lesser education and a sense of passivity and lethargy. All warriors of Featherdale have a -1 modifier to their Intelligence and Charisma during the initial character creation.

Harrowdale

This is the oldest of all the Dales, and Harrowdale also has become the most important port in the Dalelands. Any ranger from Harrowdale can be a member of the Grey Riders, a band of rangers which patrols the nearby woods. A Grey Rider ranger automatically starts out with a light riding horse and the riding, land-based non-weapon proficiency.

For disadvantages, a ranger from Harrowdale who is a member of the Grey Riders is liable to be summoned back to the Dale due to an emergency. There is a flat 20% chance per month that such a crisis will arise, requiring the ranger to report back to Harrowdale immediately. Once the crisis passes, however, a month goes by before the DM needs to check for a local emergency again.

The High Dale

High Dale is the southernmost Dale, and it is home to a proud and isolated people. The mercenary company known as the Pegasus Archery Company is based here, as is its Flying Auxiliary, and this kit assumes the warrior is a member of one of the groups. A warrior from High Dale automatically gets a weapon proficiency in either the long bow or short bow. In addition, the cost for the riding, airborne nonweapon proficiency is reduced to only one slot.

Much of the weapons-training a warrior receives in this Dale focuses on the bow and arrow. Specialization in any weapon that is not the long bow or short bow takes three weapon proficiency slots, not the standard two slots.

Unfortunately, like Harrowdale's Grey Riders, the High Dale's Pegasus Archery Company and Flying Auxiliary may find themselves needed for the defense of the Dale. There is a flat 5% chance per week that there will be such a need, requiring the archer to report back immediately. Once the crisis passes, however, a month passes before the likelihood needs to be checked again.

Mistledale

Mistledale is a peaceful Dale peopled by friendly folk. Mistledale's Riders are the mounted constabulary and army for Mistledale. They also are augmented by a well-trained mounted militia. Each Mistledale warrior thus starts out with the riding, land-based nonweapon proficiency, a free light riding horse, a suit of chain mail, a spear, and a short sword.

In return for full gear and training, the disciplined and well-equipped militia of Mistledale demands three months of service per year for ten years from its warriors. The player and the DM should work out the details for this service, possibly even using it as an adventure hook. Alternately, a Mistledale warrior PC can purchase his way out of the militia, at the cost of 1,000 gp per year of service remaining. Note that when the character is created at first level, only the first year of militia service is completed.

Scardale

Scardale does not exist as an independent dale at the present time. It has been occupied by several different factions since the end of Lashan's war over a decade ago. All Scardale warriors automatically start out with 500 experience points, which represent their training and exposure to open warfare.

However, many people in the Dalelands have not forgotten, nor will forget, Scardale's attempt at empire-building, courtesy of the leadership of Lord Lashan. Consequently, a Scardale warrior suffers a -4 reaction penalty when dealing with Dalesmen from any of the other Dales.

Shadowdale

For such a quiet, pastoral dale, Shadowdale has attracted quite a few powerful personalities, including scores of adventurers. Each warrior starts out with the bonus spellcraft proficiency, due to the abundance of magic in Shadowdale and Elminster's natural longwindedness about the subject. In addition, the numerous folk who pass through Shadowdale can teach natives many things. As a result, a Shadowdale warrior can choose two of the more exotic languages of the Realms; this assumes that a traveling adventurer (or adventurers) passing through Shadowdale tutored the PC in the languages in question. Note that these two languages are not bonus proficiencies; they must be paid for normally from the allowable slots based on Intelligence.



For good or ill, Shadowdale is the home and gathering place of many adventurers and a number of the Realms' more notable personalities. Whether its visitors are Elminster, the Seven Sisters, the Knights of Myth Drannor, the Harpers, or other well-known forces of good, Shadowdale and its residents always seem to factor into major Realms-shattering events in one way or another.

As a result, there are quite a few factions and folk who carry a grudge against Shadowdale, more due to the forces of good it harbors than anything it might represent. Thus, a warrior from Shadowdale gets a -4 reaction penalty when dealing with denizens of the Underdark, Wizards of Thay, the Black Network, the Zhentilar, the Cult of the Dragon, or the Red Plumes of Hillsfar. In addition, members of the above factions will single out Shadowdale warriors in combat, to the exclusion of warriors from other locales ("You're from Elminster's town? Die, you Harper-loving dog!").

Tasseldale

Tasseldale has a militia composed of every able-bodied male resident between the ages of 15 and 64. Every Tasseldale warrior starts out with a free choice of a pike, short sword, or light crossbow, and a corresponding bonus weapon proficiency slot. Militia duties may recall a warrior from anywhere in the Realms back to Tasseldale, but the likelihood is only 5% every three months. In this case, it is a major threat to the Dale, which has prompted the Mairshars—Tasseldale's constables—to send out the assembly call to all active or retired militiamen.

A Word (or Two) of Advice

"Ahem. 'Twould seem that the young pup Mendryll is doing what a bard does best, namely making outrageous claims and presumptions without checking his facts. When will people learn that someone must spend many a winter among the folk of the Dales in order to write truthfully about the Dalelands and its

peoples? Ah well. Give the bard another century or two to mature, and mayhaps he will learn a smidgen of wisdom. After all, there is only so much one can learn in such a short time.

Speaking as one recognized as an authority on knowledge, I can honestly say that the bard in question does the average Dalesman a disservice. Why, to hear him speak of them, Dalesmen amble about like hayseeds, hitching their thumbs under their armpits and saying "Ayup" all day. One would be inclined to believe they only pick up a sword when and only when their farms are being attacked.

Well, good folk, the Dalelands may not be a cosmopolitan center like the City of Splendors, but quite a few heroes have sprung from this humble patch of the Realms. The centralized location and smaller populations of the Dales all but guarantee that much glory can be gained by brave lads and lasses who take weapons and their destinies in hand and venture forth as proud warriors.

Dalesmen are not just reactive, simply waiting for threats to come their way. Oh, certainly there are indeed many who do just that, and that gives credence to the bard's assertions of the Dalesmen's practicality. Just the same, there are many Dale-born souls whose wanderlust and zest for adventure burn as brightly in their breasts as in those of any "more civilized" adventurers.

Make no mistake about it, good gentles: The Dalelands is a birthplace of farmers and fighters alike, and not just defenders of home and hearth. 'Tis not the fault of the Dalesman warrior that his homeland has a reputation for producing common people who know when to stay home with their mouths shut, and when to go abroad and speak loudly. If more warriors from such "loftier" places as Suzail or Calimport adopted such a sensible manner, there would be much less grief rampant in the Realms, let me tell thee.

This just goes to show ye; never take everything a bard says as absolute truth. 'Reactive warriors' indeed!"

Now, Mendryll, about this apparent 'longwindedness' of mine . . ."

Elminster of Shadowdale



Warriors of The Elven Court

Class Information

Racial Requirements	Elf
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Ranger
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Modern language (Elvish)
Recommended Proficiencies	Animal lore, survival

Overview

With the retreat of the elves to the west, there are relatively few warriors of the Elven Court remaining in the scattered settlements of the Tangled Trees and Cormanthor. Still, a proud tradition remains to protect their once-proud legacies.

Description

Warriors of the Elven Court are all exclusively gold elves. They wear elven chain mail, often fashioned to resemble silver leaves, and cloaks of forest green. Their heads are sometimes adorned with precious metal circlets bearing their respective house insignias.

Role-Playing

Elven Court warriors have remained in Faerûn both to protect their retreating kinsmen and to defend any en-



during settlements. These elven warriors define themselves as guardians. They will be found outside their woods only if they are relieved of their responsibilities for a while in order for them to learn more about the current Realms.

These elves tend to be young, strong, rash, and somewhat isolated from the rest of the Realms. This results in a relatively ignorant, arrogant elf warrior who is secretive and distrustful of all outsiders. In fact, they even tend to be rather suspicious of other elves who are not direct members of the Elven Court.

Elven Court warriors are especially intolerant of dwarves within the Elven Court. They fear that a dwarf's natural tendency to build and rework stone would be sorely tested by the ruins of Myth Drannor. If so, excavations may uncover some things best left buried in the rubble, and they remained behind to guard against their escape.

Half-elves are seen as aberrations, a taint or embarrassment to a pure elven bloodline that is best kept hidden. Despite the fact that several elven communities welcome half-elves, these proud warriors and isolationists stubbornly refuse to respect or even acknowledge them.



Special Advantages

Besides the normal abilities common with all elves, Elven Court warriors have the move silently and hide in shadows abilities identical to those of rangers of equal experience levels. Each Elven Court warrior has a suit of exquisitely-made elven chain mail, with each link resembling a kind of leaf.

Due to long memories of the fall of the Elven Court by the collective Army of Darkness, Elven Court warriors get a bonus when fighting creatures like those that brought Myth Drannor low. This bonus reflects their sheer hatred of these races, amplified by their years of isolation and constant reinforcement by their elders. Players should pick two of the following races and add a +1 bonus to attack rolls against them: drow, flinds, gnolls, goblins, hobgoblins, orcs, ogres, tanar'ri, trolls, or yugoloths.

Each Elven Court warrior can speak elvish and Common. The elvish tongue is a bonus, but Common takes one nonweapon proficiency slot.

Special Disadvantages

Warriors of the Elven Court are rare. Not many are allowed to range far from home, and most of them, if given the choice, would not do so anyway. Thus, there can only be a single Elven Court warrior in an adventuring party at any given time. This restriction only applies to warriors; a party could have an Elven Court warrior and an Elven Court wizard, for example.

Warriors of the Elven Court see themselves as the elite of an elitist race. Their arrogance and isolationists' ignorance of social conventions beyond those of the Elven Court very often alienates those around them. The result is a -2 to all reaction rolls when talking with NPCs:

As sworn guardians of the remnants of the Elven Court, these warriors may be called back to the Elven Woods if a great crisis looms. These elves have an almost mystical instinct that "things are not well back home." Rather than risk failing their guardianship, no Elven Court warrior will ever venture more than 200 miles beyond the limit of Cormanthor's treeline.

Because of their gold elf comeliness, warriors of the Elven Court must have a minimum Charisma of 9.



Warriors of Cormyr

Class Information

Racial Requirements	Elf, human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	6d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Etiquette
Recommended Proficiencies	Heraldry, riding, land-based

Overview

The nation of Cormyr is a vast, old, civilized kingdom where independent adventurers are frowned upon. Cormyreans see adventurers as eccentrics, and to them the notion of adventuring for profit or fame is a throw-back to more barbarous days. However, a warrior who fights to right wrongs and bring a civilizing influence to others is accepted. Thus, a warrior of Cormyr can be a fighter of unquestionable principles with grace and skill enough to silence his critics.

Most often, fighters of such caliber in Cormyr who believe in a cause beyond themselves wear the tunics of Purple Dragons. The Purple Dragons are King Azoun's army, a well-trained force known for its staunch defense of the king's laws and will. Many of Cormyr's young boys dream of one day marching under the Purple Dragons' standard.



Description

In many ways, warriors of Cormyr are the embodiment of the "classic" warrior. They tend to favor the best types of armor money can buy, usually splint or plate. If the individual Cormyrean warrior is one to eschew heavy armor, the warrior wears well-made but functional cloaks and other finery. Coats of arms are a popular adornment, worn either on a tabard over armor, or emblazoned on a shield.

Purple Dragons wear field plate armor and steel helmets when they are adventuring abroad. A tabard decorated with a rampant purple dragon proclaims their allegiance to the King's personal army.

Role-Playing

A typical Cormyrean warrior comes from a powerful, civilized nation, and he or she knows it. Even if they are not all paragons of virtue, Cormyrean warriors conduct themselves with honor, pride, and style.

Cormyrean warriors pride themselves on their civilized behavior, which includes knowledge of social etiquette to serve them in any social or political situation. Unfortunately, Cormyrean warriors also tend to be arro-



gant, talking down to those who they consider “less refined” or “less civilized.” They also decry those whose motives may be less noble than their own. Ofttimes, this arrogance is unintentional, and not meant as an insult.

Purple Dragons, whether adventuring on Cormyr’s frontiers or beyond, are disciplined warriors whose military bearing is always obvious. They know that their ultimate allegiance is to King Azoun and the nation of Cormyr as a whole. Like the independent civilian warriors, national pride runs strong and deep, coloring most of their actions.

Special Advantages

Cormyrean Warriors

Cormyrean warriors get the etiquette nonweapon proficiency as a bonus. If the warrior finds himself in a social situation in a strange land far from home, the warrior can still attempt an etiquette proficiency check (with a -4 penalty), to “fake his way” through the social customs to avoid any unintentional insults.

Due to the prosperity of their kingdom, Cormyrean warriors start out with a little more money than the typical warrior (6d4x10 gold pieces).

Purple Dragons

Purple Dragon warriors are given a light warhorse, field plate armor, and the choice of a melee weapon, usually a long sword. This equipment is in addition to the etiquette nonweapon proficiency and the extra starting money bonuses.

A Purple Dragon warrior of 5th level or higher can request overnight shelter and food from Cormyrean lords or nobles. Depending on a character’s fame, he could get lodgings in either the manor or the stables.

When a Purple Dragon warrior reaches 9th level, he or she can place their family’s coat of arms somewhere on their garb, armor, or shield. Most often, the design is placed in a shield on the breast of the rampant dragon seal all Purple Dragons wear. Warriors who do this get a +2 reaction bonus when dealing with Cormyreans at home or abroad. They also increase their chances of instant recognition.

When fighting within Cormyr’s borders, all Purple Dragon warriors gain a +2 bonus for their morale checks, as they fight directly for king and country. Optionally, this bonus can extend to situations where either the King himself or a high-ranking noble is part of the attacking force anywhere in the Realms.

Special Disadvantages

Warriors of Cormyr

Warriors of Cormyr must be of good alignment to reflect their love of Cormyr and all it stands for.

Thieves are something a Cormyrean warrior cannot tolerate, and it shows on their faces and how they talk to them. When interacting with thieves, all reaction rolls are penalized at -4.

The arrogance of Cormyrean warriors is a sore point to other folk, especially those not from an urban environment. When mingling with non-Cormyreans, all reaction rolls are penalized at -2.

The nation of Cormyr has made many enemies during its long history, and King Azoun continues his opposition to these enemies to the present. Opponents from Zhentil Keep, Hillsfar, Mulmaster, Thay, and the Cult of the Dragon will focus on killing a Cormyrean warrior over any other warrior in battle except for warriors from Shadowdale.

Purple Dragons

Not only do Purple Dragon warriors suffer the same hindrances as the civilian warriors of Cormyr, but extra burdens are put upon them.

Purple Dragon warriors are, above all else, part of Cormyr’s army. As such, their desires and goals are subordinate to the Crown. Adventuring Purple Dragon warriors are on “detached duty,” which often ends as quickly as it begins.

If a Purple Dragon’s superiors command him not to go somewhere, he does not go. Period. This likelihood increases if the superiors somehow hear that the warrior is doing something which could potentially hurt King Azoun or Cormyr as a whole.

Any Cormyrean citizen can ask a Purple Dragon warrior for aid if attacked. Since Purple Dragons are also responsible for maintaining domestic tranquility, this means that they are immediately responsible (after any local militia or constabulary) for fighting off brigands, rescuing citizenry from bandits, and dealing with monsters and border incursions.

There is no such warrior kit as an “Ex-Purple Dragon”. Purple Dragons who are drummed out of the army or retire from it lose their equipment and any benefits. Purple Dragons who leave their commissions in the army are automatically reduced in status to the independent Cormyrean warriors.



Warriors of Sembia

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	6d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	Etiquette, reading/writing

Overview

Sembia, Cormyr's neighbor, is a nation known for its merchants, trade, political maneuvering, and hard work. Since commerce and a good sword arm often go hand in hand, it is no surprise that Sembian warriors are also a breed apart from other standard fighters.

Description

The cunning Sembian warrior has two distinct looks, which change easily depending upon the people the warrior plans to meet.

The first look is that of the prosperous warrior, decked out in his best finery. Money to a Sembian equates to status and power, and any outward display of wealth marks that warrior as someone who is hired often and is a hard worker. The rationale is that a mercenary who can afford expensive cloaks and tunics is well-paid. Sembian mercenaries are only well-paid when they prove



their fighting skills—the better the warrior, the higher the fee. This particular appearance is common in big cities and other places where outward displays of power and wealth are admired.

The second aspect is for everyone else. The Sembian warrior is clad in his armor, well-worn boots, and traveling cloak. He looks every inch the hard worker and battle-hardened (but *never* battle-weary!) veteran. Even though his armor, weapons, and clothing look well-used, it is all of the best quality. Even in adventurer's garb, the Sembian must show that he or she is a successful fighter. This look is reserved for standard adventuring missions into dank dungeons or rank sewers, place where it would be ill-considered to wear cloaks and silks. It is also the appearance shown to those who are unimpressed by the external trappings of wealth and success, such as military commanders, adventuring parties, and nervous merchants looking for a tough warrior bodyguard.

Role-Playing

Like other Sembians, the Sembian warrior is no stranger to hard work and ambition. When one hires a Sembian



mercenary, the price is steep but the money is well worth it. Sembian warriors are reliable, competent fighters who fulfill the terms of their agreements to the letter. Nonetheless, they are not willing to take foolish risks unless the rewards are suitably foolish and worth such risks.

Although mercenary work is a respectable occupation in Sembia, all Sembian warriors work for the day where they can strike out on their own, grab hold of their own destinies, and seek their own private fortunes. Remember that *wealth* is the single most powerful motivator for a Sembian warrior.

Craftiness and cunning, also strong Sembian traits, are alive and well in their warriors. Many of them are skilled at either setting or avoiding traps, ambushes, and other tactics that more “noble” warriors would certainly consider unsporing.

Elves are not looked upon kindly by Sembians, and most Sembian warriors harbor animosity towards those of this race. Many Sembian warriors would be all too happy to have an excuse to run an elf through with his sword.

Special Advantages

Sembian warriors, given the pervasive mercantile life of their homeland, have an aptitude for assessing the value of their services more accurately than other mercenaries. When confronted with a dangerous task or hired for a special mission, a Sembian warrior can appraise the specifics of a task or mission to gauge if it's worth the amount of reward promised. Also, a Sembian warrior will always insist on a promised price before offering his services to anyone.

Sembian warriors are also skilled hagglers. Successful haggling either gets the Sembian discounts on purchased goods, or increases in the selling price of any spoils from an adventure. This haggling ability can also be used to increase potential rewards for services rendered. In order to successfully haggle, a Sembian warrior makes an ability check using his Charisma. If he fails, he pays or receives the normal price. If he succeeds, he gets either a 10% discount on the price, or gets 10% more of his asking price. For every three levels of experience the warrior has, his Charisma is boosted by +1 *only* for purposes of haggling. Thus, a warrior of levels 1-3 gets a +1 bonus, while a warrior of levels 4-6 gets a +2.

Due to the general mercantile nature of Sembia, its warriors start out with 6d4 (x10) gold pieces instead of the normal 5d4 (x10) gold pieces.

Given a generally crafty nature, Sembian warriors have access to the Rogue group of nonweapon proficiencies in addition to a Warrior's normal nonweapon proficiencies.

Special Disadvantages

Due to Sembia's reputation as a ruthless nation of plotting merchants, nonSembians are wary in dealing with Sembians. There is a likelihood that a buyer, seller, or contractor will either refuse to do business outright, or he will demand unusually harsh terms or exorbitant fees, fines, or interest in the deal.

Whenever a Sembian warrior tries to haggle and the player rolls a 20, the target nonplayer character is stonewalling the warrior. If the warrior was attempting to purchase something, the cost is doubled. If the warrior was attempting to sell something, the offer is only half the item's true value. These offers are final; no other haggling attempts can be made with this particular NPC.

When dealing with elves, a Sembian's Charisma score functions at a -2 penalty. Most elves are very much aware of how Sembians feel about them, and more than a few young elves from the Dragon Reach area share a reciprocal hatred of Sembians. Elder elves and those further removed from Sembia have long since grown impassive to such prejudices.

Paladins and rangers cannot use the Sembian warrior kit. Despite their strong and stolid work ethics, paladins are not as obsessed with money as the typical Sembian warrior, and rangers are even less attracted to coin and the trappings of success.

The greed and avarice of a Sembian can be very detrimental. If a Sembian warrior hears of a very large hoard of treasure, he must make an ability check against his Wisdom at a -2 penalty. If he fails, he becomes obsessed with going to the site and acquiring it, despite the risk. If the Sembian warrior can somehow see the hoard, the check is made at a -4 penalty. Of course the Sembian warrior will take some protective measures, but not as many as when his perspective is a bit clearer.



Warriors of The Moonsea

Class Information

Racial Requirements	Any
Ability Requirements	Strength 11
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

Just as the Moonsea region itself is a harsh place filled with danger and betrayal, the native Moonsea warriors are a harsh, sullen lot, toughened by the bad climate and all-too-brutal enemies. While it is true that not all "Mooneyes" are this way, it is by far the norm.

Description

Though there are minor changes in personal appearance due to the standards of their homes, the majority of Moonsea warriors carry certain common elements in their looks and demeanor. The average Moonsea warrior is clad in hardy, functional clothing made to ward off the chill winds that blow down from the north; warm woolen cloaks, furs, thick gloves, wool garments, and heavy boots are the norm here.

Armor and weaponry carried by Moonsea warriors is as varied as the cities themselves. No type or style is improbable here, given the many travelers found in these



parts. In addition, most of a Moonsea warrior's equipment appears to be often well-used, and rarely is it kept in the best state of repair.

Moonsea warriors themselves often have ruddy skin that has been exposed to the sun, wind, and other harsh elements. This hardly means that Mooneyes are unattractive; they simply have a weather-beaten, rugged look.

Most of the time, a native of the Moonsea has a dour, demeanor. Their mouths are creased often in grim frowns. Their eyes look right through people, as if they are quietly assessing whether they can take the subject in a fight. This fixed, challenging stare was what originally gave residents their unflattering nickname of "Mooneyes." Some people have noted that Mooneyes have a "lean and hungry look," as if they always expect opposition and trouble at every turn, and seek it out if it does not appear quickly enough for them.

Role-Playing

The Moonsea is harsh and unforgiving, and the same can be said of her people. In the past, the typical Moon-



sea warrior has had to defend his city against the numerous humanoid raids from the north. And, if the monsters were not enough, there are always the threats from fellow citizens, especially those citizens of Zhentil Keep. In any case, battle-weary cynicism is a hallmark of the Moonsea warrior.

Moonsea warriors are hardly what any would call conversationalists. They can be as dour and taciturn as any dwarf, and this sullen silence does little to endear the Mooneyes to outsiders.

A certain cold-hearted practicality rules in the Moonsea warrior's heart. Such a warrior has no qualms about betraying, waylaying, or killing anyone outright who stands in their way. They accept that life is harsh and unfair, and they act accordingly.

Thus, Moonsea warriors accept many crafts or trades that are far less principled than those a Cormyrean warrior. They can be schemers, plotters, slave-traders, vultures, and sneaks.

Special Advantages

The Moonsea region is one of the most rugged and ruthless areas on the face of the Realms when considering local politics and climate together. Even though the Moonsea transfers that harshness to its people, each city bestows its own unique benefits upon its warriors.

Zhentil Keep

In the year 1368 DR, Zhentil Keep was attacked and reduced mostly to ruin. In 1369 DR, the rebuilding began. Warriors of Zhentil Keep are either Zhentilar or they are simply freelance fighters from the Keep.

The Zhentilar are the armed forces of the Zhentil Keep. Any fighter who is a member of the Zhentilar starts with a full suit of banded mail, a medium-sized shield, and a single melee weapon of his or her choice. Zhentilar also get unlimited access into and out of the Keep.

Freelance Zhent warriors get no equipment beyond the normal amount purchased by their starting funds.

However, they do get bonus nonweapon proficiencies of local history on Zhentil Keep in particular. This establishes their understanding of the latest events leading to and following the Keep's destruction.

Hillsfar

Warriors of Hillsfar are either independents or members of the Red Plumes, the armed forces of Hillsfar. Each

Red Plume begins with a suit of chain mail, a shield, and a single melee weapon. Red Plumes can come and go from Hillsfar at will.

Independent warriors of Hillsfar are very alert against magic, given magic's tight regulation in Hillsfar. As a result, they get a +1 bonus on saving throws versus spells.

Mulmaster

The aptly-named "City of Danger" produces lethal fighters who survive at any cost. Each Mulman warrior thus is hard to surprise; they are successfully surprised only on a 1-2 instead of the normal 1-3 on a d10.

Thentia

A far less sinister city than the other three above, Thentia is a fiercely independent city with a liberal government. All Thentian warriors begin with an extra non-weapon proficiency and starting equipment prices are cut by 5%.

Special Disadvantages

Zhentil Keep

Zhentil Keep has been the source of much evil in the Realms for quite a long time. All NPC encounters are penalized at -4. Hillsfarian Red Plumes attack Zhentilar on sight. Warriors cannot be good-aligned, thus this should not be considered a PC kit.

Hillsfar

These NPC warriors cannot be of good alignments. Starting warriors cannot learn any demihuman tongue. Zhentilar and Mulman warriors attack Red Plumes on sight. All NPC encounters are penalized at -2 (-4 for demihuman NPCs) due to Hillsfar's bad reputation.

Mulmaster

NPCs of the third evil Moonsea city are penalized by -2 in all NPC encounters. Hillsfarian Red Plumes attack Mulman warriors on sight.

Thentia

These warriors have only the normal Moonsea native bias to overcome. Thentian fighters are at -2 for encounters with Red Plumes or Mulman warriors. Thieves picking a Thentian warrior's pocket gain a 10% bonus chance of success, due to a lax attitude from not having to deal with thieves in their city.



Warriors of The Ride

Class Information

Racial Requirements	Human
Ability Requirements	Strength 12
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d4

Proficiencies

Weapon Slots	3
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Riding, land-based, tracking
Recommended Proficiencies	Survival

Overview

The Ride is the home of a race of human horsemen barbarians. They are nomads who travel the length and breadth of the Ride. During their migrations, they often come into conflict with the Zhentarim to the south and the humanoid tribes in Thar to the east.

Description

Warriors of the Ride, called the "Eraka" in their own tongue, are all healthy, robust humans with tanned skin and bulky, muscular builds. They primarily wear leather and studded leather armor, though warriors-in-training can have padded armor. Broad swords and short bows are the standard weapons. Other favored weapons are those used in missile and melee combat, like spears.



Role-Playing

The Eraka do not concern themselves with social graces, governments, or politics. They prize individual initiative and the freedom to ride when and where they please.

Special Advantages

Each Eraka starts with either a short bow or broad sword for a starting melee weapon, a light riding horse, and a bonus nonweapon proficiency of riding, land-based. Erakas also gain the tracking nonweapon proficiency; they only incur a -3 penalty against their Wisdom for a proficiency check instead of the usual -6 penalty assumed by nonrangers.

Special Disadvantages

Eraka Intelligence scores are adjusted by a -2 penalty, reflecting the general lack of education among these people. Warriors of the Ride can use the etiquette and reading/writing proficiencies, but it costs an extra slot for them to learn them. The Eraka also cannot wear armor any heavier than studded leather.



Warriors of The Vast

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The Vast is well named, a great open land that is a fertile place for adventure. It is also a widely diverse melting pot of peoples, being the former home of orcs, goblins, and dwarves, and the current home for many human immigrants. A breed of warrior has risen from this conglomeration of cultures and peoples, ready to face any challenges the Realms has to offer.

Description

Warriors of the Vast dress in a style that epitomizes the adventuring warrior, wearing sturdy and functional armor, well-used weaponry, a heavy cape or cloak, simple utilitarian clothing, and a smattering of jewelry or other adornments. There are few visual clues that distinguish Vast natives from other Realms warriors.

Role-Playing

In general terms, Vast warriors are an upbeat, optimistic lot, undaunted by cynical stories of the rough luck of ad-

venturers. This enthusiasm and daring leads many young Vast natives to the warrior's life. When one's worth and drive is placed in gold and great accomplishments, it is little wonder that the age of quests and adventure, the so-called Age of Glorious Fools, continues to this day in the Vast (and beyond).

Special Advantages

Calaunt

Calaunt is a city of squalor and lawlessness. To survive amid the winding alleys and decaying neighborhoods, Calaunt warriors have adapted. All Calaunt warriors have a rogue's move silently and hide in shadows abilities at a base score of 10% and 5% respectively, modified by Dexterity, race, and armor. At each new level, these warriors have five points to allocate between these two skills.

Procampur

Procampur is a powerful, prosperous city. Her affluent warriors start with 6d4 (x10) gold pieces and the bonus nonweapon proficiency of etiquette.

Tantras

Tantras is a city with many priests, a light rule, an active thieves' guild, and a large magic-dead zone. It is a haven for adventurers. Warriors from Tantras get two bonus nonweapon proficiencies for any one Realmsian religion and a free language of their choice.

Special Disadvantages

Calaunt

The stigma of the city follows the warriors. Reactions with noncalaunt NPCs are penalized at -2.

Procampur

Procampur's warriors are expected to keep up class appearances. Thus, they must spend an additional 10% markup *per level* on all goods and services.

Tantras

Since the Time of Troubles and the battle of Torm's and Bane's avatars in Tantras, a large portion of the city is enveloped by a dead magic zone. As a result, native warriors have become a bit lax in their guards against magic. Thus, all native warriors get a -1 on all saving throws vs. magic.



Warriors of The Dragon Coast

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	Swimming

Overview

Warriors of the cities of the Dragon Coast do not fight for king, country, or even a particular deity. They are hard-nosed pragmatists who fight for themselves and the few associates they trust. They see the wealth passing among organized nations and cities like Waterdeep and Suzail, and it only passes through the trade routes of the Dragon Coast. They just want some of that wealth for themselves as well.

Description

Though there is no "set" appearance for warriors of the Dragon Coast, they do take certain measures to make sure that people cannot tell much about them by simply looking at them. Lavish displays of wealth, coats of arms, and other distinguishing stamps of identity are avoided. Most scabbards are deliberately obscured, and usually many smaller weapons are hidden on a warrior's person.



Their capes and cloaks are voluminous, hiding well what lies under them. Dressed in this manner, a warrior never needs to reveal any more about herself than she deems necessary.

Role-Playing

Warriors of the Dragon Coast are opportunists, always looking for a way to make money, whether it be by piracy, a mercenary job, employment as guards for caravans, warehouses, or other people, or any other profitable situations. There are always strong sword-arms to be found here, like anywhere else; those from the Dragon Coast, however, aren't as choosy over who they work for or what work they do to earn their pay.

These warriors are suspicious of organized nations and those who profess loyalty to their home nations, cities, or towns. There are few people among the Dragon Coast cities who believe in any causes greater than their own self-interests and profit. The warriors cynically cannot believe that anyone could put a government's interests above their own and they believe that a group of rulers would take their interests to heart even less.



Special Advantages

Elversult

Able-bodied warriors of Elversult are actively recruited into the Maces of Elversult, the city guard and the heart of its army. Warriors who are or were Maces get scale mail armor, a free mace of either variety, and a free weapon proficiency slot for the respective mace.

Elversult warriors also get a 10% chance per level of knowing where to find a city's smuggling rings or "black market." This ability grows from the strong presence of such smugglers in Elversult.

The Pirate Isles

Due to the extreme likelihood that they deal with or serve under pirates, warriors from these isles get a free choice of *one* of these nonweapon proficiencies: navigation, rope use, seamanship, or swimming.

Teziir

Teziir is a city that has never been at war, and has a vast number of religions represented within its walls. As a result, Teziir warriors get the religion nonweapon proficiency free. Also, a Teziir warrior that is or was part of the city's watch gets a 250 experience point bonus for every adventuring session that he survives. See "Special Disadvantages" for why this is so.

Westgate

Westgate is the largest and probably the most powerful city on the Dragon Coast. However, the city is under the grip of the Night Masks, a large band of professional assassins, criminals, enforcers, and thieves. As a defense, all warriors of Westgate gain a bonus nonweapon proficiency of blind fighting. A warrior from Westgate also is accustomed to dealing with the Night Masks' intimidation tactics. Therefore, Westgate warriors are harder to interrogate, intimidate, or coerce than other folk. Westgate warriors gain a 20% bonus (or their opponents suffer a -20% penalty) against attempts to interrogate, intimidate, cheat, con, or swindle them.

Special Disadvantages

In general, Dragon Coast warriors are not too keen on the laws of other cities or nations. This attitude, combined with the general lawlessness of the area, makes

other law enforcers suspicious of folk from the Dragon Coast. Consequently, all Dragon Coast warriors have a 10% greater likelihood of being arrested by a city watch (justly or not!) during a disturbance (tavern brawl, public nuisance, etc). This only applies to cities outside the Dragon Coast.

Elversult

Elversult has a reputation for smuggling. When in a non-Dragon Coast city, roll an ability check against city watch officials' Intelligence scores. If they make their check, they recognize the warrior's accent as from Elversult. As a result, they will submit the warrior, his mount, his companions, their mounts, and all their gear to a detailed search for smuggler's contraband. They will also be followed closely by city watch members for their entire stay in a city.

The Pirate Isles

While Elversult has the reputation of smuggling, the Isles have a reputation for piracy. As a result, mariners of foreign vessels and merchants from lands bordering the Sea of Fallen Stars increase their fares for any goods and services by 25% for any such "pirates." All known "pirates" are watched (*very* closely).

Teziir

Teziir has possibly the worst city guard in the Realms, since most members are lazy, ineffectual, overweight boors. As a suggested role-playing alternative, the Teziir warrior comes from that watch. Therefore, the warrior uses the THAC0 table for Priests, begins with only two initial weapon proficiency slots, and cannot have exceptional Strength.

Westgate

The Night Masks feel that all Westgate natives owe them their income. Therefore, a Westgate warrior always has a Night Mask thief shadowing him anywhere. This foil is always one experience level ahead of the warrior; the Night Mask's job is to steal from the warrior, foil plans, and inevitably to kill or kidnap the warrior and bring him back to Westgate.

The thief will send periodic reports back to the Night Masks, citing the warrior's successes. If the warrior gets rich, the thief attempts break-ins, hires brigands for an ambush, and does whatever it takes to get the Night Masks' "share" of the warrior's income.



Warriors of The Western Heartlands

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

Warriors of the Western Heartlands are as independent as the geographical locations they hail from. There is no one feature that links the natives of these lands save trade from the east going across the major routes to Waterdeep and Baldur's Gate.

Description

There is no set look for warriors of the Western Heartlands, and they would argue with anyone who suggests otherwise. Each individual wears what makes him or her comfortable, thus clothing and armor tends to be functional and pleasing to personal tastes.

Role-Playing

Take the Dragon Coast's dislike of government beyond the local level and double it. That is close to the attitude of many warriors of the Western Heartlands are like. This



is supported by the fact that there are only independent towns and cities, no countries, west of Anauroch.

Western Heartlands warriors are stubborn, hard-headed, fiercely self-sufficient, and proudly independent. Once a Western Heartland warrior gets an idea or a goal in his head, he will not be deterred.

Despite this, warriors of the Western Heartlands are very friendly and open, and are perfect tavern partners, boisterous and generous. And so they remain until talk turns to politics or other serious topics.

Special Advantages

No matter where in the Western Heartlands warriors are from, their mule-headed stubbornness serves them well. All Western Heartland warriors gain a +1 bonus to disbelieve illusions (saving throw vs. spell) and a +1 saving throw bonus against *fear*.

Asbraun

Warriors of Asbraun are all member of the Riders in Red Cloaks. Each warrior gets a free medium war horse, spear, long sword, chain mail armor, and the obligatory red cloak:



Baldur's Gate

Baldur's Gate is a trading crossroads for the Realms. Warriors can pick up information about the many different cities and nations whose caravans and citizens pass through Baldur's Gate. When a warrior of Baldur's Gate goes to any city, he can make an ability check against his Intelligence to recall a scrap of knowledge or trivia that can aid him in that city. It can be knowledge of how to best deal with the locals, or perhaps the warrior knows how to find his way within strange territory. This check can be made once per day per city.

Candlekeep

Candlekeep is a city of much stored knowledge and sages. All natives, including the warriors, benefit from this. When selecting initial nonweapon proficiencies, *any* Warrior or General skill costs only one slot, and *any* Priest or Wizard proficiencies only cost two slots no matter what their normal cost.

Elturel

Warriors of Elturel are members of the Hell Riders of Elturel, an elite company of warriors. Warriors receive a suit of crimson and white plate mail and a light warhorse with their commissions.

Evereska

This elven refuge is populated only by elves and all warriors must be of the majority race of moon elves; more than 80% of the population are moon elves and the remainder are gold elves or visitors of other races. Each gets the airborne riding and the elvish language proficiencies for free.

Iriaebor

Iriaebor is a city of trade, and its stock in trade is fine mounts. All warriors get a choice of one of the following free nonweapon proficiencies: animal handling, blacksmithing, or land-based riding.

Special Disadvantages

Asbraun

If a Red Cloak travels to the Moonsea, Dalelands, or Elven Court, there is a 40% chance that ignorant folk will confuse the Red Cloak for a Hillsfar Red Plume. If NPCs are enemies of the Red Cloaks, this could be very

bad indeed. In addition, Asbraun warriors are especially known for their defiance of authority. Encounters with a city's guard, watch, or other city officials are penalized at a -4 to NPC reactions.

Baldur's Gate

Not all the tales that filter through Baldur's Gate are true. Therefore, the special nonweapon proficiency of a Baldur's Gate native suffers a -2 penalty against his Intelligence check, due to either misconception or misinformation. In essence, the warrior knows false information. If a 20 is rolled in the proficiency check, the false information leads to a catastrophic result (A warrior "knows" a certain person is an assassin, but he is actually a retired guard captain!).

Candlekeep

All warriors must have minimum Intelligence and Wisdom scores of 12. All natives of Candlekeep are educated with some of the stored wisdom and learning in the city. Even the staunchest warrior with no interest in scholarly pursuits has to have some knowledge rub off on him.

Elturel

All Hell Riders must give 10% of all their earnings back to the city's coffers. Furthermore, there are no former members of the Hell Riders, since so many die in battle. Those who wish to resign are given difficult tasks for their final missions; if they succeed, a Hell Rider can resign, but the warrior is stripped of equipment and exiled from Elturel as a heretic in the eyes of Helm, god of duty, for abandoning his post.

Evereska

Due to their isolation, the only two languages an Evereskan warrior starts with are Common and Elvish. Furthermore, one initial weapon proficiency *must* be either the long bow or short bow.

Iriaebor

The competitive mercantile atmosphere of Iriaebor affects even the warriors. Not satisfied with the asking price of an item, a warrior of Iriaebor must make an ability check against Wisdom whenever buying an item or hiring services such as a room. If the check is failed, the warrior will be compelled to haggle for the price, with a goal of getting at least a 10% discount on the price.



Warriors of Waterdeep

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	- 2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Local history
Recommended Proficiencies	Etiquette, reading/writing

Overview

Waterdeep is rightfully called the City of Splendors. So many diverse cultures come together here unlike any where else in all the Realms. As a result, the Waterdhavian warrior has been exposed to a wide variety of experiences and cultures. One cannot help but become more refined and well-rounded when living in Waterdeep for any amount of time.

Description

Although the plethora of cultures in Waterdeep practically guarantees that no two warriors will be dressed the same, there are certain generalities that can be legitimately ascribed to Waterdhavian warriors.

A true warrior of Waterdeep likes to see and be seen. Most strive for the finest clothing in the latest styles mixed with a martial undercurrent (decorations on armor or weapons). This tells all who see the warrior that he is civilized, successful, and can carry himself well



in a fight. A warrior needs not only fight well, but he needs to look good while fighting as well.

Waterdhavian warriors also tend to be better groomed and bathe more often than others around the Savage Frontier. It is no surprise that many noble warriors and swashbucklers are found in Waterdeep.

Role-Playing

Waterdeep is a cosmopolitan city, and the true Waterdhavian warrior knows it. Most natives, and certainly the warriors, take pride (some say arrogance) in being from the City of Splendors.

Warriors of this kit know the latest gossip, the newest fashions, the most intriguing new philosophies, as well as the latest word on the accomplishments of other fighters and adventurers in the Realms.

The Waterdhavian fighter also has a jaded, "been there, done that" attitude towards many things, including magic. There is little magic, common or exotic, in the Realms that a native of Waterdeep has not seen a number of times before, given the number of adventurers and wizards throughout the city.



Finally, the Waterdhavian warriors are polite (but not always well-mannered), articulate, well-educated, and very civilized. They tend to look down on those who are not similarly gifted.

Special Advantages

A warrior of Waterdeep spends a good amount of time in the city, and therefore gets the local history non-weapon proficiency (applicable only to the Waterdeep area) for free.

In addition, the exposure to so many cultures and ideas makes for quite an expansive base of knowledge. Thus, a warrior of Waterdeep may make a proficiency check to attempt a General or Warrior skill even if he does not have the particular nonweapon proficiency. Alternately, if the Waterdhavian is a paladin or ranger, he can also use this for Priest or Wizard skill groups respectively. When attempting a nonweapon proficiency in which the warrior is not proficient, the proficiency check is rolled, but with a -4 penalty assessed against the appropriate ability score. Note that this penalty is cumulative with the normal modifiers for the appropriate proficiency.

A warrior of Waterdeep may also select any languages indigenous to the surface Realms, human or otherwise, no matter how exotic. Waterdhavians will always have at least Common as a language.

Lastly, a warrior of Waterdeep is not subject to the doubled slot cost for learning additional nonweapon proficiencies outside his initial groups. Note that this bonus does not come into play until after the warrior has begun adventuring. Also, the warrior must find someone willing to teach him the proficiency; these skills, while more easily learned, cannot simply be “picked up” without an explanation in a campaign.

Special Disadvantages

As they say, “a little knowledge is a dangerous thing,” and no one personifies this better than a warrior of Waterdeep. There is no danger in using learned skills, but the “intuitive” proficiencies are dangerous. If a warrior gets a 20 on a nonweapon proficiency roll when attempting to try a skill he does not know, it is not only a failure, it’s a potentially catastrophic failure. A failed fire-building attempt may set the warrior himself on fire, while a failed tracking attempt may make the warrior think he’s tracking an orc, until he finds it is actually a vampire!

The Waterdhavian “big city” demeanor is not appreciated by more rural folk. When dealing with NPCs in rustic areas, the Waterdhavian suffers a -2 penalty to reaction rolls. In addition, DMs may extend this penalty when the warrior deals with Harpers.

In addition, Calishites are less than impressed with Waterdeep’s extravagant claims. To the average Calishites, their own cities are just as big and splendid, if not more so. When interacting with Calishites, warriors of Waterdeep suffer a -3 penalty to reaction rolls.

Finally, Waterdeep is the gathering area for many of the movers and shakers in the Realms who are on the side of good. In fact, the city is the center of the Lords’ Alliance, a trade-based pact which includes cities such as Silverymoon, Neverwinter, and Baldur’s Gate and vows to oppose the Zhentarim and other evil groups. Organizations such as the Knights of the Shield, the Shadow Thieves, and the Zhentarim will keep a close eye on Waterdhavian warriors, making the assumption that such a warrior is somehow involved with the Lords’ Alliance. This “close eye” can be manifested in the form of a trailing spy, magical surveillance, or even outright capture and interrogation by said groups.

A Word About Wards

The kit presented here is a warrior from the more civilized, cultivated, and richer wards of this vast city (North Ward, Sea Ward, Castle Ward). There are wards, however, like Dock Ward and South Ward, where adventurers will find that ruthless traders and thieves, murderers and conmen, and any number of mercenaries can be found here just like any other city.

A warrior from Waterdeep can certainly be from Dock or Southern Ward. In that case, the beginning warrior starts with none of the advantages listed in the above kit. Instead, the warrior has an intimate knowledge of the ward that he is from (“I know these docks like th’ back o’ me hand!”) and one bonus Rogue proficiency (single-slot proficiency only).

Additionally, the warrior “knows someone”. This “someone” is an NPC of 1d4+2 levels of any one character class. This NPC can provide a favor (fence goods, sell stolen goods, provide a hideout from the Watch) for the PC once a month. Any favors beyond that require a favor in return. This NPC will never risk her life for the warrior.



Warriors of The Island Kingdoms

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	5
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The term "Island Kingdoms" is a gross generality perpetuated by mainland scholars. The grouping is about as fair and accurate as having a term called "NonWaterdhavian cities". Each island kingdom in the Sea of Swords is unique, and each kingdom's warriors reflect this.

Lantan

Lantan is a nation located about a thousand miles south of the Moonshaes. It is renowned up and down the Sword Coast for its merchant trading ships. The ships' maroon sails are distinctive, and tell mariners that expert merchants are in their waters.

The nation of Lantan consists of two islands called Lantan and Suj. Both islands are made up of lush jungles and rocky pinnacles, which contain the aerial homes of the Lantanna.



The Moonshaes

The Moonshaes are a chain of islands west of the Sword Coast. The two predominant races are the Northmen, fierce human warriors, and the Ffolk, a more peaceful, nature-oriented people. Both races are accomplished seafarers.

The Northmen are ruled by warlords and value combat and adventure as a way of life. Raiding, fighting, looting, and pillaging are common practices among the Northmen.

The Ffolk emphasize more peaceful pursuits such as farming, fishing, hunting, and trading. Despite these less violent ventures, Ffolk warriors are tough and enough of a match for their Northmen counterparts.

Nimbral

This legendary nation is shrouded in mystery, and it is the supposed homeland of mighty wizards and flying ships. Many of the feats ascribed to this land and its natives are pure legend. In any case, these warriors are very rare, and thus should not be considered for use as player characters.



Description

Lantan

The Lantanna are humans with large green or black eyes and light yellow skin. They are a people of great grace and balance, although this does not prevent some of them from being rather muscular. In fact, they move with a fluidity that often times belies their musculature.

In general, the Lantanna favor shades of yellow in their clothing, which has made more than one ignorant foreigner believe that they walk around unclothed. Warriors wear loose robes, eschewing armor as something too confining. Even helms are rejected, in favor of the traditional wide sun hats favored by all Lantannas.

Lantanna speak in a rapid, melodic fashion, using an accent that some have jokingly called “human elvish.”

The Moonshaes

The Northmen favor metal armor, heavy fur cloaks, and helmets with large animals’ horns mounted on them. Most males grow their hair and beards long, and they braid both when preparing for battle. Northmen warriors, even young ones, are muscular, powerful-looking men.

Warriors of the Ffolk favor leather armor types and tunics of earthy colors, and all their clothing is decorated with embroidered patterns of repeating lines and symbols. The bearing of Ffolk warriors has the quiet, irresistible strength of nature, rather than the violent militancy of the Northmen.

Nimbral

Warriors of Nimbral have a proud bearing that speaks of hidden secrets, an almost undefinable, unapproachable demeanor that is nearly as much of a defense as their armor. Their weapons, shields, armor, and helms all shine with dazzling brightness, and great care is taken to keep them in that condition. One is hard pressed to picture a Nimbral warrior getting mired in grit and muck.

Nimbral warrior armor is always metal, at the very least. There are rumors that some powerful warriors possess magical glass armor, but these stories have never been substantiated.

Role-Playing

Lantan

Warriors of Lantan have a “fight if we must” attitude, as they consider combat as a wasteful and expensive enter-

prise. They are more disposed towards resolving disputes with soothing words and rounds of drinks at a tavern. Failing at this option, they will not hesitate to fight.

As is the case with all other Lantanna, the warriors dislike travelling too far inland from the Sea of Swords. The sea is their source of life, commerce, and it is a constant comfort to them. They truly dislike being separated from it for too long.

Warriors of Lantan relish the mercantile traditions of their people. They are always on the lookout for a good bargain or a new potential market for Lantanna traders to exploit.

The Moonshaes

Northmen warriors are a relatively impolite lot and they are very blunt and straightforward. They often weave battle imagery into their conversations. Northmen have a great martial spirit, making them almost fearless in battle. Simply put, retreat is cowards’ talk to their ears. “Live hard, fight hard, die hard” is a steadfast credo of the Northmen.

Warriors of the Ffolk are slower to provoke, but this is only because they seek to emulate the harmony and peace of nature. They feel strongly connected with nature around them, and respect it greatly, endeavoring to live in harmony with nature and use it, rather than abuse it. However, as friendly as the Ffolk are, the Ffolk can become as potent and enraged a force of destruction as a thunderstorm or a hurricane when such passionate action is called for.

Nimbral

The warriors of Nimbral are very close-mouthed about their homeland. They seem to almost enjoy perpetuating the aura of mystery that surrounds them. However, there can be no doubt in anyone’s mind that they are reliable, brave, and resourceful warriors despite their secrets.

In some ways, warriors of Nimbral seem too good to be true to many folk. They are polite, articulate, proud of bearing, and level-headed, and the only complaint about them is their secrecy. Some cynics wonder just what it is that they are hiding.

Special Advantages

Lantan

Lantanna warriors are extremely nimble and well-balanced. Consequently, they gain a +2 bonus to their Dexterity (maximum Dexterity of 19 with this bonus). They



also enjoy a +1 bonus to any proficiency check involving a Dexterity-based proficiency.

Each Lantan warrior also starts out with a choice of one of the following nonweapon proficiencies for free: tumbling, swimming, rope use, or navigation.

The Moonshaes

Northmen start out with the free nonweapon proficiencies of seamanship and survival. Warriors can also go into a berserker rage once per day, lasting for five rounds. While in this rage, all attacks, damage, and saving throws gain a +1 bonus, and a -1 bonus on initiative rolls.

Ffolk warriors start with the free nonweapon proficiencies of seamanship and a choice of either tracking, animal lore, weather sense, or hunting. Because of their closeness to nature, they also have the druidic ability to *pass without trace*, three times a day, after they reach 9th level.

Nimbral

Nimbral is a land of such exotic magics that even her warriors are capable of learning spells. Thus, Nimbral warriors gain the spellcasting abilities of a bard that is three levels lower than their current experience level. This character's spellcasting is unaffected by the wearing of metal armor, unlike most other spellcasters.

Nimbral warriors get to choose nonweapon proficiencies from the Wizard group in addition to the General and Warrior groups.

Special Disadvantages

Lantan

All Lantanna warriors share a love of the sea. No warrior will venture more than 150 miles inland at any given time, and he must return to a coastal area within 30 days of when they last saw the sea.

If a Lantan warrior fails to meet the above conditions, he grows listless and despondent. For every 30 days away from the sea, he suffers a cumulative -2 penalty. This penalty applies to attack rolls, damage rolls, saving throws, and any ability checks against Wisdom or Intelligence.

As all Lantanna warriors do not view violence as their

first or best option, they are surprised on a roll of 1-4 on a d10, but only in situations where combat is not immediately evident: a city street, a tavern common room, a quiet pasture, or a peaceful forest.

Lantanna warriors *never* wear armor. They find it too constricting. At best, the only armor they may use are small or medium shields. The same restriction applies to headgear: Lantanna warriors do not wear helms or helmets, even if they are magical.

The warm climate of Lantan makes its people susceptible to cold. A Lantan warrior suffers an extra hit point of damage per die of cold damage inflicted upon him.

The Moonshaes

Northmen warriors must have a minimum Strength and Constitution of 13. They suffer a -2 penalty on saving throws against spells from the Animal and Plant spheres of clerical magic. They also have a -1 penalty on saving throws for all other forms of magic.

Ffolk warriors must have a minimum Constitution of 13. Ffolk warriors worship only one deity: the Earth Mother, a manifestation of Chauntea. No other deity, not even a war deity such as Tempus, gets the Ffolk warrior's veneration. This can cause possible friction among some people of the more polytheistic cultures on the mainland.

Nimbral

Nimbral warriors need a minimum Intelligence of 14.

Whether they look impressive or they are from legendary Nimbral, these warriors always attract attention. Whenever a warrior of Nimbral enters a village or town, he attracts 4d6 observers within 10+1d10 minutes. This crowd makes it easier for thieves to pick the pockets of the warrior and his cohorts (+10% bonus). In addition, the crowd makes it difficult for anything to be done quietly.

Unscrupulous and power-hungry wizards may also meet and become personal enemies of the warriors, seeking to steal secrets and magic from them. There is a 10% likelihood of this each month with a 5% cumulative chance for each of the warrior's levels. This wizard is always at least twice the level of the warrior when the hostile relationship begins.



Warriors of The Savage North

Class Information

Racial Requirements	Any
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3

Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Survival
Recommended Proficiencies	None

Overview

The Savage North is a catch-all term that actually encompasses quite a large area: the Barbarian Kingdoms, the High Forest, Mirabar, Neverwinter, Luskan, Silverymoon, and all intervening territories.

The Barbarian Kingdoms

The Barbarian Kingdoms are a series of petty kingdoms with no overall organization. Here, only the strong survive, and their warriors, the first line of defense for these kingdoms, are humans of great fortitude and might.

Mirabar

Mirabar has a reputation as being the mining center of the Sword Coast. Splendid gems, intricately-clever metalwork, and forge bars of the purest metals comes from Mirabar. Unfortunately, some consider the terrain to be ruined by excessive mining. Indeed, the landscape is pockmarked with mines, quarries, and other scars of industry.

Mirabar's population is a mixture of humans and dwarves, and they enjoy a high degree of cooperation and harmony in their mining trades.

Luskan

This coastal city is known for its ships with purple sails. Piracy and raiding are the hallmarks of Luskan, and these traditions are gleefully carried out by all her warriors up and down the Sword Coast.

Neverwinter

A powerful, friendly city allied with Waterdeep, Neverwinter's warriors are shining examples of grace and civilization in this harsh, wild land.

Silverymoon

This city is among the mightiest of cities in the Savage Frontier, and it is ruled by Lady Alustriel. Like Neverwinter, the city is allied with Waterdeep, and Lady Alustriel's native warriors are skilled, well-organized, and brave to a fault.



Description

The Barbarian Kingdoms

Warriors from the Kingdoms dress and look much like what “civilized” folk think of as barbaric. They wear heavy fur cloaks and boots, horned iron helmets, and metal armor decorated with grisly trophies of their past kills. They favor bastard swords, long bows, warhammers, and battle axes. These warriors tend to be a bit on the unkempt and unwashed side.

Mirabar

Warriors of Mirabar are practically walking advertisements for their home. They favor any sort of metal armor, most often tastefully decorated with gems and semi-precious stones. Mirabar warriors almost always carry a sword of some sort as their primary weapon. The exceptions to this are the dwarven warriors of Mirabar, who favor hammers and battle axes.

In concession to their cold climate, warriors of Mirabar wear furs and fur cloaks that they have imported from other regions. These, too, are decorated with gem-encrusted clasps.

Luskan

Warriors of Luskan are Northmen, but their appearance is more reminiscent of sailors. Their armor tends to be mostly leather and studded leather, and shields are not normally used. Many warriors wear earrings, sometimes as many as four or five on an ear.

Many warriors also wear a swatch of purple cloth, either as a headband, or to be tied around their upper arm or thigh. This “badge” represents the city’s purple sails and marks the warrior as a Luskan native.

Neverwinter

The garb of Neverwinter warriors tries to combine function and attractiveness, and usually succeeds. Most warriors favor metal armor, a tabard bearing the city’s crest, and warm outer gear such as cloaks and hoods. There is a strong floral theme to personal adornments, especially flowers like roses and lilies. Stylized floral icons are also common as shield and armor emblems.

Silverymoon

Warriors of Silverymoon favor well-crafted armor, shields with the heraldic device of their families, and some modest adornment of rings, bracelets, amulets, and brooches.

Many warriors of Silverymoon bear themselves in a manner that gets them often confused for warriors from the allegedly more civilized Heartlands. They, more than any others in the Savage North, come closest to resembling the idealized Realms warrior stereotype.

Special Advantages

The Barbarian Kingdoms

The warrior from the Barbarian Kingdoms gets the endurance nonweapon proficiency at no cost. They are formidable fighters, and gain a +1 to hit when using a battle axe or bastard sword.

Mirabar

Coming from a mining and forging area has advantages. Metal armor (chain, plate, splint, scale) costs 20% less than normal, as do metal shields, helmets, and melee weapons.

Mirabaran warriors can choose one of the following nonweapon proficiencies for free: armorer, blacksmithing, gem cutting, language—Dwarvish, mining, or weaponsmithing.

Luskan

Warriors from Luskan automatically gain the swimming and seamanship nonweapon proficiencies.

Neverwinter

Warriors of Neverwinter are also craftsmen. Each warrior gets a choice of one of the following nonweapon proficiencies for free: armorer, blacksmithing, bowyer/fletcher, carpentry, gem cutting, leatherworking, pottery, tailor, weaponsmithing, or weaving.

Warriors also start out with an extra 30 gp, a small savings from their time as craftsmen.

Silverymoon

Warriors of Silverymoon are well accustomed to magic, since their city is filled with it. All warriors gain a +1 bonus to their saving throws against spells. In addition, Silverymoon is also a city of scholars and study. Each warrior gains one extra initial nonweapon proficiency slot.

Special Disadvantages

The Barbarian Kingdoms

All warriors must have a minimum Strength and Constitution of 14.



Money is harder to come by. A barbarian PC starts out with a suit of armor, a single melee weapon, and 1d4+5 gold pieces. The most common armor available in the Barbarian Kingdoms is leather. Warriors cannot start out with chain, splint, scale, banded, bronze plate, plate, or brigandine.

Barbarian Kingdom warriors cannot begin their careers with any reading/writing nonweapon proficiency.

Once a year, the Barbarian Kingdom warrior must journey back to his home, and renew an oath of fealty to the leader of his homeland. Those who fail to do so are disgraced, and they will be exiled from the Barbarian Kingdoms forever. If the offending warrior ever returns to the land, all will try to kill him.

Barbarian Kingdom fighters are superstitious and have a paranoid dislike of magic. All saving throws vs magic are done at -2 penalty.

Mirabar

All warriors of Mirabar are either humans, dwarves, or gnomes. No other races can be chosen. All warriors must have a minimum Constitution of 12, since a hearty physique needed to survive in the deep mines of the Savage Frontier.

Due to their focus on the mining trades, many natives of Mirabar, including the warriors, are unfamiliar with woodlands lore. Thus, warriors of Mirabar cannot start out with any of the following nonweapon proficiencies: animal lore, hunting, set snares, and tracking. Note that these nonweapon proficiencies can be picked up later in their careers.

Some NPCs that protect or worship nature are less than impressed with Mirabar's haphazard mining tearing up the land. All reactions with such NPCs are penalized at -2 when dealing with such folk.

Luskan

The reputation of Luskan precedes the warriors who call it home. Luskanite warriors get a -2 reaction penalty

when dealing with NPCs from the Sword Coast, Waterdeep, the Island Kingdoms, and the other cities of the Savage North. This reaction penalty rises to -4 when a Luskanite encounters an NPC from Ruathym, a small pirate island in the northern Sea of Swords and a long-standing enemy of Luskan.

All warriors of Luskan must have a Constitution of at least 13, and a Dexterity of at least 12.

Neverwinter

Most Neverwinter warriors went through craftsmen apprenticeships when they were adolescents. As a result, they learned useful trades and their warriors' training was not fully completed. Consequently, all Neverwinter warriors begin with only *two* weapon proficiencies. When the warriors reach second level, they get the remaining two weapon proficiency slots that they should have had as new warriors.

All Neverwinter warriors must have a minimum Intelligence of 9, and a minimum Constitution of 12.

Silverymoon

Silverymoon is renowned as a center of learning and magic, and its ruler, the Harper known as Lady Alustriel, brings the city even more veneration. Unfortunately, there are folk in the Realms who, if they cannot strike at the city or its ruler, will content themselves with striking at its citizens. To make matters worse, Silverymoon is allied with Waterdeep, a city with its own healthy share of enemies. Organizations such as the Cult of the Dragon, the Knights of the Shield, the Shadow Thieves, and the Zhentarim will single out such natives of Silverymoon in combat, with the intent to kill them slowly.

All Silverymoon warriors must have a minimum Intelligence of 12, a Wisdom of 10, and a Constitution of 12.



Warriors of The Cold Lands

Class Information

Racial Requirements	Human
Ability Requirements	Constitution 14, Strength 10
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Ranger
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	4d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Survival
Recommended Proficiencies	Endurance

Overview

The Cold Lands lie north of the Moonsea and east of Anauroch, and they cover a vast expanse of land. The frigid setting's best known feature is, of course, the Great Glacier.

Damara

Damara is a ruined nation east of the Moonsea, which was destroyed by the attack of an evil army from Vaasa. All that remains now is a fragmented nation of petty domains and rural communities. Damara's warriors are all that keeps the country from completely disintegrating at the hands of either internal enemies or another invading army.

The Great Glacier

This massive glacier is home to the Ulutiuns, a short, primitive race of humans. Their warriors are not as well-equipped as their counterparts elsewhere in the Realms, but their ferocity in battle and tenacity to survive are cold hard facts.



Sossal

This fantastic kingdom of pale, blonde humans is the northernmost nation in the Realms. Their ability to flourish in such frigid conditions is a source of amazement to others. Their warriors are unparalleled in arctic survival and cold-weather combat.

Thar

This vast land is home, to a great number of giants, white dragons, orcs, and ogres (beast-men). Despite this, there is a sizeable human population here, mainly congregated around the trade-town of Glister. Warriors are plentiful, as they are needed primarily to beat back the constant humanoid presence.

Description

Damara

Damaran warriors are clad in very warm furs, cloaks, fur helmets, warm leggings, and heavy gloves and boots. Such measures are needed, for the Damaran warriors need protection not only against the blades and claws of



the enemy, but against the harsh elements as well.

The Great Glacier

The Ulutian warriors are a short, squat, dark-skinned, and dark-eyed race. They wear thick suits of fur and hides, and favor spears in battle.

Sossal

Warriors of Sossal have very pale skin, ice-blue eyes, and pale blonde hair. They are of a hearty, muscular build, and they are fond of wearing white furs. In fact, any armor they can get is also painted white.

Thar

The warriors of Thar dress similarly to those warriors of more southerly lands, though there is still a good amount of cold-weather clothing worn with their armor. The warriors of Thar look world-weary, experienced, and battle-scarred beyond their years. Even beginning first-level warriors seem older and more mature than most people the same age. The eyes of a warrior of Thar have a battle-weary hardness to them that more genteel folk find disturbing.

Role-Playing

Damara

The warriors of Damara are a grim, burdened lot. Their fathers, uncles, and brothers fought in the war against Vaasa twenty years ago. Some of them fought as well, in the later skirmishes. Each warrior is keenly aware of the responsibility upon his or her shoulders to defend the people. Suffice to say, they are not the most fun-minded or light-hearted of adventurers.

Many warriors of Damara seem to have the same social makeup of Dalesmen. They believe in minding their own business, and are satisfied if outsiders return that favor. These warriors have a stubborn streak, an obstinate hard-headedness to survive and hide all signs of weakness. This trait, considering their hostile environment, has probably saved many Damaran lives on more than one occasion.

The Damaran warriors seem to carry the weight of the world on their shoulders. In a way, they do just that. Whatever the case may be, they never whine or complain about their lot in life. They accept their fates quite stoically.

The Great Glacier

Despite their cold clime, the Ulutians are a very warm and friendly people after you get to know them. In their language, they have two dozen different words for “snow”, and not a single one for “sand”. When they fight, they battle to the death with no quarter given or asked. They know that in their climate, battle is a fact of life and death is rarely far off.

Sossal

“As cold as the snow that hides them” is how one sage described the warriors of Sossal. They are slow to laugh, and even slower to trust anyone who is not of their blood. Even when that trust is earned, it must be constantly renewed and re-earned, given their “What have you done for me lately?” attitude.

Sossal warriors are cold-hearted pragmatists who have no qualms about taking actions that others may find uncivilized. A wounded comrade who will die slowly is slain quickly. After all, why make him suffer needlessly? Old people who have outlived their usefulness can either wander out into the icy waste and die in the cold, or take a quick-acting poison brewed from a scraggly arctic plant.

If Sossal warriors possess the capacity to fear, one cannot tell from their deeds. The expression “ice water in their veins,” meaning that someone shows no fear or any emotion whatsoever, is a very appropriate description of Sossal warriors.

Sossal warriors all bear a fanatical hatred of white dragons, a hatred that spills over to *all* dragons types. To a Sossal warrior, there is no such thing as a good dragon, period.

Thar

Living in a land overrun by giants, dragons, and humanoids makes a warrior tough and harsh. The warriors of Thar are a rough, hardy lot, always ready for a fight.

Due to the civilizing effect of Glistar, the warriors of Thar come the closest in the Cold Lands to what warriors in other parts of the Realms are like. They can be very sociable, humorous, and good-natured, and they make friends with ease.

However, when battle is upon them, they launch into it with single-minded determination. There are too many enemies around them to ever fully let down their guard, or dim their enthusiasm for battle.



Special Advantages

Damara

Warriors of Damara live in a war-ravaged society, where their skills are constantly called into service. Damaran warriors learn to fight with nearly many types of weapons, since they never know what they will have at hand if drawn into combat. As a result, their weapon nonproficiency penalty is -1 on attack rolls, as opposed to the normal -2 for warriors.

The warriors of Damara have also cultivated an instinctive readiness for battle. They are surprised only on a roll of 1 or 2 on a d10.

The Great Glacier

The Ulutian are masters at survival in arctic climates. Their survival nonweapon proficiency rolls get a +1 bonus to their adjusted ability score in cold environments.

Due to their acclimation to the cold, Ulutian warriors gain a +1 on their saving throws against cold-based attacks. Also, such attacks are reduced by -1 hit point per hit die of cold damage inflicted upon an Ulutian warrior.

Each Ulutian warrior starts off with an exquisitely-carved spear that tells the story of his clan in the form of pictograms. This spear allegedly contains a portion of the collective soul of the warrior's family. It is jealously protected at all costs. The Ulutian warrior wields this spear with +1 bonuses to attack and damage rolls in addition to other bonuses.

Sossal

The warriors of Sossal are a breed apart. Their long-term exposure to cold gives them a +2 on their saving throws against all cold-based attacks.

In addition, warriors of Sossal gain a +1 on their saving throws versus dragon breath, and a +2 bonus on saving throws against any type of *dragonfear*.

In a setting with snow on the ground, Sossal warriors can naturally *pass without trace*. Sossal warriors also are able to hide against snowy terrain, until it seems that they are nearly invisible. This works similarly to a hide in shadows ability, but it operates at 20% effectiveness in areas of heavy snow coverage, and 10% in areas of light snow coverage; this ability increases by 7% each level. These percentages increase by 10% in darkness and decrease by 20% when hiding from someone with infravision.

Thar

Warriors of Thar are exposed to the constant threat of humanoids, giant-kind, and dragons from early childhood on. As a result, a warrior of Thar can learn up to two of the following languages, though each language does still cost a slot: orc, gnoll, ogre, or goblin. If two slots are spent, the warrior could learn the frost giant or white dragon tongues.

Each warrior of Thar must select one of the above races as a mortal enemy. When battling this enemy, the warrior gets +4 on his attack rolls. Once selected, the enemy cannot be changed.

Warriors of Thar gain the survival nonweapon proficiency for arctic climates as a free bonus.

Special Disadvantages

All of the peoples of the Cold Lands have one hindrance in common. Some people may think it is not a hindrance at all, but it depends on individual tastes.

Life in the Cold Lands can be harsh and brief. As a result, most dwellers in these lands marry and produce offspring at an early age. Most Cold Lands folk are married at age sixteen, and have one child soon after that.

Each starting warrior has a 50% chance of being married, with his or her mate "back home." Fifty percent of those warriors without a mate "back home" are widowed.

If the warrior's starting age is eighteen, there is a 70% chance that he or she has a child. Roll again for every year beyond eighteen. A twenty year old warrior could start out a game campaign as the parent of three children!

Even if a warrior is childless and widowed, he must set aside 20% of his earnings for his family's welfare. Once every season (three months), warriors who are married or parents must return to their land to visit their families, and bring them the money.

Damara

Damara has little left that can be considered an organized nation. Among other things, the economy is devastated. To show this, initial equipment costs 20% more than listed prices in the DMG to account for black market prices.

The Great Glacier

Metal is, of course, scarce on the Great Glacier. There are no shields, helms, or suits of armor made of metal available for a starting warrior of this area. Allowable starting weapons are the following: staff, sling, short



bow, long bow, spear, dagger, short sword, hand axe, harpoon, and club.

Ulutian warriors cannot begin with any reading/writing proficiencies at all. Moreover, the form of pidgin Common spoken by the Ulutians lacks many words that are spoken throughout the majority of Faerûn and contains other unfamiliar words known only to Ulutians. Consequently, when someone speaks with an Ulutian, an ability check against Intelligence must be made for both parties whenever an important fact or new subject is being discussed. Consult the effects below under the appropriate conditions.

- *Both NPCs make their Intelligence checks:* The spoken concept is understood clearly by both parties. "There is a wereboar near you!"
- *One check succeeds and the other fails:* The meaning of the spoken phrase is hopelessly garbled. "Where are the boring knees to!"
- *Both NPCs fail their Intelligence checks:* The Ulutian speaker either says the opposite of what he meant, or has said something inflammatory. "Here, I wish to bore a hole into you!"

Note that the Ulutian warrior may use a future non-weapon proficiency slot to acquire the standard Realms Common tongue (or any other dialect) as a separate language, thus removing the need for the aforementioned checks.

The spear that each Ulutian warrior starts out with is considered a sacred tool. If it is ever lost or destroyed, the Ulutian warrior is affected as if *fear* and *feeblemind* spells have been cast on him. These effects last for 20 rounds minus the warrior's level. Once the immediate shock is over, the warrior's immediate priority is to return to the Great Glacier and have a new spear carved in a special tribal ceremony.

Sossal

While the physiology of the Sossal warrior is splendid for survival in the cold, heat becomes their worst enemy. Sossal warriors make saving throws against fire attacks at a -1 penalty, and suffer an extra hit point per die of fire damage.

In places where the temperature tops 80 degrees Fahrenheit, the Sossal warrior becomes agitated and un-

comfortable from the heat. All of his attributes are reduced by 2 until he can get to a cooler site.

The fanatical hatred that Sossal warriors have for dragons is taught from birth and has become an ingrained part of their culture as a rite of passage. When a Sossal warrior reaches seventh level, he or she must slay a white dragon within a year; the PC cannot rise above 7th level until he or she has killed a white dragon (50% or more of total damage).

This extreme enmity has not gone unnoticed by the white dragons around Sossal. The DM should create an NPC white dragon specifically as the PC's enemy and begin working the warrior slowly towards the life-or-death confrontation with the dragon.

Finally, the range of creatures encountered by the Sossal is limited indeed. There are many monsters whose natures and abilities baffle and surprise the Sossal warriors. Thus, a Sossal warrior is surprised on a 1-4 on a d10 when encountering monsters that are not on the Arctic table of wandering monsters in the MONSTROUS MANUAL™ tome.

Thar

Though Thar is not as frigid as the other areas in the Cold Lands, it is in many ways wilder and less civilized, especially considering the sheer number of evil races running about. Therefore, the warrior of Thar suffers a -3 penalty when dealing with civilized NPCs from beyond the Cold Lands.

Also, warriors of Thar tend to strike first and talk later. If a situation develops where a party is having a talk with humanoids, giants, or dragons, the warrior of Thar must make an ability check against his Wisdom each turn. If the warrior fails the check, the time of talk has passed (for him, anyway), and he launches himself at the monsters.

Warriors of Thar, due to their coarse nature, cannot take the etiquette nonweapon proficiency until they reach at least ninth level, and its cost is doubled.

Furthermore, a warrior of Thar can certainly build a keep in the land of Thar and try to attract followers. Unfortunately, it has a 25% likelihood per month of attracting a band of raiding frost giants, ogres, or orcs who want to sack it.



Warriors of The Unapproachable East

Class Information

Racial Requirements	Human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The Unapproachable East is a geographic area covering a wide variety of nations. The warriors who hail from here are just as diverse, each reflecting the nature of his homeland.

Aglarond

This small kingdom is ruled by the mysterious Simbul. It acts as a buffer between Thay and the Sea of Fallen Stars. Aglarond's warriors are few, but they are quite expertly trained. The majority of their warriors are members of the foresters, and the Aglarond warrior kit assumes that the warrior is one of the foresters as well.



Impiltur

This nation of united city-states is on the frontier, and its rough-and-ready warriors are the first line of defense. They are also the leaders of exploration along the eastern frontier.

Rashemen

Rashemen is a nation of semibarbaric people, a hardy race who are rumored to be either berserkers or witches. The nation borders the territories claimed by the Tuigan hordes as well as the land of Thay. All warriors from Rashemen belong to the standing army, called the Fangs of Rashemen, but their first allegiance is to a specific clan. The Rashemaar warrior kit assumes that the fighter is a clan warrior.

Thay

This infamous land of the Red Wizards is known not for its fighters but its wizards. Nevertheless, a small group of warriors has emerged.



Description

Aglarond

Warriors in Aglarond wear clothing as befits their home region. In Eastern Aglarond, the warriors wear tunics and trousers of bright colors, all embroidered with black threads in nature-related patterns, and they also wear silver or bronze jewelry. People from the Fang, Aglarond's western coastal peninsula, wear dark clothing that fits their dour dispositions. Western Aglarond's warriors wear flamboyant clothing of contrasting colors, much like the typical garb of pirates. Weapons and armor types favored by all of Aglarond's warriors are similar to those used in the Western Heartlands.

Impiltur

Warriors of Impiltur favor a tunic with the colors of the nation: dun bordered with crimson. This color scheme is repeated on a warrior's shield, if he has one.

Rashemen

Rashemaar warriors are short, muscular humans with the appearance of folk who spend much of their time outdoors, riding and fighting. They favor heavy fur and leather tunics, and typical weapons include a short bow, melee weapon, and light lance. They never use shields of any size.

Thay

Thayan warriors favor crimson as their color, probably a reflection of the fact that they are subordinate to the Red Wizards, and often serve them. This red color appears mostly in their cloaks, tunics, leggings, or plumes on their helms. Their general appearances, however, are usually unadorned and remarkably plain. Apparently, the wizards of Thay want no "competition" in terms of outward appearance.

Role-Playing

Aglarond

The foresters are alert and grim warriors, much like a band of very organized and regimented rangers might be. They feel more at ease in nature than they do among cities and towns. In general, Aglarond warriors are fanatically devoted to their land. They are hard-working, raucous party-goers on their "time off," and will brook no insult or disrespect towards their nation or the Simbul.

Warriors from the rugged cape called the Fang are a

grumbly, surly lot, ever suspicious of strangers. These warriors, in particular, have a severe dislike of elves and half-elves.

Impiltur

The warriors of Impiltur have that spark of curiosity and "can do" mentality so often found in adventurers. They are good-natured and friendly, an honest, hard-working breed, but they are also constantly ready and waiting for trouble. An Impiltur warrior makes a fine friend, a valuable ally, and an implacable enemy.

Rashemen

The warriors of Rashemen are not often encountered outside their lands. When they are, it is usually because they are on a *dajemma*, which is a journey to manhood that every male Rashemen native makes.

Whether they are male or female, Rashemaar warriors are a fearless breed, who fight with a savagery and stamina not easily matched. They are hardy brawlers, who enjoy a good strong drink, a bawdy story, making new friends, and topping the evening off with a good old-fashioned tavern brawl.

Thay

Nothing is less appreciated in a land where magic is venerated than the art of physical combat and its practitioners. Such is the lot of warriors from Thay. In a land where the Red Wizards and their magic dominate every aspect of life, warriors are definitely regarded as second-best in all things.

This second-class status has produced a breed of warrior that, while loyal to their nation, are sullen, humorless, and rather jealous. And since they cannot take out their frustrations on the Red Wizards, they take them out on strangers.

Perhaps stung by the lack of admiration of the Thayan society, the warriors nevertheless have adopted their own code of honor. They have vowed to defend the wizards of Thay—which is indeed the task they most often find themselves assigned—and they have sworn to protect Thay's borders and its rulers. Once a Thayan warrior gives his word of honor, he will die to keep it.

Special Advantages

Aglarond

As a forester, the warrior of Aglarond is specifically a well-trained ranger with some additional bonuses and



limitations. A forester not only starts out with the non-weapon proficiency of tracking, but also gets climbing and blindfighting for free as well.

Impiltur

The warriors of Impiltur are always ready for tasks that call for their martial skills. When rolling initiative, a warrior of Impiltur gets a -1 bonus.

Since Impiltur is a frontier nation brimming with potential dangers, every warrior starts the game with one free melee weapon from his family or the person who taught him his fighting skills. The warrior still needs to spend the weapon proficiency slot to wield it.

Warriors of Impiltur can accurately be described as "gutsy". They gain a +1 bonus to their saving throws vs fear. If circumstances exist where no saving throw is allowed against fear or panic effects, warriors of Impiltur get a saving throw without their usual bonus.

Rashemen

These semibarbaric warriors start out with several strong advantages. Each beginning Rashemaar warrior can use her fists as a free weapon proficiency, and they deal 2-4 points of damage with a +1 bonus to attack rolls when using only fists. Rashemaar warriors also get the land-based riding nonweapon proficiency for free.

Each Rashemaar warrior starts off with a heavy fur and leather tunic (Armor Class 6), a choice of a one-handed melee weapon, a short bow, a light lance, and a mountain pony. All of these items are free.

While these are not the elite Fang berserkers, each Rashemaar warrior can enter a mild berserker rage once per day. It lasts for five rounds or until all enemies are slain, whichever comes first. While in this rage, all attack, damage, and saving throw rolls gain a +1 bonus, and a -1 bonus on initiative rolls.

Thay

Even though the warriors of Thay do not get the same level of respect and adulation that the Red Wizards do, the latter magic-users recognize the need to keep the warriors happy and well-equipped to increase their usefulness as guards or soldiers. Each warrior of Thay begins his career with 7d4 (x10) gold pieces and a magical +1 item of protection. While the item's standard form is that of a ring of protection, it could also be a magical baldric, brooch, circlet, cloak, earring, or pendant and still have the same defensive effects as a *ring of protection*.

Special Disadvantages

Aglarond

The foresters of Aglarond have all the same hindrances of rangers in terms of alignment and limits on possessions. In addition, they are bitter enemies of Thay, and a Thayan will not hesitate to strike at an Aglarond warrior in nearly any situation.

Due to their rarity, no more than one forester can be in an adventuring party at any time.

Aglarond also strictly controls the development of those persons capable of spellcasting. Given these strictures, no forester can learn spells; thus, warriors of Aglarond do not gain the ranger's spell abilities at 8th or higher levels.

Impiltur

Most cities in Impiltur suffered disruption during the Tuigan invasion. Trade and economy were crippled. Each warrior begins with only 3d4 (x10) gold pieces.

Rashemen

Rashemaar warriors are very rarely seen outside their homeland. Thus, there cannot be more than one Rashemaar in an adventuring party at a time.

Each Fang must have a minimum Constitution and Dexterity of 12, and a Wisdom of 10.

All Rashemaar warriors in general are not particularly well-versed in combat tactics. "Overwhelm a target or foe with sheer numbers and ferocity, then beat it to death" is the way of the Rashemaar warrior. To reflect this, all Rashemaar warriors are handicapped with a +1 penalty on their initiative dice rolls for the initial rounds of combat (11 rounds - the warrior's level).

Thay

Thayan warriors share the same stigma and prejudice that Red Wizards of Thay experience outside of their nation. Most folk in the Realms agree that Thayans are not trusted, especially her neighbors. When dealing with NPCs, all reaction rolls are penalized at -2 (-4 with NPCs of Aglarond or Rashemen).

Thayan warriors have been conditioned to digest information like the Red Wizards. Thus, they use the Wizard experience point table to advance.



Warriors of The Old Empires

Class Information

Racial Requirements	Human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3

Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	Riding, land-based

Overview

The Old Empires is an outsiders' term to link three distinct but geographically-linked countries, each with a history far more ancient than many lands west of the Sea of Fallen Stars. The Old Empires consist of Chessenta, Mulhorand, and Unther, the three oldest surviving nations in all of Faerûn. They were old when the Dales were young, and her warriors have remained unchanged through all the millennia.

Chessenta

The youngest of the three empires, Chessenta is a fertile land in which Chaos is the most influential ruler. The warriors of Chessenta are a wild, drunken, crazy lot who love to mix politics and warfare. Stability, both political and emotional, is rare.

Mulhorand

The most ancient of all empires, hoary Mulhorand is a great old force, one that was even larger in days gone by. Despite its diminished empire, Mulhorand is still powerful, and her warriors do their best to show fealty to their pharaoh while trying to keep peace among the many rival faiths.

Unther

The second oldest empire of the Realms is Unther. Like Mulhorand, it was once much larger than it currently is, but unlike Mulhorand, Unther's god-king Gilgeam takes a more direct hand in the day-to-day affairs of running the empire. He has reigned tyrannically over Unther for the past 2,000 years.

Unther is a corrupt, chaotic land, where tyrants and bullies flout the law. Unfortunately, most of those tyrants and bullies happen to be the rulers and enforcers of Gilgeam's cruel dictatorship!

Untherite warriors are split into two factions: those that slavishly obey, venerate, and support Gilgeam and his rule, and those who want to see the god-king overthrown. Both factions, however, agree that a revolution is inevitable.



Description

Chessenta

Chessentan warriors' garb is as ever changing as the clouds in the sky. Their tendency towards chaos makes them the least predictable warriors; there is no "one look" in Chessenta. Some warriors favor metal armor, while others wear animal hides. Still more favor no armor at all, choosing instead to wear a short toga that is cool and allows for a wider freedom of movement. One consistent feature among all Chessentan warriors' garb is their enjoyment of jewelry, most of it in the form of gold bracelets, choker collars, and arm bracers.

Mulhorand

The hotter climate of Mulhorand makes the wearing of armor a difficult feat. Most warriors favor only a light leather kilt and headdress that resembles the style favored by the pharaoh. A light white linen cape is often added as protection from the sun.

Some warriors wear partial leather armor over one arm and shoulder. Shields are uncommon equipment, especially for archers and spearmen.

Warriors of Mulhorand favor kopesh swords, spears, and short bows.

Unther

Like Mulhorand, Unther has a hot desert climate. They are fond of shaving off all of their body hair and applying oils and waxes to their skin to make their bodies shine. These oils give the Untherite warriors a distinctive smell, not necessarily an unpleasant one, although it does tend to expose the warriors to many jibes about body odor.

A fearsome tattoo is often found either on an Untherite's shaven head, chest, or right arm; this is especially true for those warriors who have slain some great creature by themselves.

Warriors of Unther wear white linen kilts, refusing armor of any sort. Those warriors currently in the army, though, wear bronze plate mail. Most armor is rejected because it is too hot to wear continuously in the heat or it reminds the warrior of his days in the army. For weaponry, the warriors usually employ spears, daggers, slings, and short swords.

The entire purpose of an Untherite warrior's appearance is to appear to be formidable. The warriors seek a psychological edge over any of their opponents.

Role-Playing

Chessenta

The Chessentan warrior mirrors his society in the way he lives for the moment. Passion is a very strong trait among Chessentans, and their warriors are no exception. A Chessentan warrior eats, drinks, parties, loves, and fights as if it were his last day of life. Whatever he does, a Chessentan warrior does it to the extreme.

Mulhorand

A warrior of Mulhorand always puts his pharaoh's priorities first above all other things. The average Mulhorand warrior is efficient and disciplined, a great believer in order. They are rigid and conservative traditionalists who despise change of any type. Their consistency and loyalty makes them valued fighters.

Unfortunately, these warriors are also rather arrogant about their capabilities. They always seek out some activities in which they excel, and perform those repeatedly to show their "superior skills."

Unther

Warriors from this chaotic society are accustomed to doing whatever they please. In Unther, as long as a warrior pays lip-service to the god-king, he pretty much does what he pleases.

Warriors of Unther are spoiled, arrogant bullies who enjoy making themselves look formidable in order to intimidate others. Since the bulk of Unther's army regulars are little better than poorly trained slaves, it is usually the officers that go on to become freelance adventurers.

Special Advantages

Chessenta

Chessentans launch themselves into tasks with such inspiring zeal and drive that it is almost frightening. To reflect this single-minded intensity, a Chessentan warrior gains a +1/-1 bonus (whichever is appropriate) to *all* rolls (attack, damage, initiative, proficiency checks, etc.).

Mulhorand

Warriors of Mulhorand are an ordered and disciplined lot. They gain a +1 saving throw against any mind-affecting spells including illusions, charm, fear, friends, hypnotism, etc.



Warriors of Mulhorand see their pharaoh as one of their gods walking among them, and worship him as if he were a deity. For that, they gain a +2 on their saving throws vs spells if the spell is cast by a cleric or priest of a deity not worshiped in Mulhorand. After all, with the divine pharaoh leading them, what other god could do more? It's the hard-nosed, bull-headed mindset of Mulhorand's warriors that comes through for them.

Unther

Warriors of Unther begin with the charioteering non-weapon proficiency for free.

Warriors know how to make themselves look more impressive. A warrior of Unther can attempt to intimidate another warrior of a lower level simply by standing up and looking mean. The Untherite warrior makes an ability check using his Charisma. If the check succeeds, the victim is intimidated, and suffers a -1 penalty on attack rolls against the Untherite. If the target NPC fails a Wisdom check, he will either quickly leave in fear, or immediately acquiesce to the intimidating warrior's wishes (within reason).

Special Disadvantages

Chessenta

Chessentan warriors, despite the intensity that they invest into their tasks, are also a chaotic, almost crazy group of people. It takes them slightly longer to assimilate their experience, so they use the paladin/ranger experience point table for level advancement.

Due to their undisciplined natures, Chessentan warriors cannot be paladins or rangers. Chessentan warriors *must* have a chaotic alignment, and the majority (70%) are either chaotic good (25%) or chaotic neutral (45%).

Mulhorand

Mulhorand warriors must be of a lawful alignment, usually lawful neutral. Even those few who are lawful good cannot become paladins or rangers.

Mulhorand warriors are single-minded, intractable, and not very willing to try new things. As a result, the cost of purchasing any nonweapon proficiency slots outside the Warrior and General groups is *tripled* rather than doubled.

Due to their rigid beliefs, a warrior of Mulhorand will refuse to be the recipient of any spell effects—beneficial or otherwise—from a cleric, druid, or paladin who represents a faith or power that is not worshiped in Mulhorand. If he believes the person intends to do actual harm to him, the warrior will actively resist with force. In addition, a warrior of Mulhorand cannot worship any deity not followed within Mulhorand.

Because of their acclimation to the hot climate, Mulhorand warriors suffer a -1 to their saving throws against cold-based attacks.

Unther

Warriors of Unther cannot be of any lawful alignment, and they must have a minimum Charisma score of 11.

Untherite warriors are such spoiled individuals that they suffer a -3 penalty to all NPC interactions, even within the borders of Unther itself!

Also, since Untherite warriors come from the noble families, they are more tempting targets for thieves, blackmailers, kidnappers, extortionists, and conmen. This is especially true when a warrior of Unther is adventuring in any of the Old Empires or the Vilhon Reach areas, since they tend to stick out in a crowd. There is a 20% chance per day that the Untherite PC and any of his companions will be ambushed or robbed (or both) within these specific regions.

Due to their acclimation to the hot climate, warriors of Unther suffer a -1 to their saving throws against cold-based attacks.



Warriors of The Vilhon Reach

Class Information

Racial Requirements	Human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The Vilhon Reach is a fertile, rich land that includes the nations of Chondath, Hlondeth, Sespech, and Turmish.

Chondath

Once a powerful nation, Chondath has been reduced by war, disease, and magical disasters to a series of small, nonaligned city-states. Warriors are prized in Chondath, since their numbers have dwindled due to the wars. The demand for fighters is high because of the internal rivalries that wrack the remaining city-states of the former kingdom.

Hlondeth

This ancient walled city is also called the City of Serpents, due to the serpent theme prevalent in the architecture. It is a prosperous city, and warriors here are relegated mostly to mercantile escort work. However, they are always on guard against any rise in Chondath's power, fearing a return of all-out war in the region.



Sespech

Sespech is a petty barony that broke away from Chondath during the Rotting War. A struggling, chaotic nation, its ruler Baron Thurgar Foemasher is actively recruiting warriors for Sespech's "self-defense."

Turmish

The dark-skinned, tattooed people of Turmish dwell in a land that is prosperous, peaceful, and civilized. Warriors of Turmish are known for being articulate, honorable, and highly-skilled warriors, as well as their habit of wearing beautiful, ornate armor.

Description

All of the warriors of the Vilhon Reach accept the practice of marking their foreheads with small dots of colored chalk. One dot means the warrior can read, two dots mean they can write, and three dots mean they can use magic. Obviously, warriors will never be running around with three dots on their forehead!



Chondath

Warriors of Chondath always appear to be ready for action. They favor the best armor they can afford to buy. They are also fond of wearing the old colors of past regiments and noble houses which no longer exist, perhaps a sad reminder of what Chondath's people once were.

Weapons are displayed in elaborate sheaths and scabbards that maximize their visibility; Chondath warriors want the world to know that they have come to fight, and that their strength relies on muscles and blades, not magic.

Hlondeth

Hlondeth warriors always make an effort to look their best. Their armor, helmets, and shields are constantly kept polished and mended, their edged weapons' blades are keen, and their clothing is impeccable.

Green is the favored color of cloaks, tunics, and tabards. Small polished pieces of green marble are set in armor, shields, helmets, and the pommels of weapons. Emeralds are the gemstones of choice for those who can afford to use them as jewelry and decorations.

Serpents are the most prevalent motif on shields and crests. A favored customizing item is a brooch that resembles two serpents coiled and intertwined in a circular pattern. It is made of gold, and it is often used to fasten the green cloaks that are so popular among these warriors.

Many warriors also favor earrings in their left ears. A popular earring appears as a small serpent made of gold that holds a tiny aquamarine in its mouth.

Sespech

Aside from the normally expected combat duties; warriors of Sespech have a very special purpose in the barony: They are expected to maintain a highly visible presence, and the more formidable they seem, the better. Warriors of Sespech favor chain or plate mail armor and a helm with a single blue feather set into it. The blue feather is a decoration that indicates the warrior's loyalty to Baron Thurgar Foesmasher.

Nothing is more impressive to Sespechans than a warrior expertly wielding a two-handed weapon, so most of Sespech's warriors use two-handed or bastard swords, pole arms of all types, and large battle axes. Shields are obviously discouraged due to these weapon preferences.

The very aspect of a warrior of Sespech is strength and readiness. The Baron wants to send the message that he has able warriors at his command.

Turmish

Warriors of Turmish are tall, mahogany-skinned war-

riors of considerable grace and handsomeness. As a rule, they tend to remain clean-shaven, since beards are associated with someone of the merchant class. Along with this careful grooming, the warriors are fond of wearing pleasant fragrances and colognes to mask the smells of sweat, metal polish, and other scents acquired "on the road."

The warriors of Turmish wear armor that is a flawless blend of elf and human styles. The armor is usually customized with embossing, spires, and raised, fluted curves on the shoulder plates and other joints.

Role-Playing

Chondath

The warriors of Chondath are a grim, hard-working lot who have been exposed to generations of conflict, death, and destruction. The Rotting War and the current petty rivalries of various lasting communities are but the latest difficulties for this country.

The loyalties of a warrior of Chondath are not to his nation, as present-day Chondath is little more than a loose confederation of city-states and towns. This confederation is under the nominal control of the Lord of Arrabar, to whom most warriors of Chondath give their fierce and unrelenting loyalty.

Warriors of Chondath are vehemently against displays of magic, even low-powered magic, since the Rotting War. The only magical items that a warrior of Chondath is interested in are magical weapons and magical defenses (armor, shields, rings, bracers, etc.). If a Chondathan warrior is in the company of a wizard who casts a spell, the fighter will warn the wizard not to work magic in his sight again. If the wizard does not comply, the warrior may either attack the spellcaster or quit the company. Priest spells are only slightly more tolerable to Chondathans, provided they are not done too often nor are too flashy.

Hlondeth

The warrior of Hlondeth is rather tolerant of snakes and other reptiles. In general, the warriors of Hlondeth are prosperous and easy-going. They are also accustomed to very little interference in their lives from rulers, as Hlondeth is ruled with a light hand.

Sespech

Warriors of Sespech are a chaotic lot, who have gravitated to Sespech because of the secessionist policies of



the Baron. They tend to dislike organized governments, and have proud, stubborn, independent streaks.

Each warrior of Sespech is also ready to fight at a moment's notice. They are extremely alert in guarding against foes, but this can often degenerate into paranoia.

A warrior of Sespech is not a very sociable person, unless he finds people of similar temperaments. After that, he tries his best to convert that person to the Baron's "cause."

Turmish

Turmishite warriors follow closely in the mindset of their fellow countrymen. Wealth and status are unimportant; rather, a warrior is judged on his own individual merits. Turmishites reject the ideas of social classes and the privileges allegedly due to such folk.

Even though they are a handsome folk, Turmishite warriors do not concern themselves with fashions. In fact, they have been known to openly laugh heartily at foreigners who wear something inappropriate for the situation (silks in the sewers, bright clothes while trying to hide, etc.), gaudy, or ridiculous in the name of fashion.

Since Turmishite warriors believe in judging a person on his deeds, these fighters make sure that they themselves will be judged well. They are brave and honorable warriors whose personal words are their bonds: They never shy away from an important cause and always come to the aid of someone being pushed around by a stronger bully.

Warriors of Turmish also make excellent hosts and very polite guests. In the latter case, a warrior always remembers to bring a gift to the home of his host.

If a person wishes to insult a Turmishite warrior, call him a "Turmite" – it will probably be the last thing that person ever says.

Lastly, a Turmishite warrior's ideas of beauty come from natural things, as opposed to works of art. All Turmishites watch nature very closely.

Special Advantages

Chondath

The state of readiness and the impressive martial look of a warrior of Chondath increases the fighter's Charisma by 1 when dealing with other fighters (not paladins or rangers).

The warriors of Chondath have become so good at noticing when a spell is being cast that they gain the spellcraft nonweapon proficiency for free when they reach third level.

Hlondeth

The warrior of Hlondeth is from a prosperous, lightly governed city. Warriors get 6d4 (x10) gold pieces to start with, and all initial equipment purchased is at a 10% discount.

If selecting starting languages, a warrior of Hlondeth can select from the following exotic languages as well as Common: bullywug, firenewt, lizard man, troglodyte, and yuan-ti.

Sespech

Since the Baron wants to have well-paid, happy, well-equipped warriors under his command, each warrior of Sespech starts out with a free suit of chain mail, a bastard sword or two-handed sword, and an additional 1d20 gold pieces for starting funds.

Warriors of Sespech also begin with an extra weapon proficiency, raising the initial amount of weapon slots to five. The extra proficiency must be spent on either bastard swords or two-handed swords.

Turmish

Warriors of Turmish are from a nation that is generally respected and well-liked, especially their merchants. Turmishite warriors get a +1 reaction bonus when interacting with NPCs. Naturally, this assumes that the warrior is acting civil, not being rude or not actively participating in some drunken brawl.

As well-dispositioned folk, the warriors of Turmish get the etiquette nonweapon proficiency at no cost.

Every suit of armor, shield, and helm are decorated in the distinctive Turmish fashion. Thus, when purchasing their initial armor, its true value is actually an additional 20% of the list price. Still, the warrior only pays the list price. The additional value comes into play only if the items are being resold or repaired.

Additionally, cultures that favor displays of ornamentation are usually quite impressed by the warrior's Turmishite armor. With such cultures, the warrior gains a +2 bonus on NPC interactions. Note that this is cumulative with the base +1 reaction bonus mentioned earlier.

A Turmishite warrior also has the amazing ability of telling what time it is, just by looking at the open sky and nature around him.

Special Disadvantages

Chondath

Chondath as a nation is a ruin, This has impacted the economy as well. Chondath warriors start out with only



3d4 (x10) gold pieces.

Also, due to the lack of experienced tutors in the ways of the warrior, warriors of Chondath use the ranger/paladin experience point table for level advancement.

Without question, the worst drawback of being a warrior of Chondath is an innate hatred of magic. This hatred is understandable, given the devastation wreaked upon this nation by wizards in the Rotting War. This hatred is bound to cause many problems in a balanced group of adventurers. If there is a wizard in a party that includes a warrior of Chondath, the warrior will be overtly hostile, at least verbally. The wizard will find himself the target of every possible barb, taunt, insult, and argument. Any setbacks that the party suffers will be blamed on the wizard by the Chondathan. The only way to work this handicap out is for the wizard to act in a manner above reproach. If the wizard does not antagonize the warrior, continued exposure to the wizard and the good magic can do hopefully may mitigate the problem.

Hlondeth

Perhaps it is due to the yuan-ti rulership or the serpent influence on the city's ancient history, but warriors of Hlondeth have an irrational fear of birds, especially birds of prey or giant versions of common birds. Around normal birds (crows, sparrows, pigeons, doves, seagulls), Hlondeth warriors experience an uneasiness that translates into a -1 penalty on attack rolls and initiative rolls.

When a Hlondeth warrior is within 60' of a bird of prey (eagle, hawk, falcon), or is in sight of a giant species of bird (such as a roc), he must make a saving throw vs wands or suffer the effects of a fear spell. This effect lasts 2d4+2 rounds or until the bird leaves.

Finally, there are many folks outside the Vilhon Reach and the Old Empires regions that are leery of dealing with folks who are ruled by the yuan-ti, an evil

serpent race. When interacting with NPCs beyond the Vilhon Reach/Old Empire areas, NPC reactions suffer a -2 penalty.

Sespech

In order to best reflect the social disorganization and general dislike of order that this area suffers, Sespech warriors must be of a chaotic alignment.

In addition, the Baron is loathe to let any of his warriors go adventuring out of the city. A warrior of Sespech must return to the city once an adventure is over. Also, there is a base 25% chance per adventure that the Baron will deny the warrior permission to leave the city. The warrior must pay a hefty bribe (100gp per level) in order to leave.

Finally, it must be remembered that Sespech broke away from Chondath during the Rotting War. This means that there is no love lost between Chondath and Sespech. Warriors from these two sites have a mutual reaction penalty of -4 when dealing with the other side's NPCs.

Turmish

All Turmishite warriors must have a minimum Intelligence of 10, and a minimum Charisma of 13. This gift of Charisma is a curse as well, since Turmishite warriors tend to stand out in a crowd.

Parties of adventurers outside the Vilhon Reach area that have a Turmishite warrior in their midst cannot be inconspicuous. The face of the Turmishite warrior will definitely be remembered by innkeepers and tavern bartenders. In addition, the companions of the Turmishite warrior are 65% likely to also be remembered by NPCs that they meet. On missions that require stealth, anonymity, or a subdued presence, this drawback can be catastrophic.



Warriors of The Empires of The Sands

Class Information

Racial Requirements	Human
Ability Requirements	Strength 9
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighters
Save as	Fighters
Advance as	Fighters
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	Survival

Overview

The Empires of the Sands is a collective term for the nations of Amn, Calimshan, and Tethyr. These three empires' fates are intertwined, despite their political and social differences.

Amn

An abundance of proficient traders, merchants, and craftsmen has earned Amn the name of The Merchant Kingdom. Warriors from Amn have two distinct functions: They are traders in their own right, and they defend Amn merchants who require protection when venturing beyond their borders.

Calimshan

Another place of eminent traders, Calimshan's rise as the greater mercantile power is hampered by a lack of



unity among the merchant princes. Warriors of Calimshan are the people who do most of the actual fighting between the princes and nobles. Raiding warriors and mercantile escorts alike are much in demand, and a healthy mercenary industry has sprung up to provide strong sword-arms to the conflicts.

Tethyr

Tethyr has all the internal instability of Calimshan but none of the same burgeoning trade prosperity. Tethyr is a wealthy empire, but its economy is nowhere near as robust. Most warriors in Tethyr are mercenaries, as the numerous factions vying for power practice the necessary treachery and rebellion.

Description

Amn

Wealth and all of its trappings are prized in Amn, and warriors reflect this all too eagerly. Their clothing is bright, gaudy, and of course, expensive. Male warriors tend to favor long capes embroidered with threads of precious metals, while female warriors favor elaborate



headdresses. Chain mail is the favored armor among Amnite warriors. Most men grow full, flowing beards.

Calimshan

As in Amn, the warriors of Calimshan favor chain mail armor. This armor is accessorized with loose-fitting clothing of bright silks, all topped by a functional cloak and hood of light tan or a slightly darker golden brown. Calishite warriors favor jewelry and ornamentation more than the warriors of Amn do, and it is almost always gaudy or overdone.

Female warriors are treated as equals of their male counterparts, though they follow social customs and wear small veils over their faces (at least when they are within the borders of Calimshan).

Tethyr

The warriors of Tethyr are less choosy about what form of armor they wear; if it can deflect blows or absorb damage, they wear it. No matter what weapons a warrior of Tethyr carries, none are without the *dhaka*, a traditional long, hooked dagger worn in a black sheath that doubles as a buckle for a wide leather belt known as a *jada*.

Light, comfortable robes are usually worn over a warrior of Tethyr's armor, with sky blue, forest green, and dark brown as the most favored colors.

Role-Playing

Amn

Material wealth is venerated over everything. While an intelligent warrior or a muscular warrior is respected, neither are as admired as much as the wealthy warrior. Even casual conversation is laced with financial metaphors.

Amnite warriors are generous to the poor, though only if people can see their altruism and thus raise their status as a munificent benefactor. Otherwise, the less fortunate are reviled and cursed.

While all warriors favor more loot for less risk, warriors of Amn make that condition the top priority. Amnite warriors also have a strong hatred of wizards, and feel ill at ease if forced to adventure with them.

Calimshan

Warriors of Calimshan are also concerned with money, but not with the same singlemindedness as an Amnite. The weakness of a Calishite warrior is leisure time—they cannot get enough of it. Calishite warriors are not

lazy, but they do try to make their duties easier whenever possible.

Magic is a source of fascination even among warriors of Calimshan. Their expressions of wonder and delight appear odd in contrast with their martial demeanor.

Finally, warriors of Calimshan have huge, overbearing egos. To them, all that is good in civilization comes from Calimshan. And naturally, warriors of Calimshan are superior in all ways to warriors from any other inferior places in the Realms!

Tethyr

Warriors of Tethyr are fair and open-minded, lacking the ego of Calishite warriors or the status obsession of Amnite warriors. However, they are extremely cautious, in some cases bordering on paranoid. Even though Tethyran warriors are indeed capable of trusting others, they always keep one eye on their associates' weapons.

On the other hand, Tethyran warriors admire personal accomplishments, especially if those feats have borne tangible benefits. A warrior of Tethyr who is reluctant to give his trust may be won over by tales and proof of his companions' own grand exploits.

Land ownership is a major source of respect and status. Every warrior wants his own huge tract of land. A warrior is also very deferential to landowners, counting them worthy of respect.

Special Advantages

Amn

Warriors of Amn gain the etiquette nonweapon proficiency at no cost. Thorass, the ancient trade language of the Realms, is available as a language and is mandatory for all Amnite warriors.

Each warrior of Amn begins with 200 gold pieces, the maximum amount attainable with 5d4 (x10). Of this amount, the warrior of Tethyr must keep at least 10 gold pieces for spending money. Each warrior also gets a *dhaka* and a *jada* at no cost.

Calimshan

Warriors of Calimshan can be of any demihuman race as well as human.

Calishite warriors start out knowing both Common and Alzhedo. The latter is the native human tongue of Calimshan.

All Calishites, be they warrior or not, enjoy magical items of a whimsical nature. Each Calishite warrior



starting out is allowed to select three items on his person that are magic, although their effects are totally useless in combat situations. Possible suggestions include: a razor that shaves the owner's face on command, a comb that combs hair on command, an incense ball that releases whatever scent the owner wishes, self-tying shoes, self-cleaning clothes, or perhaps a cloak that fastens and unfastens itself around the wearer's shoulders on command.

Tethyr

Warriors of Tethyr attract men-at-arms and followers when they reach 7th level instead of 9th level. This only occurs when the Tethyran warrior has cleared out a parcel of land and built a stronghold upon it. Note that the followers will be fellow Tethyrans.

The high state of caution and alertness common in a warrior of Tethyr makes them surprised only on a 1 or 2 on a d10.

Only humans and half-elves can be warriors of Tethyr.

Special Disadvantages

Amn

If you are poor, you are nothing in the eyes of many Amnites. Many in Amn feel that poverty is a curse from the gods. If a warrior of Amn has less than five gold pieces (stored away and carried on his person), he is considered impoverished. The warrior is humiliated and despondent over his financial status, and the warrior makes attack rolls and saving throws with a penalty of -1. His Charisma also drops by 4 when dealing with other natives of Amn. These penalties remain constant until the warrior earns or obtains at least 50 gold pieces. Incidentally, no one in Amn will lend money to a warrior in such an impoverished state, nor will credit or "tabs" be allowed by anyone from Amn.

Warriors of Amn cannot resist attacking a wizard, whether he is a party member or not. When a warrior of Amn meets a particular wizard for the first time, the warrior must make a Wisdom check, or attack the wizard immediately, not ceasing the attack until the wizard is driven off, incapacitated, or killed.

Since this could be somewhat of a problem in a party

with a wizard PC, allow the other members of the party to each make a Wisdom check to see if any of them notices their Amnite warrior comrade getting ready to attack. If they notice him, they can interpose themselves between the warrior and the wizard, effectively halting bloodshed.

If the first meeting goes without violence, the warrior of Amn must still remain suspicious and belligerent toward the wizard. If the wizard shows his worth by saving the warrior's life or doing something else of outstanding merit to a Amnite, only then will the warrior even consider changing his attitude.

Calimshan

The ego of the Calishite warrior is his prime disadvantage. In fact, it is an inevitability for a Calishite warrior, no matter how careful he is, to offend a foreigner. When dealing with nonCalishites, the warrior has a -4 NPC reaction penalty due to his arrogance. A Calishite warrior's Charisma is also considered to be reduced by 3 for purposes of attracting followers.

Tethyr

The caution of a Tethyran warrior makes a bad first impression. When meeting an NPC *for the first time*, the warrior of Tethyr suffers a -4 penalty on reactions. In subsequent encounters with the same NPC, for example an innkeeper who is met at supper time, then seen again the following day after a good night's sleep, the penalty is reduced to -2. It is possible for the penalty to be erased altogether, but it will take an act of trust from either the NPC or the warrior himself.

The empire of Tethyr is currently unstable due to the assassinations of the former royal family and all the subsequent infighting and treachery of power-hungry people trying to gain control. All base prices of initial equipment are thus increased by 10%.

Land is held in such high regard that if the Tethyran warrior's tract of land is attacked and his stronghold is destroyed or the land is ravaged, he is in complete and utter social disgrace. In order to redeem himself, he must rebuild his stronghold, restore the land, and go on a heroic quest to restore his name. Usually, this quest involves getting back at the forces that inflicted this indignity on the warrior.



Warriors of The Shining South

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 12, Strength 9
Prime Requisite	Intelligence, Strength
Hit Die Type	d10
Attack as	Fighters
Save as	Fighters
Advance as	Paladin/Ranger
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	5d4

Proficiencies

Weapon Slots	3
Additional Slot	3
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Warrior, Wizard
Bonus Proficiencies	Spellcraft
Recommended Proficiencies	None

Overview

Of all the nations and regions in the Shining South, Halruaa is the largest and mightiest and most reclusive. Magic permeates every layer of society and insinuates itself in every facet of life. Halruaa is a land of floating castles, flying ships, and magical furnaces. Even the warriors of Halruaa are knowledgeable in the art of magic.

Description

The warrior of Halruaa lives in a land of magic and heat. Clothing is light and functional, but it is always brightly colored and adorned with intricate embroidering. The appearance of the clothing is usually amplified by spells, causing any gold embroidery to shine brilliantly, already-bright colors to appear more vibrant, and gems to sparkle and twinkle.

Role-Playing

The warriors of Halruaa are as fascinated with magic as the wizards, and they are always seeking out new spells and magical effects. They are suspicious of foreigners, who they feel are out to steal their magic. On the other hand, the warriors are very polite and courteous, almost as if they were obeying a complex set of rituals.

Special Advantages

All warriors of Halruaa are trained in both combat and magic. Of course, the warrior's main focus is battle and martial mastery, but one cannot survive in Halruaa without some rudimentary magical talent.

Therefore, a Halruaan warrior uses the standard hit dice and advancement of rangers and paladins, but cannot be either of those classes. He is a fighter with special spellcasting abilities. When the character is created, he is given a spellbook with two 1st-level wizard spells in it – *magic missile* and *read magic*.

When a Halruaan warrior reaches fourth level, he gains the ability to cast wizard spells. He uses the bard's spell progression, but he can only cast as many spells as a bard of half his current level (halve the levels and round down). All spell effects are also adjusted to half the warrior's level. For example, a 4th-level Halruaan warrior casts spells like a 2nd-level bard (one 1st-level spell) and a 13th-level warrior casts spells as if he were a 6th-level bard. Warriors of Halruaa are subject to the same restrictions on spellcasting as bards and wizards (memorization, spellbooks, etc.). Finally, these warriors can only cast spells from the Invocation/Evocation school of magic.

Halruaan warriors get the 10% experience point bonus only if both their Intelligence and Strength scores are 16 or higher.

Special Disadvantages

Halruaan warriors cannot cast spells in metal armor unless it is magical. They cannot wear metal helmets unless they are magical items. Warriors of Halruaa *never* use shields.

Due to their magical inclinations, a warrior of Halruaa cannot have exceptional strength (maximum score of 18). As another side-effect of their magical abilities, a warrior of Halruaa uses the paladin/ranger experience point table for level advancement.

It is rare to find Halruaan warriors traveling about the Realms. An adventuring party cannot have more than one such warrior at a time.



Warriors of Anuroch

Class Information

Racial Requirements	Human
Ability Requirements	Strength 9 Constitution 10
Prime Requisite	Strength
Hit Die Type	d10
Attack as	Fighter
Save as	Fighter
Advance as	Fighter
Spell Ability?	No
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d4

Proficiencies

Weapon Slots	4
Additional Slot	3
Nonproficiency Penalty	-2
Nonweapon Proficiencies	3
Additional NWP Slot	3
Available Categories	General, Warrior
Bonus Proficiencies	Riding, land-based (Camel)
Recommended Proficiencies	Blindfighting, survival

Overview

Anuroch, the great desert of the Heartlands, is inhabited by a nomadic people known as the Bedine. They dwell in a part of this desert known as "the Sword," and they are the predominant race therein. The typical Bedine warrior of Anuroch is a man who strives to win honor, defend his family, and serve his *sheikh*, the leader of his tribe.

Description

The Bedine warrior is a brown skinned, dark-eyed, dark-haired man who wears loose robes called *abas* to protect himself from the scorching sun. Some warriors deviate from this traditional garb, choosing instead to wear trousers, loose shirts, and vests. They wear headdresses called *keffiyehs*, which are secured with a brow-band. The color and pattern of a keffiyeh identifies a Bedine warrior's tribe.



Bedine warriors favor scimitars, daggers, lances, and short or long bows. Metal is very rare in Anuroch, so only hide or leather armor is used.

Females of Bedine tribes traditionally are covered by clothing from head to foot. They must wear opaque veils to cover their faces when in public.

Role-Playing

The typical Bedine warrior is a proud, insular individual. The only world he knows is the great Mother Desert, and he finds it impossible to believe that there are huge, vast forests, or farmland that can be farmed continually. If a Bedine warrior is to adventure outside the boundaries of Anuroch, he is going to be amazed and dumbfounded for a good length of time until he becomes accustomed to the wonders of life beyond his barren desert homeland.

A Bedine warrior considers food and water to be items that belong to whoever needs them at the time. Hoarding of resources or outright gluttony are thus highly offensive actions to the Bedine.

Personal and family honor are especially important to a Bedine warrior. Honor is more important than life or



death, since the Bedine believe that the gods weigh a man's life by his behavior. To insult a Bedine or his family is to invite a feud that can last a very long time—perhaps a generation or more!—until honor is restored. The primary way to restore a Bedine's honor usually involves the execution of the offending cretin (or his eldest descendant, when involved in long-standing feuds).

Anyone whom a Bedine warrior does not respect is considered a "jackal". Dishonest traders, conmen, thieves, and tricksters are especially despised.

The Bedine warrior comes from a male-dominated society, and considers women who are unveiled, or who initiate conversation with a man, to be "brazen."

The Bedine despise and distrust magic, although they are not as vehement about this as a warrior of Chondath. Warriors may be convinced that a magical scimitar or perhaps something magical yet defensive in nature (a *ring*, *cloak*, or *bracers of protection*), is a gift from the gods.

An adventuring warrior of the Bedine (one found outside of Anauroch), is one who has put the normal Bedine goals of wealth and honor aside for now. Such a warrior travels to learn and to experience life beyond the desert, but he will eventually return.

Special Advantages

All Bedine warriors start out with the land-based riding proficiency for camels. Furthermore, they incur no attack roll penalties when firing arrows from camelback. Environmental factors and line of sight restrictions must still be taken into consideration.

Bedine warriors are used to working and fighting at night. For purposes of visibility, treat conditions of night as if it were lit by a full moon and a moonless night as if it were twilight. Bedine warriors can also get the blind-fighting nonweapon proficiency at the cost of only one slot instead of two slots.

Stealth is important during night raids. A Bedine warrior has a ranger's ability to move silently along with any armor or Dexterity adjustments.

Due to their years of learning how to thrive in a harsh climate, Bedine warriors gain a +2 bonus to their adjusted ability score when using the survival nonweapon proficiency for desert survival.

Before they are adolescents, Bedine warriors serve in some martial capacity for their tribe. Therefore, a beginning Bedine warrior may choose one weapon to specialize in and only pay one proficiency slot for it.

Special Disadvantages

As many advantages as the Bedine warrior has, the disadvantages are just as great.

The harsh climate of Anauroch forces all Bedine warriors to have a minimum Constitution of 10.

Due to their fear of magic, all Bedine warriors suffer a -2 penalty to all saving throws against all forms of magic, whether it came from wizards, priests, or magical items.

Bedine warriors can only be fighters, not rangers or paladins, and no warrior kits from the *Complete Fighter's Handbook* can be used either.

The male-dominated society of the Bedines forbids even the idea of female warriors. If an exception is to be made, it should be the sole exception in the entire campaign; female Bedine warriors are even more rare than their male counterparts, and they will most certainly be rejected by traditional Bedine society.

Metal is a scarce commodity among the Bedine. Consequently, no metal armor, helmets, or shields may be purchased either initially or during any subsequent dealing with Bedine merchants and traders. Starting armor is usually leather or hide. They can buy better armor later in their careers, but many do not as they are not used to the heavier weight of metal armor.

Bedine warriors traveling the world for the purposes of excitement and exploration are rare. Thus, there can never be more than *two* Bedine warriors in an adventuring group at one time.

Bedine warriors who do travel the world are initially thrown off by what they see as odd customs. For the first month of adventuring time (not "real time"), the Bedine warrior's Charisma is lowered by -2 when dealing with nonBedines.

Medicines (and most herbs used as such) are unheard of in the Bedine culture. Therefore, acquiring the healing nonweapon proficiency costs double the normal amount of slots: Healing costs two slots, and this is doubled since it is in the Priest group; the four slots are then doubled again by the Bedine disadvantage, making the cost eight nonweapon proficiency slots.

The nonweapon proficiency of riding, land-based for horses cannot be learned initially since there are no horses available. In addition, no languages may be learned initially except for their mother tongue, Uloushinn, and Common. Reading/Writing Common may not be taken initially.



The Crusader



Once upon a time, before a world-rattling incident now known as the Time of Troubles, the gods and goddesses looked down from on high at us poor, ground-crawling mortals, and did whatever they pleased with us and our fates.

After the Troubles concluded, Ao the Mysterious One rewrote the rules on the relationship between the worshipers and the worshiped. Suddenly, each and every god's power was in measure to the number and sincerity of its worshipers. Powers started giving special incentives to their clergies in order to keep the mortals' devotion. Suddenly, things got a lot more interesting. Ah, divine rivalries: are they not grand?

In addition to giving special powers to their clergy, the gods decided that defenders of the faith were needed. They desired to inspire mortals whose moral alignment and ethos were the same as that of the god, and had the muscle to fight to defend the god and its temples. This priest would gladly fight to preserve his god's ideas. The gods needed a crusader.

The great sage Wibstahr defines holy as "devoted entirely to a deity or the work of a deity." Someone who is holy is set apart for divine work. Holy does not exclusively mean "good," though it is most often used to express just that. Despite Tempus' penchant for chaos as governed by neutrality, his and all the other gods' and goddess' crusaders are still called "holy warriors." The powers that embrace evil have given their stalwarts the same name as well, although the less educated call them "unholy battle priests".

Some ignorant folk say that a crusader is just the same as a paladin, and that is most decidedly not so. A crusader is devoted to one god alone. I've seen paladins, on the other hand, who serve no one god, but are pledged in the service of Good, or venerate several deities who are lawful. A paladin's actions are most often defined as good, and goodness is not something solely attributed to one power or god.

Crusaders are actually priests that are ready to champion the causes of their god, defend the worshipers of said god, and actively seek out and destroy their god's enemies. A crusader is, in essence, a walking martial manifestation of that god's ideals – in other words, they are fanatics.

Soon, many of the gods of the Realms had crusaders to champion their new faiths. Some are acceptable, such as crusaders of war gods like Tempus, Tyr, and Torm. Others are rather frightening, such as the dark crusaders of Talos or Shar.

If a crusader is the military epitome of his god, then one can expect a superb fighter who revels in war as Tempus' holy warrior, or a cruel, vicious champion for Loviatar's crusader. Dare we imagine what happens to someone who crosses a crusader of Sune, goddess of love and passion? Hmmm. . . .

I leave you with these words, friend: Watch closely the crusading warriors who are actually priests. Mark these paragons of faith well, for I sense that they will be making quite a name for themselves in the Realms, for good or ill purposes alike.

As for me, I'm off to find a crusader of Sune to test out my theories.

Mendryll Belarod the Halfelven, bard at large





Crusaders, oftentimes called “holy warriors,” are the militant arm of faiths in the Realms. Their title is deceptive, since they are, in fact, a sub-class of priests rather than a sub-class of warriors.

DMs should take care not to allow crusaders to degenerate into pious fighters with the best skills available to both the priest and warrior classes. Role-playing a crusader is a demanding thing, since the character is a paragon of the principles and standards of his god or goddess. The crusader must share in the same likes, dislikes, and ideals as that god. Due to the aggressive nature of this sub-class, DMs may wish to limit the number of different deities’ crusaders in a party to a maximum of three.

Restrictions

Although each deity has a specific set of limitations for their respective crusaders, there are restrictions that apply to all crusaders regardless of who they worship.

Ability Scores

All crusaders must be strong enough to take up arms in the god’s name, tough enough to endure those rigors, and wise enough to be well-versed in the deity’s doctrines. Hence, all crusaders must have a score of 14 or better in Strength, Constitution, and Wisdom scores.

Racial Requirements

Crusaders are open to any race unless stated otherwise. Crusaders of the demihuman pantheons are open only to the respective race.

Alignment Restrictions

In order to take up arms in a god’s name, the crusader must act in a manner that closely mirrors his god’s. Thus, a crusader’s alignment must match that of the god he serves exactly.

Dual- and Multi-Class Characters

As mentioned in the prelude, crusaders are the fanatics of their respective faiths. Single-minded in their service to their gods, the crusaders have been trained since childhood by their temples to serve loyally and serve without question.

Therefore, due to this slavish devotion to one mind-set and one faith, there are no multi-class or dual-class crusaders in Faerûn. A holy warrior must be trained from childhood, so the warrior could not be some other class first. Furthermore, there is no such thing as a “former”

holy warrior—The only way to leave this devout occupation is to die in its service.

Level Advancement

Crusaders advance levels at the same rate as clerics, but they do not gain a 10% experience point bonus for exceptional prime requisite scores.

Hit Dice and Hit Points

Unless the individual god calls for otherwise, all crusaders use the same eight-sided dice that priests use for hit points. Some crusaders enjoy the warrior class’ +4 maximum hit point bonus for exceptional Constitution scores, but this is highly rare.

Proficiencies

Crusaders begin with and gain weapon and nonweapon proficiencies just like regular priests. However, they can choose from the General, Priest, and Warrior lists. There are special exceptions that grant access to the Rogue and Wizard skills as well, depending on the god.

Combat

Being a subclass of priests, crusaders make their attack rolls and their saving throws on the same tables that normal priests use. They can wear any type of armor and shield. Since combat is their strong point, they can use any weapon they choose, rather than just blunt weapons.

Some deities have a preferred weapon, which the crusader must select. In this case, a crusader must be proficient in the use of his deity’s preferred weapon.

Magical Abilities

Spellcasting

Crusaders cast clerical spells at one level less than they would if they were “normal” priests. Due to the holy warrior’s primary emphasis on combat, crusaders also do not get spell bonuses for high Wisdom scores.

Turning or Commanding Undead

Unless the description under “Special Abilities” forbids the turning of undead, the crusader can turn undead as a priest of the same level. If the crusader can command undead, this will also be mentioned.



Additional Abilities

Due to the direct duties performed for his deity, a crusader can cast augury once per week per level. At 5th level, the crusader can cast *divination* once per week for every five levels. At 7th level, a crusader can cast *commune* once a week. These are special gifts to keep them on the correct path intended by their gods.

Crusaders do not attract followers, nor can they build a temple or stronghold at higher levels. However, when a crusader reaches 7th level, he must select one temple or shrine that serves as his main source of guidance. He must also swear to defend the place from all harm, coming to its aid whenever needed. See "Holy Disgrace" below for information if a crusader should fail in his duties to a chosen temple.

Other special abilities of a crusader depend on the deity. Consult the list below for each deity's benefit to their respective crusader. If a deity has no entry, they do not count crusaders among their faithful.

Auril NE

Auril's crusaders gain a +1 saving throw bonus vs. any cold attacks. In the hands of a crusader of Auril, a *frost brand* +3 sword also grants the wielder a 50% magic resistance. These crusaders cannot turn undead.

Azuth LN

Crusaders of Azuth gain a +2 bonus on saving throws against any forms of magic. They cannot cast wizard spells, but they can read spells off of wizard scrolls and use them as well. They cannot turn undead.

Beshaba CE

Once a day, crusaders of Beshaba can make one NPC's attack roll, proficiency check, or saving throw fail. They cannot turn undead.

Chauntea NG

Chauntea's crusaders are granted one additional spell per spell level from the Plant sphere. These crusaders also gain a +1 bonus on saving throws vs. poisons. They also cannot turn undead. In the hands of a crusader of Chauntea, a *staff of the woodlands* also gains the additional abilities of a *staff of striking*.

Cyric NE

Cyric's crusaders cannot turn or command undead. Due to Cyric's recent reduction in power, the only benefit his warriors get is the ability to make a surprise backstab like a thief of equal level.

Deneir NG

Crusaders of Deneir have a 10% chance per level of identifying a nonmagical rune or glyph, and gain a +2 saving throw bonus against the effects of *glyphs*. All crusaders of Deneir must have at least an Intelligence of 14, and they cannot cast Combat spells.

Gond N

Crusaders of Gond can find concealed or secret doors on a roll of 1-3. They cannot turn undead, but they do get a free engineering nonweapon proficiency.

Helm LN

Helm's crusaders are surprised only on a 1, and gain an extra Guardian sphere spell per spell level.

Ilmater LG

Crusaders of Ilmater are immune to fear and can cast *remove fear* on one person per level once a day. In addition, they never fail morale checks. These crusaders cannot turn undead.

Lyachtu Xvim LE

Xvim's crusaders radiate *fear* in a 10' radius once per day, and they can cast *confusion* once per week. They cannot turn undead.

Kelemvor LN

These crusaders can turn and command undead. They can also *detect undead* within 60' along one particular direction at will. Each attempt takes one round.

Lathander NG

If he sleeps for at least four hours, an injured crusader will awaken at dawn with 2 hit points restored per level. Lathander's crusaders cannot turn undead.

Loviatar LE

Loviatar's crusaders must be proficient in the scourge. They radiate a *pain* aura in a 10' radius for 1d6 rounds once per day; all within its radius must save vs. spells or suffer a



-2 penalty to attack rolls and any Dexterity-related proficiency. They cannot turn undead and have no access to the Healing sphere of spells.

Malar CE

Once per day, the crusader can transform into a clawed, fanged beast-man (#AT 3, Dmg 1d6/1d6/1d8 plus Strength bonuses) and attack with a feral fury. In this form, the warrior gains a +4 against all mind-affecting spells. The change lasts for one round per level of the warrior. They cannot turn undead.

Mask NE

Crusaders of Mask 'must have a Dexterity of 14 or better. They gain thieving abilities as a thief of the same level. Crusaders of Mask cannot turn undead or cast spells from the Combat or Sun spheres.

Mielikki NG

All of Mielikki's crusaders have the ranger's bonus non-weapon proficiency of tracking without the -6 penalty. They cannot turn undead.

Mystra NG

When they first begin their careers, crusaders of Mystra must select one school of magic. For this magic, the crusader sacrifices access to the Animal, Combat, Plant, and Weather spheres of priests' magic entirely. Thereafter, the crusader can gain spells from that school of magic in spell slots as if they were priest spells of the same level. However, he or she still needs to learn the spells from wizards and use a spellbook in prayers to Mystra.

Oghma N

Oghma's crusaders can recite inspiring poetry, adding +1 bonuses to all party members' attack rolls once during a melee encounter. They can also cast legend lore once per month and they can also turn undead.

Selûne CG

All crusaders of Selûne must be female. They are immune to lycanthropy. The warriors suffer a -1 penalty to all rolls when fighting under a new moon and -5 to all rolls when in total darkness.

Shar NE

Shar's crusaders automatically gain the blindfighting proficiency. They can command and turn undead. The warriors suffer a -1 penalty to all rolls when fighting in daylight or dusk.

Silvanus N

The crusaders of Silvanus are surprised only on a 1 when out in wilderness areas and can speak with animals at will. However, they cannot turn undead.

Sune CG

All crusaders of Sune must have a Charisma of 16 or more. They have a +4 bonus to all reactions with NPCs of their same race and a +2 bonus with all other races. This bonus increases by +1 to both ratings for every three levels of the crusader.

Talona CE

Crusaders of Talona are immune to all nonmagical poisons, and they have a 10% chance per level of identifying any poison. They cannot turn undead.

Talos CE

Talos' crusaders revel in chaos, destruction, and foul deeds. They gain a +2 bonus on all saving throws, and are immune to diseases. They can *detect good* 60' in one direction. They radiate *protection from good* 10' radius, and can turn or command undead.

If a crusader of Talos finds a magical *sword* +2 known as a *Dark Reaver*, it gains all the abilities of its good counterpart, the Holy Avenger, in his hands. It also deals +10 damage against lawful good targets rather than chaotic evil enemies.

Tempus CN

These fanatical crusaders can remain conscious and fight until they reach -10 hit points, then drop dead. They cannot turn undead.

Torm LG

Torm's crusaders radiate *protection from evil* in a 10' radius, and gain a +2 bonus on attack rolls against chaotic evil opponents. They cannot cast spells from the Weather and Animal spheres.

Tyr LG

Crusaders of Tyr enjoy the special ability to detect evil like paladins, and they can also turn undead.

Tymora CG

Once per day, crusaders of Tymora can cancel a failed roll and succeed at the desired action. They cannot turn undead, and can only use blunt weapons.



Umberlee CE

Crusaders of Umberlee can only turn or command undead found in the sea. They start with the swimming proficiency and, after 10th level, they suffer no combat or movement penalties underwater.

Clangeddin (Dwarves) LG

All dwarven crusaders must take weapon proficiencies in the hammer and battle axe. Their attack rolls are +2 to hit against giant and goblinoid races. They cannot turn undead, nor can they cast spells from the Animal or Plant spheres.

Corellon Larethian (Elves) CG

Elven crusaders must take weapon proficiencies in either the long or short sword, and either the long or short bow. These crusaders must have a Charisma of at least 15, and can be elves or half-elves. They cannot turn undead.

Lolth CE

This offshoot of the elven pantheon is a crusader devoted to the Queen of Spiders. All crusaders of Lolth must be female. Aside from the normal crusader and drow benefits, the crusader of Lolth is immune to web spells and can cast web once per day per level.

Gaerdal Ironhand (Gnomes) CG

Gnomish crusaders are humorless figures that follow the deity Gaerdal Ironhand. Gnomish crusaders start out with a burrowing animal companion. This is not a familiar. This animal is the voice of the gnomish gods, and can only be heard by the crusader. The animal offers advice and commentary, and when the crusader uses Divination spells, the deity speaks through the animal.

All gnomish crusaders must have a Dexterity of at least 15. They cannot turn undead.

Arvoreen (Halflings) LG

These crusaders must take the sling as a weapon proficiency, but they get double the sling's normal rate of fire. Halfling crusaders cannot turn undead.

Holy Disgrace

A crusader falls into "holy disgrace" if he fails to protect his sworn temple or otherwise violates his oath to a sworn temple (after 7th level). It also happens if the crusader undergoes a voluntary alignment change that, in the DM's opinion, also constitutes a breach of the god's ethical teachings.

When in holy disgrace, the crusader is stripped of all his abilities and becomes a generic cleric. The disgraced crusader is also marked by a sigil visible only to priests of the same faith. The mark, known as anathema, bids its viewers to terminate the fallen one.

Once a crusader is considered anathema, there is no returning to grace except to get an atonement cast upon them by a specialty priest of the same god. Naturally, this atonement will be granted only after the crusader undergoes a long and dangerous quest that must involve a particular obstacle of the faith.

If a crusader somehow changes alignment yet still maintains strict adherence to his god's ethos, he must still work towards moving back to the mandatory alignment. Such a priest has one month per level to return to the correct alignment, or suffer anathema.

DM Warning

Please remember that the crusaders of the evil gods are presented not as playable characters, but rather as interesting, unique adversaries for the player characters to confront and defeat. Perhaps a paladin PC may have a crusader of Talos as an ongoing nemesis, or a PC cleric of Selûne may have an crusader of Shar as a foil. The possibilities are limitless and add new depth to the religions of the Realms.



Priest Kits of The Realms

In numerous tavern tap rooms, I have sung many a song about heroic warriors who've swung swords in the name of glory. Many are the tales that I have spun by the fireside about mighty mages who, with simple waves of their hands, can change the course of nature around them. I have even had the occasion to recite witty poems of a clever rogue or two, whose stealth and cunning enabled them to win the day. These songs and poems I wrote myself, thank you very much for asking. But few tales, if any, are written about priests.

Why is that so? Could it be that most such tales would end with "And so Nimrod the Holy cried out to his god, who in turn came clown and smashed his servant's enemy to a pulp." or somesuch finale? Is that how we see priests? Are they naught but wound healers or simple mindless channelers of divine power?

If that is how we see priests, then what you are about to read may change that. For the gods, in their supposedly infinite wisdom, have created a special set of priests, each tailored to suit the varied natures of the creating deity. Unlike crusaders, they are no more or less capable of fighting than the standard priests of the gods. However, like the crusaders, they each possess special powers and a unique way of acting and seeing the world.

Some deities have more than one such priest class. After all, Selûne is goddess of navigation, the moon, sailors, and more. It stands to reason that there would be a different type of priest for each of those portfolios.

There are many folk who are ignorant in the ways of the gods and their servants, such as what the hierarchy is like. Allow me to enlighten you, and at the same time amaze you with the extent of my knowledge.

At the bottom of the divine ladder, you have us loyal worshipers. It is our faith that gives the gods their power. Then comes the clerics, who act as sort of lay priests, not completely devoted to one god's sphere or ethos. The crusaders stand beside, if not above, the clerics as the faith's holy warriors, battle priests, and the most extreme defenders of the faith. Unlike the cleric, they have pledged themselves to one god only, and seek to emulate that god's behavior. Above the crusaders are the priests that are covered below. Like the crusaders, these priests are devoted to one god and a particular aspect of that god's portfolio. Above these priests are the specialty priests. The specialty priest is the pinnacle, the apex, the paragon of the worshipers of his respective god.

Oh, and above the specialty priests are the gods themselves, of course. They are just a little less high-and-mighty since the Time of Troubles, but you need not mention that I said that.

Anyway, read on, good gentles, and be amazed. It seems like the gods of Faerûn are making sure that we do not lack surprises in our mortal existences.

Mendryll Belarod



AURIL- Chillbringer

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Survival (arctic)
Recommended Proficiencies	Weather Sense

Overview

Auril, the Frostmaiden, is the goddess of winter and cold. Her devoted sect of priests, the chillbringers, engage in activities ranging from guiding parties through frozen arctic wastes to summoning winter storms for the glory of Auril.

Whatever their task, most "right-thinking" folk consider the chillbringers to be rather frightening individuals.

Description

Chillbringers wear long white robes with blue trim. They wear a belt and wrist bracers made of real ice, which miraculously do not melt until the dawn of Greengrass. During the Feast of the Moon, which marks the arrival of winter, new manacles and belts are created. The belt and bracers are made from ice harvested from the Great Glacier, and carved by the highest-ranked clergy of Auril.

Chillbringers do not wear armor. During winter, they

use enchanted daggers made of ice as their primary weapons. Otherwise, the priests use a hand axe, another one of the symbols of their faith.

Role-Playing

Chillbringers are like snow itself. Snow can either be a hindrance to growing crops and traveling, or it can be a pleasant thing for romping in. Chillbringers can either call down snow and ice on the unwilling, or serve as expert guides through the cold, giving invaluable advice on how to survive.

Most chillbringers are reclusive. When they do associate with others, it is usually with fellow worshipers of Auril, especially crusaders and clergy.

Like ice itself, most chillbringers are cold and emotionless, an aloof priesthood that only gets involved when there are storms to be called up, or money to be made by lending their services as guides.

Special Abilities

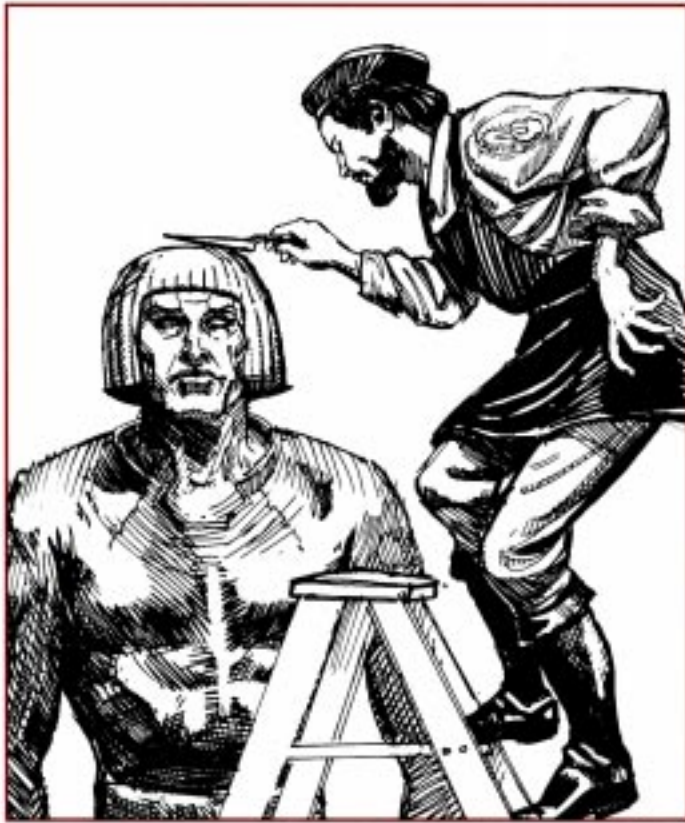
The ice wrist manacles are magical, and bestow AC 7 protection as well as the abilities of a *ring of warmth*. The ice daggers are enchanted, and function as *daggers +1*. Furthermore, if a natural 20 is rolled, the ice dagger does an additional 5 points of cold damage.

Once a week per level, a chillbringer can summon a snowstorm, provided the temperature is already below 30 degrees. This storm will last for 1d12 hours, dumping 1d4 inches of snow per experience level. Winds will be at gale force, and the temperature will drop below 20 degrees Fahrenheit or lower. No animal can fly, no missile weapon can be used, movement rates are reduced by half, and all combat is penalized at -4 to attack rolls within the 5-mile radius of the storm. Only priests of Auril are immune to the combat penalty from the snowstorm.

Special Disadvantages

Chillbringers cannot turn undead. Furthermore, since their faith is one situated in the North, no one born south of Neverwinter can be a chillbringer. Even worse, chillbringers lose all of their spells and powers if they ever venture into those forbidden areas to the south of Neverwinter. Even their magical ice items will melt and vanish before the appointed date, if taken into those lands.

Chillbringers are forbidden from using any clerical spells or magical items that create fire or heat.



Azuth-Golemmaster

Class Information

Racial Requirements	Any except halfling
Ability Requirements	Intelligence 16 Wisdom 16
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4

Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Artistic ability (sculpting), Stonemasonry
Recommended Proficiencies	Spellcraft

Overview

The golemmasters are an elite branch of Azuth's church, and golems are their lives' work. These priests build and maintain golems, and they also have a sworn duty to destroy rogue golems.

Description

Golemmasters are intense-looking individuals, usually covered in stone dust, iron filings, blotches of clay, and other materials used to make golems. They wear gray leather aprons and very common clothes.

Golemmasters only wear leather or studded leather armor when they are expecting battle or danger. In those situations, they also favor hammers and staves as weapons.

Role-Playing

Many say that golemmasters are touched by a particular madness attributed to Azuth himself. Golemmasters see each golem's fabrication as an active prayer to Azuth, and they are perfectionists when fabricating golems.

Special Abilities

At 12th level and above, a golemmaster can build any type of golem in half the required time for half the price. If he has a manual of golems of the right type, the time and price are quartered for the priest to construct a golem.

Golemmasters have a special attack that allows them to attack any golems despite their normal weapon immunities. Any weapon wielded by a golemmaster against a golem is considered a +4 magical weapon in terms of attack and damage rolls, since they know how to build them and take them apart. In the hands of a golemmaster, a *rod of smiting* will totally destroy a golem on a result of 17+.

Special Disadvantages

A berserk golem always attacks a golemmaster over any other target, with a +2 to its attack roll and its number of attacks per round is doubled.



Azuth- Magefriend

Class Information

Racial Requirements	Any except dwarves and halflings
Ability Requirements	Intelligence 16, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Wizard
Bonus Proficiencies	Alchemy, spellcraft
Recommended Proficiencies	Herbalism, religion

Overview

Azuth is the patron god of wizards and mages and all spellcasters to some extent. Magefriends are priests who advise and counsel wizards, much in the same way that Azuth advises and counsels Mystra.

Most magefriends are wanderers, as opposed to those who stay cloistered in Azuth's temples. They are a common sight in adventuring parties.

Description

A magefriend could in fact pass for a mage himself. Their vestments are long robes of shimmering gray topped by a light blue cloak and hood. The holy symbol of Azuth is also often worn openly. Most magefriends favor a simple staff as their weapon. Like the wizards they advise, magefriends shun armor.

Role-Playing

Magefriends combine the best of both the ecclesiastical and magical worlds. They have the wisdom, insight, and spells of the cleric, plus the experience of wizardly spell-casting.

As befitting a god of law and neutrality, the magefriends are a serious, orderly sect, easily able to lapse into metaphysical discourse at the drop of a hat. Magical power must be wielded, they argue, with logic and rationality as the guiding forces.

They take their roles as wandering advisors to wizards very seriously. To them, it is a high honor to counsel the wielders of magical energy. Magefriends also spend time coming to the aid of wizards, magical sites, and shrines to Azuth and Mystra both. For a sect of intellectuals, their spell-combat prowess is formidable, and they have no reservations about going into battle.

Mystra and Azuth are friends. Consequently, the clerics of both gods freely help those of the other.

Special Abilities

In addition to their normal clerical spells, all Magefriends can acquire and cast wizard spells like wizards of half their level. Magefriends can be specialist wizards, but they must still meet all the qualifications that the particular school has. Wizard spells are gained not through studying spellbooks, but through meditation and prayer, the same way that they gain priest spells.

Special Disadvantages

Magefriends cannot wear armor, and are limited to the staff, darts, club, and dagger as their weapons. Gnome magefriends must be specialist wizards, choosing the Illusion school of magic.

Despite their ability to cast wizard spells, magefriends cannot use magic items that are meant exclusively for wizards, with the exception of wizard spells on scrolls.

All magefriends must be lawful neutral. Violation of this alignment results in all mage and priest spells being withheld until atonement is cast on the offender.

Magefriends cannot turn undead, nor can they cast priest spells from the Animal, Plant, or Weather spheres. Magefriends also cannot be multi-classed characters, since they already are in some ways.



Beshaba- Wormluck

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	3
Nonweapon Proficiencies	4

Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

Beshaba is the goddess of bad luck and accidents. In order to both spread her influence in the Realms and to counter the efforts of the luck goddess Tymora, Beshaba has created the wormlucks, priests of bad fortune. These purveyors of calamities cause bad things to happen around them, though they are just as subject to Beshaba's whims as their victims.

Description

The wormlucks wear bright red robes over whatever armor they choose. All wormlucks must wear wigs of white hair in imitation of their goddess, although these wigs obviously look false and are badly placed most of the time. This bizarre wardrobe was forced on the wormlucks by the other clergy of Beshaba so no one confuses them with Beshaba's specialty priests.

Role-Playing

Wormlucks are gloomy, depressing people who walk around with a fatalistic air, which is hardly surprising when considering their patron. They often tend to be pessimists who are highly suspicious of good fortune. To them, good luck is but one shoe of a pair. Once providence occurs, they know that the scales must be balanced and they spend days waiting for misfortune to strike. They don't go looking for trouble, since they know it will find them soon enough.

Special Abilities

Three times a week, the player of a wormluck character can alter a die roll to these effects: One victim's die roll changes to an automatic failure; one victim's failed die roll regresses into a disastrous result; or a minor accident (no fatalities) occurs to NPCs encountered by the wormluck.

Special Disadvantages

Once a day, the wormluck must make a saving throw (no bonuses) vs spell, or one of the above mishaps happens to him. Also, though a wormluck can turn undead, a failed attempt causes all the undead to immediately converge on the unlucky priest.



Chauntea-Cultivator

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Druid
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Agriculture
Recommended Proficiencies	Animal handling

Overview

The cultivator of Chauntea is a priest who concentrates his efforts on blessing the crops, giving advice on life's big and little problems, and delving into the philosophy of Chauntea, specifically keeping track of the religion's parables and sayings.

The cultivators are definitely associated with the non-urban wing of the Great Mother's church.

Description

Cultivators are clad simply, preferring a humble brown robe and sandals. The higher-ranked cultivators wear belts adorned with gold or silver threads or precious stones. Cultivators of 5th level and higher also wear a rare green rose that doesn't wilt for an entire year. Cultivators grow their hair long, with males sporting a moustache and beard. Leather armor and a staff are the most common defensive and offensive tools.



Role-Playing

Cultivators are generally concerned with agriculture, and tend to speak and think in agricultural terms. The eternal cycle—sowing, growing, and reaping—is stressed in every action and conversation. There are people who rapidly grow weary of parables about farming and homespun old sayings about crops, but this doesn't stop cultivators from sprinkling their dialogue with them.

Special Abilities

The cultivator can give a special *bles* to a farm's crops, once a day. This blessing will make the land produce at 150% its normal yield. A collective field of crops can only be so blessed once a year. Spells from the Plant sphere are doubled in terms of duration, range, area of effect, and damage when cast by a cultivator.

Special Disadvantages

Cultivators cannot turn undead nor cast spells from the Guardian or Necromantic spheres. They cannot wear metal armor, nor use any sort of shield.



Chauntea-Lifewarden

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Herbalism, healing
Recommended Proficiencies	Brewing, alchemy

Overview

Lifewardens of Chauntea are less concerned with plants and animals and more concerned about the health of humans, demihumans, and humanoids. Their specialty is healing people, brewing potions, and creating antidotes for poisons. Unlike their druidic cousins, the lifewardens are found mostly in towns and cities.

Description

Lifewardens wear open-front brown cloaks over typical simple clothing such as tunics, blouses, and trousers. As a badge of office, a lifewarden either wears a green sash around her left arm, or a circlet with a small green stone mounted on the front. The latter is usually found on the higher-ranked lifewardens, and is commonly an emerald.

Despite living in "civilized" areas, lifewardens still have an aura of health and vigor, as if they've constantly been out in the sun and wind. They even smell like wild flowers or fresh grass after a rainstorm.

Role-Playing

To a lifewarden, the preservation of life is paramount over everything else. If a lifewarden sees injury, he will do everything in his power to bring healing. It doesn't matter if the victim is a human, elf, orc, gnoll, ogre, or giant. A lifewarden does not stop to ponder morality, nor does the idea of a being "not deserving to be healed" ever cross a lifewarden's mind.

Any sentient who asks for healing is entitled to it. Obviously, an ogre who is in the midst of attacking the lifewarden's party could not hope to be healed. However, any being who is not involved in a combat situation or shows that he is not responsible for any recent attacks on others can fully expect to be healed. Thus, an evil necromancer whose laboratory just blew up has a right to ask for healing from a lifewarden.

Special Abilities

Lifewardens have a 10% chance per level of diagnosing a disease or identifying a poison. A lifewarden can brew an antidote to any poison that is properly identified. This requires a proficiency check using the herbalism non-weapon proficiency, and takes 11 rounds minus the lifewarden's level. Naturally, the lifewarden must have access to plants and herbs used for the antidote's ingredients.

Lifewardens can brew any potion, elixir, or salve that deals with healing or plants, once they reach 9th level. The basic cost of creation is halved, and for every level of the lifewarden above 9th level, the base chance of success goes up by two percent.

A lifewarden's curative spells always yield maximum healing results. A cure light wounds heals eight hit points of damage every time.

Special Disadvantages

Lifewardens can wear only leather or hide armor for protection. They cannot use shields. Lifewardens are limited to clubs and staves for weapons.

Lifewardens cannot cast any clerical spells from the Combat sphere. When selecting spells, at least half of the granted spells of any given level must come from the Healing and Necromantic spheres.



Cyric-Purifier

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Inquisitor
Recommended Proficiencies	Religion

Overview

In the aftermath of the Zhentil Keep/Cyrinishad incident, Cyric commissioned a group of priests to go forth and cleanse the Dark Sun's church of all its half-hearted members. In addition, these so-called purifiers are sworn to fight against the servants of the non-evil gods in an effort to reduce the respective deities' power by reducing the number of worshippers.

Description

Purifiers clad themselves in voluminous robes of deepest black, decorated with crimson streaks. Each priest also wears silver bracers on his wrists, and a silver headband with a skull set against a black sun on the forehead. Purifiers carry an ornate footman's mace as another symbol of office.

Role-Playing

As guardians of the faith, Purifiers are stubbornly loyal to Cyric despite the god's setbacks. They are intellectuals who can argue the merits of their faith, but are not afraid to also be cruel. To them, the worship of Cyric is



the One True Faith, and all other gods and their worshippers must die.

Special Abilities

Once per week, a purifier of 5th level or higher can animate a human skull for a period of eight hours per level of the priest. This skull has the hit dice, hit points, and intelligence of the purifier. The skull always hovers about one foot away from the purifier at the height of the purifier's shoulder, shouting the praises of Cyric. The skull has an armor class of 4 and can either bite (1d4 points of damage) or let out a piercing shriek that acts as *confusion* spell. The latter attack form can only be done twice a day.

Special Disadvantages

Purifiers cannot cast spells from the Healing sphere, and must have an Intelligence of at least 12.

Due to the Zhentil Keep fiasco, purifiers are not welcome in that city as well as many others across the Realms. Many are in fact attacked outright.



Cyric-Sword

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Strength 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	0
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Blindfighting
Recommended Proficiencies	Religion

Overview

As the god of treachery, strife, deception, and disaster, Cyric needs a branch of his clergy that delights in spreading these influences all over the Realms. The swords are the militants of Cyric's church who actively and openly battle the forces of the good deities.

Description

The swords of Cyric are always ready for wars of all kinds. They are thus always clad in either chain, splint, or plate armor. They carry only long swords and daggers. Purple tabards embroidered with Cyric's symbol complete the swords' uniforms. There is always an air of tension around the swords, as if they are waiting for the slightest excuse to kill someone. This is not too far from the truth when dealing with a sword of Cyric.

Role-Playing

Whereas the purifiers are happy keeping the doctrine pure by means of discourse and violence, the swords live solely for violence, whether it is overt or subtle. "The purifiers hatch the plots, and the swords carry them out" is a common saying around the Moonsea and the Dalelands.

The hatred of the good religions bums so brightly in the hearts of the swords that they will attack anyone outright who wears a symbol of another god.

Still, the swords can be subtle when the situation warrants. Many savor skulking through alleyways like thieves, releasing rumors to discredit foes politically, or simply poisoning a rival. These are all effective uses of Cyric's strife and treachery. In any case, death, destruction and discord are still the meat and drink of the swords, and they love their work.

Lately, the Church of Cyric has decreed that any who have fallen away from the true faith are open targets for the swords.

Special Abilities

Swords have the ranger abilities of move silently and hide in shadows, which are modified by armor and dexterity. They can backstab like thieves of one level less than their current level. When battling an enemy who visibly wears the holy symbol of a good deity, the sword gains a +1 to his attack rolls, damage rolls, and saving throws.

Special Disadvantages

The swords of Cyric are not very welcome in Zhentil Keep, and are also openly reviled all over the Moonsea, Dalelands and Cormyr. If a sword is found in any of those places, a cry is raised, and city guards, watchmen, constables, and crusaders from any good temples in the city converge on the sword. These swords are given the option to surrender or die.

Due to the sheer destructiveness of the swords, they cannot use any spells from the Healing sphere. In addition, they cannot turn or command undead, this limit stemming from Kelemvor's enmity towards Cyric.

Swords are severely limited in their weaponry. They are allowed to use only long swords (Cyric's former weapon as a mortal), and daggers and nothing else. They do not gain any more weapon proficiency slots



Deneir- Wordsmith

Class Information

Racial Requirements	Any
Ability Requirements	Intelligence 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Wizard
Bonus Proficiencies	Reading/writing
Recommended Proficiencies	Ancient language, Artistic ability (calligraphy)

Overview

Wordsmiths are special clerics of Deneir, god of glyphs, images, literature, and art. They act as teachers, scribes, librarians, and translators.

Description

Naturally, the one thing all wordsmiths wear is the holy writing kit, a triangular leather belt pouch filled with parchment, ink, and quills. Wordsmiths have a scholarly air about them, and seem generally inoffensive.

Wordsmiths wear the traditional tan-white tunics and golden circlets of the faith. They wear medium-length cloaks of bright crimson.

Due to their noncombative exposure to the generally peaceful public, wordsmiths do not wear armor. One might keep a short-hafted one-handed weapon, such as

a hammer or horseman's mace, discreetly tucked away for emergencies, or he might rely on his sturdy walking stick (quarterstaff) as a last-minute safeguard.

Role-Playing

Wordsmiths are intelligent, educated, articulate, creative, learned, and charitable. Although some people may see such intelligence as an excuse to be elitist snobs, wordsmiths are surprisingly discreet about their intellectual abilities.

Wordsmiths are the kind of people who always have that elusive word that someone is looking for, though it is always offered in a helpful manner, not in an arrogant fashion.

There is a small sect of wordsmiths, comprised of poets and writers, who do act overly dramatic and angst-ridden. They moan and complain about things like "writer's block" and "deadlines," and how people constantly change their drafts. The rest of the wordsmiths refuse to indulge these over-sensitive souls.

Special Abilities

Aside from the Common tongue, wordsmiths get two additional languages and the ability to read and write them for free. Wordsmiths speak languages with such fluency that it becomes almost impossible to tell where the priest is originally from by the way he speaks. For anyone attempting this, they must roll a 1 on a d20 in order to guess the wordsmith's original home by his accent.

A wordsmith has a base 20% chance plus 2% per level, of deciphering glyphs, symbols, and other magical writings. In the case of things such as explosive runes, *glyphs of warding*, or other spell effects activated by reading, the wordsmith must make a saving throw (no bonuses) vs spell. If he succeeds, the effects are not triggered. Otherwise, the effects are unleashed.

Wordsmiths gain a +4 bonus to saving throws versus runes, glyphs, symbols, and other reading-activated effects.

Special Disadvantages

Anyone who cannot read or write well can ask a wordsmith for help, and that help must be given. Whenever a wordsmith enters a town or city, there is a cumulative 10% chance per day that he will wind up doing 2d4 hours of charity work.

Wordsmiths cannot turn undead, and they cannot wear any armor.



ELDATH- STILLWATER

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	0
Additional Slot	0
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Healing
Recommended Proficiencies	None

Overview

Eldath is the pacifistic goddess of peace, pools, and druid groves. A group of her clergy, sickened by how often priests get involved in battles, decided of their own volition to form a sect of priests devoted to peace and tranquility. The stillwaters are not very popular, since many see them as being too pacifistic to do anyone in the Realms any good. Eldath supports them, however, and seems to be watching over them.

Description

Serenity is the word used to describe the bearing of the stillwaters. They seem to radiate peace. Stillwaters do not wear any armor, nor do they carry any weapons.

Stillwaters wear long, flowing, blue-green robes and gowns, with light brown cloaks. Many wear garlands of flowers in their hair, using flowers that symbolize peace in any given locale, depending on where the stillwater operates from

Role-Playing

All stillwaters want to be as calm and placid as a still, quiet pond. Each cleric feels that achieving a state of perfect peace will bring him closer to Eldath herself.

No matter how heinous a being is, stillwaters will not raise a hand against them. They believe that inner peace lies within all beings, if only everyone would look deep inside themselves and allow it to come forth. Stillwaters try their best to talk and reason with everyone, pointing out to them the futility of violence.

Special Abilities

A stillwater may utter a soothing word a number of times equal to his level per day. This word affects two hit dice of creatures per level of the priest within a 20' radius. Creatures affected by the word cease hostilities and will listen to the cleric for 1d4+1 rounds. At the end of this time, each affected creature must make a saving throw vs spell or end the confrontation completely and walk away peacefully.

At 3rd level, stillwaters can cast sleep once per day. Note that they will not allow their compatriots to slaughter any sleeping foes.

At 5th level, stillwaters can cast forget once per day. This is cast with the intention of making the enemy forget its anger and why it is fighting in the hope that the enemy will wander away.

Special Disadvantages

Stillwaters cannot use any weapon nor wear armor. They cannot use any magical item that brings harm to another, nor can they cast any spell that causes disease or harm.

Stillwaters can turn undead.

"Here's a jest for you: why are Stillwaters' cloaks dyed brown? To hide the bootprints all over their back! Funny, no? Honestly, I often wonder why they bother. I mean, I am not an overly violent person, but if someone attacks me or some helpless person (especially a beautiful woman), then stand back and watch my swordplay, friend. These priests try to talk to their enemies! Want to know how well it works! Suffice it to say I've seen more grave markers with the words "cleric of Eldath" on them than any other words, fiend!"

-Mendryll Belarod



GOND-HOLY BUILDER

Class Information

Racial Requirements	Any except elf
Ability Requirements	Intelligence 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Blacksmithing, carpentry, engineering
Recommended Proficiencies	Reading/writing

Overview

Gond is the god of inventions and artificers, and he has created a special brotherhood of priests called the holy builders. These priests excel in repairing broken things, improving existing designs, and inventing new items and constructs. Sometimes, should Gond be willing, the new inventions even work!

Description

Holy builders of Gond are hardly what one would expect a priest to look like. Most holy builders wear leather aprons and clothes of dark colors, making it easier to hide the inevitable grease stains, tears, and scorch marks. Many also have numerous quills, rulers, and hastily scribbled notes on bits of paper or parchment sticking out of their many pockets. If not for Gond's holy symbol of a cog wheel showing prominently on their persons, very few people in the Realms would have any idea that these unkempt people were priests.

Role-Playing

Most people look at a device and wonder how to operate it. Holy builders look at the same device and wonder what it can do, how well-built it is, and how can it be improved beyond its initial design. Holy builders love spending their time drawing up designs, taking apart existing devices, and tinkering with anything constructed artificially. When holy builders enter a village or place they have never been before, they cheerfully start right in on repair work that they believe needs doing.

Many holy builders enjoy discussions with secular builders from outside of Gond's temples. One of their great joys is in exchanging ideas and comparing notes. They are so absorbed in doing this that they often times forget to preach Gond's faith to unbelievers. Gond, however, doesn't mind, since the deity sees all acts of building and construction as worship for him.

Unfortunately, holy builders are easily distracted from life-or-death matters by the simple presence of a unique device, gadget, or construct. Rather than cast a spell to wreck an invader's catapult, a holy builder would rather stare at it, taking it apart and putting it together in his mind, mulling over possible improvements, and admiring its craftsmanship.

Special Abilities

Holy builders take half the time as normal to repair or build anything, including weapons and armor.

The following nonweapon proficiencies cost only one slot for holy warriors to purchase or improve: armorer, bowyer/fletcher, engineering, set snares, and weapon-smithing. Also, they gain a +2 bonus when using the proficiencies of armorer, blacksmithing, carpentry, engineering, stonemasonry, and weaponsmithing.

Special Disadvantages

Holy builders cannot turn undead. Furthermore, they are so constantly distracted by devices around them that they suffer a +2 penalty to their initiative rolls.

"A clergy of tinkerers, they are most annoying indeed! One even disassembled my lute without my say-so, then rebuilt it, claiming that it was improved. When I strummed it, the chord shattered an inn's windows!"

-Mendryll Belarod



Helm-Bulwark

Class Information

Racial Requirements	Human
Ability Requirements	Strength 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Blindfighting
Recommended Proficiencies	Law

Overview

The Bulwarks are the ecclesiastics of Helm's faith that acts as bodyguards, sentinels, or any other role that actively involves defense, protection, and warding. Despite the damage to Helm's reputation done during the Avatar crisis, many folks in authority seek out bulwarks for those difficult defense-related tasks.

Bulwarks are responsible for much of the income flowing into the coffers of this relatively unpopular (in the North, anyway) church.

Description

Bulwarks certainly live up to their name. They cut an imposing figure in their plate armor, open-faced helm with a sky blue plume, and a two-handed weapon such as a polearm, battleaxe, or two-handed sword. Bulwarks give the impression of being immovable objects, planted in locations by their duty and staying there until their job is done.

Role-Playing

A bulwark takes his job of defender very seriously. Many will not even talk while on duty. To some, this seems to indicate that the bulwark is simply not paying attention. On the contrary, he is so focused on defending his charge that he does not allow himself to be distracted by superfluous people and idle, empty-headed chit-chat.

The loyalty of a bulwark is beyond question. Loyal and vigilant, they tackle each assignment with a serious, stolid determination.

Many bulwarks are aware of the sullen dislike that most other deities have of Helm, and they tend to watch the clerics of those deities with suspicion.

Special Abilities

Bulwarks are only surprised on a 1 on a d10. In addition, they gain a +2 bonus to any vision check that needs to be rolled due to constant vigilance.

Bulwarks begin their careers with a free suit of plate mail armor and a two-handed weapon donated by the church of Helm. Bulwarks can also turn undead.

In the realm of *glyphs*, a bulwark has a 10% chance per level of identifying a particular glyph of warding. Bulwarks at 7th level can also cast a special *glyph of warding* spell once a day. This glyph, which resembles the eye of Helm, causes 4d6+1 hit points of damage per level of the priest, exploding in a silent blue flash of magical cold energy when activated. The special *glyph* is cast by pressing Helm's holy symbol on a surface for one round; the glyph appears as a branded Helm's eye and lasts for twelve hours per level of the priest. In all other ways, it acts as a normal *glyph of warding* spell.

Special Disadvantages

Since the church of Helm is suffering a dramatic drop in popularity, the only steady sources of income are the proceeds from the bulwarks' missions. Thus, each bulwark must tithe 50% of his treasure or salary (coins, gems, jewelry) to the church for charity work.

If a bulwark is somehow blinded by destruction of his eyes or by magical means, he must make a saving throw (no bonuses) vs rods or suffer the effects of a fear spell for 1d12 hours. While blind, bulwarks are reduced in status to normal clerics of the same level. Regaining his sight will be the bulwark's paramount goal, after which his status as a bulwark is also restored.



Helm-Quester

Class Information

Racial Requirements	Human
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Riding, land-based
Recommended Proficiencies	Law, tracking

Overview

Helm, He of the Unsleeping Eyes, is the god of guardians and protection. In his infinite wisdom, Helm created the quester a priest that retrieves lost items and rescues lost or kidnapped people.

Description

All questers wear full plate mail and an open faced helm with a golden plume. Over this armor, these priests of Helm often don a golden-colored tabard with Helm's eye emblazoned on the chest. Questers can use any weapons, and many favor two-handed swords, totally rejecting the use of a shield.

Role-Playing

The concepts of guarding and protecting are passive and defensive by nature. Questers, on the other hand, aggressively respond to crises that have already taken place like kidnappings or the theft of a valuable item. The questers call this "reactive defense."

Questers are very single-minded clerics. They see



each retrieval mission as a "quest", and will single-mindedly go forth and carry out their mission. Any being or force that stands in their way should either move aside or prepare to face their collective wrath.

Special Abilities

Questers cast spells from the Guardian and Protection spheres as if they were one experience level higher than normal. They also cast *locate object* spells that last 24 hours, rather than the usual 8-hour duration.

Special Disadvantages

Questers of Helm are not especially welcome in the Heartlands and the North, thanks to Helm's belligerent role during the Time of Troubles. He kept the gods from ascending the Celestial Stairway, and killed Mystra when she attempted to do so. All reactions with Northern and Heartland NPCs have a penalty of -4 against the faithful of Helm.

Questers cannot cast spells from the Animal and Plant spheres.



Hoar-Nemeses

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	All but Warrior
Bonus Proficiencies	Law, tracking
Recommended Proficiencies	Survival

Overview

Hoar is the lesser power of doom and retribution. The nemeses are his secret priests, most of whom either have been wronged themselves or had someone close to them wronged. In any case, the culprit was either never caught or somehow escaped justice. Nemeses have dedicated their lives to obsessively pursuing evildoers who have evaded punishment. Although they are proficient in laws, a nemeses is well past looking for justice: He is looking for revenge.

Description

Even the priests of a number of the evil gods do not look as intimidating as a nemeses. The priest carries all the signs of traveling far and wide such as sunburnt, craggy features, wind-tossed hair, and dusty boots and clothes. Most of them have extensive scars, eye-patches, or other external signs of injuries gained through their many battles. Nemeses have a piercing stare that seems to bore right through someone, as if the nemeses can somehow look at someone's inner self and see everything that a person has ever done.

Nemeses will use any weapon and any type of armor available to them. The only indications of their ecclesiastical status are the prominently displayed bronze holy symbols they all wear, which show a two-faced man, each face staring in opposing directions.

Role-Playing

Driven, obsessive, unstoppable, and with a burning desire to see evil deeds avenged, the nemeses considers himself Hoar's appointed judge, jury, and executioner. A nemeses can work well with a scale or a hand of Tyr, since their missions are similar. However, those priests of Tyr are prompted by respect for the law and a wish to see justice served. A nemeses is motivated solely out of vengeance, either for himself or for the victims who cannot avenge themselves.

Special Abilities

When a nemeses needs to exact vengeance for an unpunished crime, he sequesters himself in a night-long vigil. During this vigil, his prayers are punctuated by screams against the concept of unavenged evil and fervent pleas to Hoar for intervention. With the dawn, the nemeses learns the direction toward his quarry (along compass points like north or north-northwest, but no distance is given). He also receives a vision of the target's present whereabouts. The DM can describe visual clues only about the location and it is up to the player to pinpoint the site. No distance or magic exists that can hide targets from this vision. Once a nemeses finds his quarry, one of them will die.

Nemeses can turn undead. If the undead is the target of the nemeses, it must be destroyed in melee.

Special Disadvantages

A nemeses must be of lawful neutral alignment. When a nemeses has a target in his mind courtesy of the vigil, *nothing*, no matter how important, can detour him from his all-consuming task.

Once a nemeses has avenged a victim, he must inform the victim *in person* that retribution has been made. If the victim is dead, the nemeses must cast a speak with dead spell to inform the deceased about the mission. Nemeses cannot take up another vengeance quest until the previous one is totally finished. Some nemeses take years tracking a criminal and more years finding the victim to close that circle of retribution.



Ilmater- Alleviator

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	1
Additional Slot	0
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Endurance
Recommended Proficiencies	None

Overview

Ilmater, the crying god, represents suffering, endurance, and martyrdom. The priestly order of alleviators was started not by Ilmater but by the priests themselves. Rather than passively accept the pain of others, this new faction within Ilmater's church chose to teach people how to cope with pain and suffering.

Description

The alleviators live very simply, and most of them are commonly clad in simple grey robes with a length of rope for a belt. Each wrist has a leather thong tied around it, in honor of Ilmater, although the priest's wrists are not tied together. Alleviators shun armor and shields, and can only use a staff as a weapon.

Role-Playing

The important thing to remember is that alleviators are not responsible for removing people's suffering; they help people *endure* their sufferings. The alleviators are aware



that there is much evil and suffering the world, so they emphasize that coping with it makes a person stronger than opposing the pain and losing.

There are alleviators, however, who *will* try to alleviate suffering where it is found, or be an advocate for the rights of the common man. This group of alleviators are viewed as radicals within the church.

Special Abilities

Due to their abilities to withstand suffering, alleviators can remain active until they reach a negative hit point total equal to their base hit point total. They can only use this ability in melee if they are protecting someone else from getting hurt. Thus, an alleviator with 23 hit points will not drop until he is reduced to -24 hit points. When a melee encounter concludes, the alleviator must be brought to at least 1 hit point within two rounds or he will die.

Special Disadvantages

Alleviators must give 70% of their treasure to the church of Ilmater. Also, they cannot turn undead.



Iyachtu Xvim-Gauntlet

Class Information

Racial Requirements	Dwarf, human
Ability Requirements	Strength 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Inquisitor, religion
Recommended Proficiencies	Local history

Overview

Iyachtu Xvim, the Godson, is supposedly the offspring of the god Bane, who died during the Avatar crisis. Xvim, as he most commonly known, began ascending to true power when Zhentil Keep fell during the later Cyrinishad fiasco.

One of Xvim's first acts was to create crusaders and several branches of special clergy. The gauntlets of Xvim are fanatical priests who bully the followers of other faiths, especially those who worship Cyric. They are best described as bullies, psychotics, and assassins.

Description

The gauntlets favor black armor, mostly chain or plate mail, but they always wear black great helms and steel gauntlets. They wear black cloaks and cowls, with a forest green trim around the edges.

In terms of weaponry, they can choose any weapon, but they must wield at least one edged weapon and one blunt weapon. The gauntlets favor both the overt destructive weapons such as bastard swords and battle-axes, and the more subtle saps and daggers.

Role-Playing

As the servants of an up-and-coming lesser power that is fast approaching intermediate power in the wake of Cyric's failures, the gauntlets are zealots who take every opportunity to spread hatred and tyranny. They often try to turn people and races against each other, or take local political matters into their hands by murder and oppression. The gauntlets are always busy spreading their god's doctrine of hate.

Despite a strong homicidal streak in each and every one of them, the Gauntlets are a well-organized, well-disciplined branch of the faith. They have a definite hierarchy, with the strong bullying the weak, and a strict adherence to Xvim's religious canon. Most of the gauntlets are former priests of Cyric who left the faith when the god betrayed Zhentil Keep.

Gauntlets can always find something to hate in any one they meet. That, and their "survival of the fittest" mentality, best sums up these miscreants.

Special Abilities

Gauntlets are immune to all forms of *fear*. Gauntlets can turn and command undead.

Any weapon or armor type is permissible for gauntlets. Gauntlets can also use poison.

Gauntlets can make an ability check using Wisdom in order to tell if someone is a worshiper of Cyric. They gain a +2 bonus to that check if the targets wear holy symbols of Cyric on their persons.

Special Disadvantages

Since most of Xvim's clergy are former priests of Cyric (who previously were also former priests of Bane), the remainder of Cyric's clergy have a sheer hatred of them. Whenever a cleric, priest, crusader, or specialist priest of Cyric sees a gauntlet, he will immediately attack in a homicidal rage, regardless of where the encounter is or any other conditions.

Followers of Cyric gain a +1 to attack and damage rolls against the gauntlets. Furthermore, gauntlets suffer a -1 to their saving throws against spells thrown by clerics and crusaders of Cyric.

Gauntlets cannot cast any beneficial effects of spells from the Healing and Necromantic spheres except for *cure light wounds*. They can, however, use curative items and potions.



Iyachtu Xvim-Orb

Class Information

Racial Requirements	Any
Ability Requirements	Charisma 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Inquisitor, religion
Recommended Proficiencies	None

Overview

Every starting faith needs its missionaries, and the orbs, named for the glowing green eyes of Xvim, are the messengers of this new faith. Of course, the orbs use methods like blackmail, coercion, and intimidation to spread the ugly message of their god.

Description

Orbs wear long black cassocks, black iron skullcaps, and green ecclesiastical stoles. They also wear black iron gauntlets that have a pair of glowing green eyes painted on the back of the hand. These gauntlets are actually the priests' holy symbols of Xvim. Armor is worn under the cassock, and is usually chain mail. Orbs favor hammers as a weapon.

Role-Playing

The orbs are aware of the importance of their mission. They know that the more followers they recruit, the stronger Xvim gets. Orbs begin as charming orators, talking about Cyric's failure and Xvim's resurgence.



The orbs and the clergy of Xvim have learned to pay spies and thieves well for "delicate" information. Those who do not accept Xvim as their true god are approached in private, where they are threatened or blackmailed into joining Xvim's flock. The orbs are especially looking for influential, powerful, and wealthy people to join up and expand the faith.

Special Abilities

Orbs can cast *fear* once per day, and are also immune to any *fear* effects, including *dragonfear*. They can turn and command undead.

Special Disadvantages

Orbs are always looking for any hint of the location of the *Cyrinishad*, a book and artifact of Cyric's which they are dedicated to eventually destroying. This quest takes precedence over anything else, even recruiting worshippers, if any word arrives of the book's location.

Orbs cannot cast any spells from the Creation sphere.



Kelemvor- Mortarchs

Class Information

Racial Requirements	Any
Ability Requirements	Charisma 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4

Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Burial customs
Recommended Proficiencies	Ancient history, etiquette, folklore

Overview

As the newly-made Lord of the Dead, Kelemvor has consolidated his position by creating several special priests. The mortarch is a priest who specializes in consecrating graves, maintaining the knowledge of burial customs, and comforting the bereaved.

Description

Mortarchs dress in elegant but somber robes of dark blue and light grey, and they wear silver circlets on their brows. Any weaponry that they carry must be hidden within the folds of their robes, as mourners are unsettled by the sight of brandished weapons.

Role-Playing

Death is but a part of life, and mortarchs try to teach this to the living. Death is not to be feared, although it is not also to be prematurely embraced either. Death is simply the end of the normal mortal cycle. The undead are an abomination against that proper cycle of life and death.

All souls have the right to a decent burial regardless of their actions in life; a mortarch does not judge the dead—that is the duty of the gods. Every corpse must be treated with dignity, from the lowliest guttersnipe to the mightiest king, since respect for the deceased bespeaks respect for the Lord of the Dead.

Special Abilities

Mortarchs have access to a special *bless* spell. When cast on a grave, the grave itself can turn away undead at the same level as the casting priest. The body buried in that grave also cannot become undead. The *bless* lasts for one year per level of the priest. Mortarchs are also able to turn undead as if they were one level higher than they actually are.

Special Disadvantages

Mortarchs can only use clubs, hammers, horseman's maces or flails. They cannot cast *raise dead* or *resurrection*, nor use any items which duplicate those spells.



Kelemvor- Necrobane

Class Information

Racial Requirements	Dwarf, half-elf, human
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Burial customs
Recommended Proficiencies	Ancient history

Overview

The necrobane's task is to battle all manner of undead, halting the spread of animated bodies (skeletons and zombies), and putting the undead souls to rest (ghouls, wights, spectres, etc).

Description

Necrobanes can wear any type of armor and they can use any type of weapon. They wear black cloaks, don silver circlets on their brows, and Kelemvor's holy symbol is prominently displayed on a neck chain.

Role-Playing

Undead walking around Faerûn are offensive to Kelemvor, and the necrobanes are fueled by that same anger burning within them. If given a choice of attacking orcs or wights, the necrobane will choose the wights

without hesitation. And despite this anger against undead, the necrobane also has Kelemvor's compassion for restless souls. While the mindless undead are dispatched casually, there is pity for the spirits in even the most evil undead.

The extremely intelligent and powerful undead, such as vampires and liches, are the ones that even a necrobane can have a hard time feeling pity for them. Lichdom is a premeditated act, and full-strength vampires are extremely foul entities, thus earning a greater share of the necrobane's enmity. The cycle of life demands that mortals die, not prolong their lives unnaturally through necromancy and other foul magic, and a necrobane simply wishes to further that cycle.

Special Advantages

Necrobanes are immune to the paralytic touch of ghouls and ghosts. Furthermore, they get a saving throw vs. spells to defend against the level-draining abilities of spectres, wraiths, and wights, and the Strength-draining attacks of shadows.

Necrobanes can identify any type of undead on sight. If the undead is somehow magically disguised, the necrobane gets an ability check based on Wisdom. Succeeding the roll tells the necrobane that there is "something not quite right" about the disguised being in question.

When turning undead, necrobanes affect twice the normal number (roll 2d6 and double the result).

Necrobanes' damage rolls are unaffected by damage restrictions against specific undead. For example, they can use edged weapons against skeletons without any damage penalties or reduction.

Special Disadvantages

Once every other tenday, a necrobane *must* slay at least one undead creature. Failure to do so results in a -1 penalty on all attack rolls, damage rolls, saving throws, proficiency checks, initiative rolls, and surprise rolls.

Necrobanes and necromancers most definitely do not get along, even if their alignments are exactly the same. The difference is a philosophical one—The necrobanes wish to stop all undead and preserve the natural balance of death, while necromancers see undeath as a way to extend a lifetime. As a result, each class has a -4 reaction penalty on interactions with the other.

Necrobanes are also not allowed to cast any spells from the Necromantic sphere, and they cannot use any magic items which duplicate these effects.



LATHANDER- SPRINGLORD/LADY

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3

Available Categories	General, Priest
Bonus Proficiencies	Artistic ability, healing
Recommended Proficiencies	Herbalism

Overview

The springlords of Lathander epitomize the most popular aspects of renewal as experienced by all the races of the Realms. These priests act as healers, midwives, and raisers of the dead.

Description

Springlords wear long, loose robes of yellow, pink, and red, the traditional colors of Lathander. The hem, cuffs, and other borders are trimmed in green, which symbolizes renewal. Springlords do not wear the more ostentatious ceremonial headgear except on holy days or when attending important rulers and the like.

Role-Playing

Springlords shun praise, pomp, and ceremony. They enjoy being "priests of the people," and are the least structured of Lathander's clergy.

To a springlord, events such as births, rebirths, and restorations are all good causes for celebration. If someone cannot afford to pay for healing or resurrection spells or other services, the springlord will perform them anyway. However, they draw the line at healing the same party of adventurers who keep coming back time and time again. This charity will be provided only once for any one person, and be sure that a springlord will remember.

Each springlord also has an artistic talent of some sort. This can be painting, sculpting, singing, poetry, or any art medium and it is used to honor Lathander.

Special Abilities

All healing nonweapon proficiency checks gain a +2 bonus. The springlord can also use the healing proficiency to diagnose the precise nature and extent of the injury (how many hit points reduced, what sort of disease, or what type of poison used, etc.). All healing spells cast by the springlord gain a +2 bonus.

Special Disadvantages

Springlords cannot use Combat spells, and can only wield clubs, staves, and slings. The heaviest armor a springlord can wear is chain mail.



Leira-Mistwalker

Class Information

Racial Requirements	Any except dwarves
Ability Requirements	Wisdom 9, Intelligence 14
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Rogue
Bonus Proficiencies	Disguise, forgery
Recommended Proficiencies	Spellcraft

Overview

Leira was the goddess of deception and illusion, and the patron goddess of liars and illusionists. She was supposedly slain under mysterious circumstances during the Avatar crisis. However, this sect of priests, the mistwalkers, still gets divine power and claims that Leira is the source.

Cyric is currently the clandestine source of these priests' powers, or so it seems. Of course, when people deal with a goddess of deception and the Prince of Lies, no one can be quite sure what the real truth is.

Description

The mistwalkers are fond of wearing soft clothing that is either gray or flat black in hue. Each mistwalker also has a swirling cloak that is any color that was not chosen for her clothing. The cloak has a large hood, which the mistwalker often wears drawn over her head, obscuring her features. Mistwalkers always wear soft-soled shoes,

which inspired their name. Armor heavier than leather is never worn, shields are not used, and the most favored weapons are short swords, daggers, and garrotes. No two-handed weapons are allowed for the mistwalkers.

Role-Playing

Is Leira dead? The mistwalkers enjoy being coy about the answer. Obviously, they are receiving spells and power, but is it from the Lady of Mists or from Cyric? The mistwalkers enjoy playing mind-games with every one, and they never give a straight answer, no matter what the subject or the question.

Mistwalkers almost never raise their voices. They speak and move softly, like mist and shadows. Even when they tell the truth, they always seem to be holding back something.

Lies are the currency of mistwalkers, and they can spin a web of deception better than any other mortals who walk the surface Realms. In fact, they pride themselves on their convincing lies.

Many mistwalkers learn the basics of acting and disguise as well as their usual clerical training. The better an actor a person is, the more convincing a liar he or she will be.

Special Abilities

Mistwalkers get a saving throw to resist the power of a *ring of truth*. Also, all mistwalkers have +2 bonuses on their saving throws to disbelieve an illusion.

Mistwalkers can cast *phantasmal force* once per day. At 3rd level, they can cast *improved phantasmal force* once per day. At 5th level, mistwalkers can cast *spectral force* once per day. At 9th level, a mistwalker's holy symbol of Leira acts as an *amulet of proof against detection and location*.

Special Disadvantages

Mistwalkers suffer a -1 penalty to saving throws and attack rolls in direct sunlight. They cannot turn undead. Due to their notorious reputation as liars, Mistwalkers also suffer a -4 penalty to reaction rolls with all NPCs.

Mistwalkers cannot wear any armor heavier than leather, and cannot use shields or two-handed weapons of any kind. Most weapons allowed are easily concealed, like daggers and short swords. The only missile weapons allowed are throwing daggers and blowguns.



Lliira- Festbringer

Class Information

Racial Requirements	Any
Ability Requirements	Charisma 13, Dexterity 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (xl0gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Dancing, endurance
Recommended Proficiencies	Etiquette, folklore, local history

Overview

As the patron goddess of joy, happiness and dance, Lliira has created a line of priests called festbringers. These special priests organize parties, keep track of feast days and holidays, and are well-versed in party customs from all over the Realms.

Description

The festbringers dress in stunning gowns if they are female, or rich tunics and pants if they are male. In either case, the clothing is always yellow and orange, Lliira's holy colors, and much of it is made from luxurious satins and diaphanous silks.

Armor and weapons are rejected completely by the festbringers. The most offensive item found on their persons is either a belt, anklet, bracelet, or choker made of silver and adorned with little silver bells. The bells make a pleasant jingling sound when the festbringer walks or moves.

Role-Playing

Life in the Realms can be filled with strife, struggle, and pain. The festbringers believe that everyone needs a party and a good laugh. They are not foolish optimists, laughing madly as a dragon attacks them. Rather, they seek joy in even the gloomiest (but not life-threatening) circumstances.

Festbringers may seem overly obsessed with parties, dancing, and laughter, but this is simply because they believe there is way too much weeping and seriousness in life, and someone needs to compensate with joy. At least, that's what the festbringers profess.

One can always count on a festbringer to know the right joke for any occasion, the latest dances from Waterdeep, or the party customs for whatever city he is in. Although they are of little use in a slimy sewer, mountainous lair, or rotting graveyard, festbringers are avidly sought after in a palace ballroom or the tap room of an inn.

Special Abilities

Festbringers can make an ability check using their Intelligence in order to have knowledge of a particular city or nation's party customs.

Festbringers also have an uncanny ability to know what the exact date is wherever they are. After all, they simply cannot allow a feast day to go by unnoticed and uncelebrated.

Festbringers also have remarkable fortitude, able to stay up all hours of the night carousing without getting tired or woozy. All Constitution and Endurance checks are made with a +4 bonus.

Festbringers often need to deal with party crashers or unruly partygoers. Three times a day, a festbringer can use a special form of the command spell. It can affect up to three targets, and subjects have a -2 penalty on their saving throws. The given command is usually "Dance!" Truly beligerent party crashers intent on disrupting the proceedings are often simply told to "Leave!"

Special Disadvantages

Festbringers are noncombatants, period. They would rather be defended by strong companions, then throw their allies a victory party after it is all over.

Festbringers cannot turn undead.



Lliira- Profitprophet

Class Information

Racial Requirements	Any
Ability Requirements	Intelligence 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Appraising
Recommended Proficiencies	Reading/writing

Overview

Despite Waukeen's apparent demise, there exists a sect of her clergy in Sembia that simply refuses to believe that she is dead. The profitprophets continuously preach and portend the Merchant Goddess' return, all the while making lots of money in business ventures.

Lliira now covertly gives these priests their spells and abilities. The profitprophets blindly point to the fact that they use Waukeen's name in their prayers and rituals and still gain spells as proof that she is still alive, or at the very least, not completely dead.

Description

The profitprophets are stubbornly determined to keep the customs and vestments of the church of Waukeen alive. They strut around in tunics made of the most expensive materials, covered by heavy cloaks decorated with small in-laid bars of precious metals, gems, and ermine trim. The profitprophets look every bit an affluent

and successful priesthood. The visible displays of wealth are meant to assure everyone that the goddess of wealth is still quite alive indeed. Many believe, however, that the profitprophets are the ones who need that reassurance more than most.

Role-Playing

Profitprophets walk the fine line between public shows of opulence and private fits of desperate doubt. Publicly, they continue to bless new businesses, advise and make business deals, and amass wealth. Privately, they hope and pray that Waukeen is truly alive, or else they will eventually wind up looking awfully silly, not to mention flat broke.

These priests refuse to face the idea that Lliira now has Waukeen's portfolio. Interestingly enough, Lliira magnanimously lets them have their spells.

Still, old habits die hard, and profitprophets cannot resist a good bargain, a hearty round of haggling, an exciting investment, or a jingling purse full of gold. After all, priests can raise mortals from the grave, so the prophets hope their continued worship may yet restore Waukeen to life as well!

Special Abilities

Profitprophets can discern real precious metals and gems from clever fakes. This even includes false valuables created by magical means.

The profitprophets can also estimate, give or take 5%, the cost of any goods or service they can see. Services applies to things like rooms for the night at a particular inn, a smithy's price for forging an item, or even a mercenary's pay rate for guarding a caravan.

The clerics can turn undead.

Special Disadvantages

The clergy of Lliira have taken over most of Waukeen's devoted, and the church of Waukeen officially, though unhappily, acknowledges this. As a result, there is friction between the profitprophets and the Lliiran church. Hostilities often break out between the two, even in public places.

If a profitprophet ever experiences spell failure, he must make an ability check using Intelligence. If the check is failed, the cleric believes that Waukeen is truly dead and suffers the effects of a *confusion* spell. Each subsequent day, the cleric may make another ability check. Once the profitprophet passes the check, the madness lifts and all is well again.



Loviatar- Painteather

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Endurance, inquisitor
Recommended Proficiencies	Religion

Overview

Loviatar, the mistress of pain and agony, has taken special steps to ensure that her faith remains solid. The painteathers are the inquisitors of her faith who keep it pure. Naturally, the best way to purify something is to bum it.

Description

Painteathers wear the pleated scale mail of their mistress, and they cover it with a sheer, nearly transparent full-length cloak of black gauze. Many painteathers enjoy wearing a black silk hood in order to add to their intimidation abilities. Painteathers favor either a wicked-looking morning star or a cat-o'-nine-tails as their primary weapons.

Role-Playing

It is the painteather's role to weed out the "pathetic fools who snivel and grovel their way through life and clutter up the Realms." For such people, the painteather

has nothing but contempt, and if he finds one, they are removed from this life.

Painteathers understand that there is a fine balance between suffering unavoidable pain and enduring pain. The philosophies of "that which does not kill me makes me stronger" and "pain is the great communicator, for everyone understands it" fit nicely into the doctrines of Loviatar as enforced by the painteathers. Painteathers tend to lace their conversation with references to anguish and suffering, including the quotes in the above paragraph.

The painteather's unflinching acceptance of pain and lack of fear about it is eerie to nearly everyone else. These priests simply cannot be bullied, although they themselves make excellent bullies.

Contempt and is openly expressed for the weak and those fearful of any pain. Disgust to the point of violence is saved for those who either shudder at or savor pain without fighting back. Returning pain for pain is a core precept of Loviatar's faith, and Loviatar's faithful only respect those who don't give in to the torment and they judge people as worthy if they give as good as they get, trading wound for wound. In fact, anyone who stolidly endures pain without losing his dignity is openly admired, whether he is a paladin of Tyr or a priest of Cyric.

Special Abilities

Painteathers get a +4 bonus to their Charisma score whenever they attempt to intimidate a victim. Conversely, attempts at intimidating a painteather suffer a -4 penalty.

When a painteather is in battle and his hit point total falls between 1 and -5, the priest must make a proficiency check against Endurance. Succeeding the check means that the priest successfully endures the pain, stays conscious, and keeps fighting. A check must be made every round until the painteather either fails the roll and falls, or the damage is healed.

Painteathers are immune to the *symbol of pain*.

Special Disadvantages

Painteathers cast healing spells at one level lower than their current level, and they are reduced 1 hit point on each die of healing. The healing is also excruciatingly painful for the victim.

Painteathers do not use too many magical means to get to the truth during interrogations. Thus, divination spells are also cast at one level lower.

Painteathers are unable to turn the undead.



Malar-Beastheart

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Strength 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Animal lore, hunting, tracking
Recommended Proficiencies	Animal handling

Overview

Malar the Beastlord is the chaotic evil god of marauding beasts, savagery, bloodlust, and the hunt. Beasthearts seek to emulate their god, immersing themselves in the blood and frenzy of the hunt and very often losing their humanity in the process.

Description

Beasthearts wear rough-spun clothing or animal skins and a headpiece of a bear, wolf, or great cat that the beastheart killed with his bare hands. They all wear flat stone disks on leather thongs around their necks with Malar's holy symbol scratched into the disks.

Most beasthearts use spears, battleaxes, or two-handed swords. They favor hide or leather armor. Beasthearts carry a scent that seems to be a mixture of human sweat, animal musk, and spilled blood.

Role-Playing

Beasthearts seek to release the animals within themselves and submerge their human natures. They love living out in the wilderness, running through forests and grasslands, howling at the moon, and killing prey with their bare hands.

Most beasthearts waver between savagery and the challenge of a difficult hunt. In the latter case, they are more lucid and reasonable, as appreciation for a fine chase and the strategies of the hunt are more human qualities than animal attributes.

Special Abilities

When a beastheart begins his First Hunt (first level), he must select a species (not a monster) to empathize. This empathy to a beast's species is known as the *blood bond*. The list of beasts for the blood bond includes, but is not limited to, the following: bear, wolf, fox, great cat, wild dog, or wolverine. Almost any mammalian predator will do. From this point on, the beastheart will never raise a hand or weapon to any animal of his blood bond, nor will those animals attack him. This does not mean the animal is like a friend or familiar—both animal and beastheart respect the other, as if they were members of the same pack.

When a beastheart reaches 7th level, he can talk to any representative of his blood-bonded species once a day. He can use this ability for one round per level of the priest.

When in battle, a beastheart can go into a special berserker rage. The beastheart attacks twice per round with a +2 bonus to attack and damage rolls. The berserk priest can fight into negative hit points, one point per level, to a maximum of -9 hit points. Thus, a 3rd-level beastheart can fight until he reaches -3 hit points and then he falls unconscious. The rage lasts for one round per level.

Special Disadvantages

Cities and towns make beasthearts feel uncomfortable. Beasthearts suffer a -2 penalty to attack and damage rolls in these settings. They cannot go into a berserk rage within an urban setting either.

Beasthearts risk a regression into savagery. Each time a beastheart goes berserk, there is a 20% chance that he will think he is actually an animal. This savage effect lasts for 2d4+2 hours. During this time, the priest loses all additional abilities and powers and is compelled to savagely attack opponents with his bare hands and teeth.

Beasthearts cannot turn undead.



Mask-Catfoot

Class Information

Racial Requirements	Any
Ability Requirements	Dexterity 16, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Rogue
Bonus Proficiencies	Appraising, disguise
Recommended Proficiencies	Gaming, tumbling

Overview

With certain setbacks during the Cyrinishad incident, Mask has been reduced to the status of a demipower. The more forward-thinking of his clergy's leaders correctly understand the need to bolster worship in their god and see the need to get the church better organized. This has resulted in the creation of two special branches of priests, the catfoot and the nightrunner.

The catfoot is a priest of Mask whose specific locale of choice is an urban environment. He stands ready to counsel, defend, heal, and get money out of any thief who worships Mask.

There is no plural form of catfoot; for some reason the priests dislike the sound of "catfeet."

Description

The catfoot dresses solely in blacks and grays. The only armor a catfoot wears is leather armor, and that must be dyed either black or gray as well. The catfoot always wears a black or midnight-blue cloak with a hood. All priests also wear black masks—either domino masks

across their eyes or full masks covering their entire faces—to preserve their anonymity.

A catfoot can use any weapon a thief can use.

Role-Playing

A catfoot acts like a mixture of a streetwise local, an opportunistic thief, a smooth-talking conman, and a crooked priest. Even though every catfoot's mission is to minister to Mask's faithful and bring in more worshipers (and their loot), each priest also has a healthy dose of self-interest. In fact, Mask encourages his priests to beg, borrow, and steal as much for themselves as they can, provided he gets his share.

A catfoot excels at quoting what little written doctrine of Mask that exists, then turning around and deviating from it for his own personal gain. However, when a worshiper of Mask is in a jam, a catfoot will do his best to help the thief out of his predicament, as long as he doesn't have to unduly risk his own neck.

Special Abilities

A catfoot is intimately familiar with one city. At the beginning of his career, a home city must be chosen. The catfoot can make an ability check against Wisdom to know some uncommon knowledge about the city, like special short cuts, reliable fences, safe houses, corruptible city guards, and so forth.

A catfoot has all the abilities of a thief of his level, but he begins with only the base thief ability scores; he has no initial discretionary points to allocate. For each level he attains, the catfoot receives 10 points.

Special Disadvantages

Since the faith is in the midst of rebuilding, 50% of a catfoot's take must go to the church coffers.

A catfoot must be either lawful, chaotic, or absolute neutral. A catfoot cannot turn undead. They are limited to wearing leather armor for defense, and cannot use shields.



Mask-Nightrunner

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Dexterity 15, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Rogue
Bonus Proficiencies	Set snares, tumbling
Recommended Proficiencies	Appraising, direction sense

Overview

The nightrunner is the wilderness counterpart of the catfoot, and is often found in adventuring parties. These priests try to demonstrate how Mask's good graces are important, even in non-urban settings.

Description

Nightrunners dress like common adventurers. Nightrunners wear leather armor, and use any of the weapons that thieves are allowed to use. However, they have small medallions stamped on the hilts of their sacred daggers, which show Mask's symbol. These daggers are the nightrunners' holy symbols.

Role-Playing

Nightrunners are at home in non-urban settings, be it the wilderness or a dungeon. They make no secret of the fact that they are priests of Mask, and they do their best to extol his virtues of stealth, cunning, and a lust for gold to all who will listen.



Nightrunners very often come across as a sort of poor-man's priest of Tymora, since they are just as cocky, overconfident, and opportunistic. Still, as devotees of the god of thieves, they choose to make their own luck, rather than rely on Tymora.

Special Abilities

All nightrunners have limited thieves' abilities. They are surprised only on a 1 or 2 on a d10. Nightrunners can backstab like a thief of the same level, and they have three thieving abilities: move silently, hide in shadow, and climb walls.

Special Disadvantages

Nightrunners are limited to the thieving abilities listed above, and they start out with only the base scores. For subsequent levels, nightrunners get 7 points to boost these abilities as they see fit.

Nightrunners can only turn undead of 5 hit dice or less, though they affect those undead as normal priests of their current levels.



Mielikki- Treespeaker

Class Information

Racial Requirements	Elf
Ability Requirements	Charisma 12, Wisdom 12
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Animal lore, herbalism
Recommended Proficiencies	Tracking

Overview

Mielikki, Lady of the Forest, has many diverse followers. Among the more interesting orders of her faith are the treespeakers of Mielikki. They are exclusively elven maidens of grace and purity who ride unicorns and commune with nature as easily as others communicate with each other. The treespeakers actively protect nature by any means necessary, although they prefer to remain quietly hidden in the background.

Description

Treespeakers are elven females who wear suits of elven chainmail and *cloaks of elvenkind*. They can be either moon elves or gold elves. The elf maidens carry themselves with an elegant presence, their every movement as smooth and effortless as a waterfall.

Treespeakers favor the long bow and the short sword as their primary weapons.

Role-Playing

Treespeakers are lovers of nature, and will jealously protect it. Although they are serious in their duties, treespeakers also enjoy laughter and fun. However, despite their beauty and charm, these women avoid any and all romantic entanglements. They will not even flirt in jest with anyone, and they will defend themselves quite harshly against any advances.

Special Abilities

All treespeakers function as normal priests. However, they are allowed to use long bows and short swords, as well as chain armor.

Beginning treespeakers get a free short sword, long bow, and a suit of mundane chain mail armor. They also get the ability to *speak with plants* at will at 3rd level. At 5th level, a treespeaker earns her *cloak of elvenkind*, and at 7th level she receive her own suit of *elven chain mail*. All of a treespeaker's special possessions are provided by the church hierarchy, which keeps very close watch on the elven maidens.

At 9th level, each treespeaker undertakes a vigil in a grove dedicated to Mielikki. During that vigil, she will meet a unicorn. This beautiful animal is not a servant to be commanded, but rather an ally, friend, and equal companion, as well as a willing mount. Given this rapport between rider and mount, there have been instances where unicorns have charged into certain death to save a beloved treespeaker.

Special Disadvantages

Only elven females can be treespeakers. At the start of their careers, the females pledge their purity for two decades. At the end of that time, they may renew the pledge and continue as treespeakers, or they may bow out and become a regular priest of Mielikki.

Any treespeaker who breaks the vow of purity forever loses *all* her spells and abilities immediately. Naturally, the unicorn instantly deserts her as well.

Treespeakers cannot turn undead, and have no access to the Guardian and Necromantic spheres of priests' spells.

"Beg pardon, but I have to interject. Treespeakers are by far the loveliest women I've ever seen. And they are all unapproachable. Lady Mielikki, you are cruel indeed!"
-Mendryll 'Wench-chaser' Belarod.



Mielikki- Woodscout

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Constitution 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Ranger
Save as	Priest
Advance as	Druid
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	All but Rogue
Bonus Proficiencies	Animal lore, tracking
Recommended Proficiencies	Direction sense, weather sense

Overview

The woodscouts are a special group of priests with ranger abilities. They act as guides, enforcers of Mielikki's doctrines, and intermediaries with the "civilized" world.

Description

It is easy to confuse Mielikki's woodscouts for "ordinary" rangers. Woodscouts wear leather or studded leather armor, and cloaks of any color from forest green or gray, to tan or dark brown. They favor short bows and long swords.

Role-Playing

Woodscouts see themselves as knowledgeable in the ways of city- and town-dwelling men, and also learned in



Mielikki's ways of the forest. They do their best to live out her ethos of coexistence between the wild and the civilized. Wise and patient, woodscouts often go exploring with adventuring parties, and they combat threats to the forests while trying to instruct their companions on the harmony of the woods.

Special Abilities

Woodscouts get the ranger's benefits of the warrior's attack table, a chosen species enemy (+4 to attack rolls, -4 to reaction rolls), and the tracking nonweapon proficiency. Even though they are not rangers, woodscouts do not suffer the -6 proficiency penalty for nonrangers using the tracking skill.

Special Disadvantages

Woodscouts cannot turn undead. Their spells are limited to the spheres of Animal, Combat, Plant, Sun, Weather, and Healing. Their armor choices are limited to leather or studded leather.



Milil-Loresinger

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Charisma 14, Intelligence 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Rogue
Bonus Proficiencies	Artistic ability (poetry), folklore, singing
Recommended Proficiencies	Local history, musical instrument

Overview

Milil is the god of poetry, song, creativity, and inspiration. It is not a surprise at all that a band of priests got together and declared themselves loresingers of Milil. The loresingers specialize in storytelling, or to be more exact, *storysinging*.

Most loresingers are indistinguishable from bards, hardly surprising since there are many bards who worship Milil. Milil is considered subordinate to Oghma the Binder, the patron god of the bards. Aside from some competitiveness, especially from the sects of Oghma, the faiths are allied.

Description

When performing, loresingers wear billowy white shirts with puffy sleeves, and either green or tan tights. Each

loresinger has a short crimson cape with embroidered golden dragons cavorting up and down the length of the rich fabric. In a concession to the dangers of the road, many loresingers wear leather armor while traveling. Of course, they do their best to make the armor blend in with their other clothes. Favored weapons of the loresingers are the rapier and the main-gauche.

Role-Playing

Singing and storytelling, and combinations of the two whenever possible, are at the center of every loresinger's life. In fact, loresingers define everything, including life itself, in terms of songs and stories.

Whereas "normal" bards are equal parts rogue, performer, musician, and news-bearer, loresingers have a more romanticized idea about their roles in the Realms. They believe Milil intends the loresingers to be sensitive storytellers with sweet voices and vast fonts of creative inspiration. A loresinger's performance should, in their minds, invoke the dreams of the humble people of the Realms and motivate them all to do greater things.

Special Abilities

Along with his priestly abilities, a loresinger has all the special skills of a bard except for additional spells. However, loresingers cannot turn undead.

Loresingers can use the local history proficiency in order to come up with a story that will appeal directly to the natives of the area he is currently visiting.

Special Disadvantages

If a loresinger ever loses his voice (a *silence* spell, a gag over his mouth, etc.), he must make a saving throw vs spell or suffer the effects of a *fear* spell until his voice returns.

Loresingers cannot turn undead, nor can they cast priest spells from the Combat sphere.

"Gods above, who writes this stuff? Loresingers are so pretentious and they get so overwrought when the least little thing goes wrong! I know that my lord and god Oghma is on good terms with their patron Milil, but this whole description is over-romanticized nonsense. No one, and I do mean no one, can entertain us well as a bard, and that goes double for those over-sensitive, preening sissies called Loresingers!"

-Mendryll Belarod, bard and well proud of it!



Mystra- Apothecar

Class Information

Racial Requirements	Gnome, half-elf, human
Ability Requirements	Intelligence 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Alchemy, herbalism, pottery
Recommended Proficiencies	Spellcraft

Overview

Apothecars are the holy alchemists of the church of Mystra. Their main function is the fabrication and identification of potions, salves, ointments, and elixirs. They are a proud line of priests, many of them having been in Mystra's service for generations.

Description

Apothecars wear the traditional midnight blue robes of Mystran clergy, and always have a silver holy symbol around their necks. Aside from those two details, Apothecars look nothing else like their fellow clergy, mostly due to side effects of long-term alchemical work and exposure to weird substances. Many apothecars are accompanied by a lingering scent of chemicals. Most apothecars' hair is frizzy, if not burnt in patches. The hands of an apothecar are stained with sundry substances of wildly various colors.



Role-Playing

Apothecars are extremely proud of their positions in the church. They know that their fellow clergy (and many other NPCs) come to them for help in this unique field of expertise.

Long-term exposure to alchemical fumes also causes bouts of eccentricity in apothecars. Most of the time, this is manifested in extremes of behavior and emotion. Loud apothecars talk loudly. Excitable apothecars are very excitable, and so on.

Special Abilities

Apothecars have a 5% likelihood per level to identify a potion by just smelling it and a 10% chance per level to identify a potion by one small taste. Their base chance of successfully brewing a potion is 85%.

Special Disadvantages

Given their usual environment of tower laboratories, apothecars are ill-suited for combat and suffer a -2 penalty on attack rolls, and cannot turn undead. Their maximum allowable Strength score is 15.



Mystra-Monitor

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Intelligence 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Spellcraft
Recommended Proficiencies	Religion

Overview

Magic is a force of great power and presence in the Realms, and Mystra desired a special form of priest who could watch over the different uses of magic power and prevent magical abuse. For such a reason, the monitors were created.

Monitors keep the balance of magical power, destroy detrimental and cursed magical items, and help mages that are unjustly accused of crimes.

Imagine a priest who is also a mage who is also a detective, and one gets the idea of what a monitor does.

Description

Mystra's color is blue, and the monitors follow their Lady's tastes. Monitors wear soft robes of midnight blue with plenty of freedom of movement for somatic gestures. Monitors wear a silver necklace made of a series of stars strung together. It is their badge of office, as well as Mystra's holy symbol.

Role-Playing

Monitors actually embrace a lawful, balanced attitude towards magic that tends to be more reminiscent of Mystra from before the Time of Troubles. The monitors all have sharp, analytical minds and keen senses; their minds are always working.

While well-versed and highly focused on magic, magical theory, and proper use of spells, monitors are quite lacking in social graces. These attributes make the monitors seem brusque and abrupt, offending others around them. They do not intend to be offensive; they are simply single-minded in either destroying an item, restoring the magical balance, or clearing some poor wizard falsely accused.

Special Abilities

All Monitors can cast *identify* once a day. However, Monitors do not have to actually handle the item in order to successfully identify it; they need only see it. The spell accuracy is 15% per level, with a 99% maximum chance of classifying the item. Monitors can also attempt to *dispel magic* once per day plus one additional casting per day for every three levels of a monitor's experience.

Monitors can *detect magic* three times a day. They also can turn undead, a special boon from Kelemvor, since he and Mystra were allies and friends during their mortal lives.

Areas of wild magic have no effect on monitors or their spells.

Special Disadvantages

Monitors are limited to using the weapons accessible to wizards, such as staves, daggers, darts, knives, and slings. They can, however, wear any armor they wish.

Certain cities where magic is regulated and restricted (Hillsfar, for example) have a strong dislike of monitors. They see a monitor as a pesky attorney trying to get arrested mages freed on technicalities in Mystra's name. As a result, in magic-hostile cities, monitors are penalized at -2 on interactions with municipal government NPCs.

Monitors cannot cast any priests' spells from the Combat, Necromantic, Plant, or Weather spheres.



Oghma-Holy Singer

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Charisma 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Musical instrument, singing
Recommended Proficiencies	Etiquette, law

Overview

Holy singers are special priests of Oghma whose expertise lies in singing, peacekeeping, and arbitration. Just as they seek harmony in their vocals, holy singers seek it in relationships between all people. They are brought in not only to help resolve disputes, but to sing at the inevitable celebration held when both sides come to an agreement.

Description

Holy singers wear white tunics and trousers, and a black vest trimmed with gold. Instead of the small, box-like hat normally worn by the clergy of Oghma, a holy singer wears a crimson hat with a feather stuck in it.

Given their role in the church, holy singers always look neat and clean, well-poised, and their voices are always clear and strong.

Role-Playing

Song is the heart and soul of holy singers. Why would one ever simply speak something when it can be sung? Even the holy scriptures of Oghma and its prayers to the deity are sung.

Despite bardic tendencies and their reputation for being prideful, arrogant, and self-promoting, the holy singers are actually humble in their dealings. They have transcended the normal mortal desires for attention, and now sing for the glory of Oghma or to share Oghma's harmony with others in mediation and song alike. There is a strong sense of divine nobility in their words and deeds.

Special Abilities

Holy singers are held in such high regard as impartial arbiters that they gain a +2 to reactions with NPCs.

Singing something makes it easier to remember. Therefore, when a situation comes up that requires the characters to remember something that happened to them in the recent past, the holy singer can make an ability check using Intelligence with a +2 bonus. A successful roll means that the details are well-remembered by the holy singer.

Holy singers turn undead by singing to banish them. They can also create a *protection from evil 10' radius* by singing, although this can only be done once per week per level of the singer.

When casting their clerical spells, holy singers can sing them and forgo the somatic component. This adds 2 to the casting time. Of course, this option is only open if the holy singer is able to sing and the song is not somehow being impeded.

Special Disadvantages

Singing is such a central point of the life of a holy singer that sudden deprivation of song has traumatic effects. If a silence spell is cast upon a holy singer, he or she immediately suffers the effects of a *confusion* spell. Since the more experienced holy singers are even more accustomed to song, the confusion effects last for two rounds per level of the singer.

If a holy singer fails a singing proficiency check, he must make a straight, unmodified saving throw vs petrification. Failure means the holy singer is utterly humiliated, and will remove himself from the listeners for one hour per level of the singer.



Oghma-Quill

Class Information

Racial Requirements	Any
Ability Requirements	Intelligence 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	1
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3

Available Categories

General, Priest

Bonus Proficiencies

Folklore, reading/writing

Recommended Proficiencies

Ancient history,
local history

Overview

Apart from being the patron deity of bards, Oghma is also the deity of knowledge. The quills are a special branch within Oghma's clergy that concentrates on the finding and recording of knowledge.

Description

Quills wear the traditional white tunics and trousers, black vests trimmed with gold, and a small, tan, box-like hat. Many also wear a sleeve protector on the forearm of their writing hand, to protect their shirt sleeve from the ink. These protectors are normally ornamented and serve as a form of recognition.

Most quills have a rather bookish, scholarly appearance; a quill is definitely not the sort of person one would commonly find traipsing about a dungeon.

Role-Playing

Quills are diligent, inquisitive, well-read priests who take great pride in their roles as recorders of great deeds. They may not be Oghma's best singers, but they have great memories and good speaking voices.

Special Abilities

On proficiency checks involving ancient history, folklore, and local history, quills gain a +1 bonus for every three levels of experience. They also have access to the ingredients for writing clerical scrolls, and can use such ingredients for free, once a tenday.

Quills automatically gain the reading/writing proficiency for free with each language they learn.

Special Disadvantages

Quills cannot turn undead, nor use spells from the Combat or Necromantic spheres.

Combat is not overly emphasized in this priest's training. Therefore, quills can only use small- or medium-sized weapons. They are also limited to light armor, such as leather or studded leather, and small shields.



Selûne-Moon Knight

Class Information

Racial Requirements	Any
Ability Requirements	Strength 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Warrior
Bonus Proficiencies	Blindfighting
Recommended Proficiencies	Navigation

Overview

The hostility of Shar, Selûne's counterpart, has caused the latter to commission a more militant priestly order that supplements the Lady's crusaders. This order's members are called the moon knights, and they are intimately tied to Selûne and her power. It is each moon knight's mission to defend the church against attacks from Shar and, if necessary, carry the battle to the dark goddess' doorstep.

Description

The moon knights favor splint armor that is colored silver and white, the twin eyes of Selûne emblazoned on the chest. Each moon knight also wears a helmet with a blue crest, and a midnight blue cloak. For combat, they favor the moon's hand mace.

Role-Playing

The moon knights are a highly militant group of soldier-



priests that bear a strong hatred of Shar and her minions. Although they are happy and jovial during times of celebration, this rapidly gives way to fury and bloodlust when an enemy of the church is near.

Special Abilities

During the three days of the full moon each month, a moon knight temporarily gains one level, with all the commensurate benefits of that level. Moon knights can turn undead, and during the full moon the moon knights turn undead as if they were two levels higher rather than just one. If any moon knight is infected with lycanthropy, she has a 5% chance per level of controlling her actions during the full moon and in her changed form.

Special Disadvantages

During the three days of the new moon, the moon knight temporarily loses a level, with all the resultant effects. Moon knights are incapable of turning undead at this time as well.

Moon knights can *never* cast any spell, or use any magic item, that results in darkness.



Selûne-Silver Lady

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Healing, herbalism
Recommended Proficiencies	Astrology

Overview

Selûne, goddess of the moon, enjoys a vast variety of worshippers. In an effort to better accommodate the many different factions of her worshippers, the order of the silver ladies was founded. The function of the silver ladies is to act as healers, defenders of women and lycanthropes, midwives, and diviners. With all these responsibilities, they are kept quite busy.

Description

All silver ladies are female. The clerics wear robes made of silver threads and silk or satin and top them with white cloaks and hoods. Chain mail is the favored armor under a silver lady's robes. Of course, a smooth-headed mace called the moon's hand is the preferred weapon.

Role-Playing

The silver ladies have a lot to keep them busy, but they still manage to enjoy themselves as worshippers of Selûne.

Most silver ladies have strong sympathetic feelings towards lycanthropes, especially contrite, infected ones.

They are also very suspicious of cities, nations, or cultures where women are treated as second-class citizens or as property. Silver ladies find special satisfaction in hunting down men who cheat, harass, abandon, or persecute women and forcing the men to somehow compensate their victims. Silver ladies have been known to react violently to seeing any man exploit a woman, sometimes causing quite a public commotion and making themselves unwelcome in cities where certain reprehensible practices, such as slavery, are still quite legal.

Because of their visions of the future and their love of moonlit night, silver ladies always seem slightly out of step with normal society. They seem to be preoccupied with something intangible, and find it hard to worry about present-day concerns, a behavior which frustrates people around them.

Special Abilities

Once a month, during the full moon, a silver lady can attempt to tell one person's future. This future is limited to events of the next month. When each silver lady starts her career, she must choose a method of divining from the following: cards, tea leaves, the stars, bone-tossing, scrying pool, or dice. The base chance of divination is 40% plus 2% per level of the Lady. The effects of this divination, no matter what form it takes, are identical to those of the 4th-level priests' spell *divination*, though the foretold events are beyond the one-week limit of that normal spell.

Silver ladies can see perfectly well in the dark as if they had infravision. During the three days and nights of the full moon, they are immune to lycanthropy.

Special Disadvantages

Because these priests are meant to emphasize the part of Selûne's portfolio that makes her watch over the well-being of women, only females may be silver ladies of Selûne. However, their duties impose no restrictions on their romantic relationships. There are many married silver ladies still dedicated to Selûne.

During the week of the new moon, silver ladies suffer a -1 penalty to attack rolls and saving throws in combat against followers of Shar.

For reasons still unknown, silver ladies cannot turn undead, despite this being an ability found in the rest of Selûne's clergy.



Shar-Darkcloak

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	None
Recommended Proficiencies	Astrology

Overview

Despite Shar's evil alignment and her being the goddess of night, darkness, and loss, there is another side to the goddess, a side that is actually beneficial.

The Darkcloaks are members of Shar's clergy that function as oracles and care-givers to the emotionally damaged. The Darkcloaks bring the bliss of forgetfulness to such troubled souls. The Darkcloaks have actually made some progress in seeing Shar's faith become a socially acceptable one.

Description

Darkcloaks, like their names, are clad in long black hoods and cloaks, all trimmed with purple. Their garments are black as midnight, and usually leave little to the imagination. Darkcloaks have a special perfume scent that some people swear has amnesiac properties, but this has never been proven, and the clergy of Shar is not saying anything on the matter.

Role-Playing

Darkcloaks believe that life is full of pain, and only the emotional oblivion of Shar makes it tolerable. Unlike their nightbringer brethren, the darkcloaks actually have compassion towards the sufferers of mental anguish.

Preferring to cultivate a reputation as mysterious folk, the darkcloaks frame their oracular proclamations in obscure riddles and mysterious symbols.

Special Abilities

All darkcloaks can see in the dark, courtesy of infravision. This has a range of 60' for those without infravision or adds 60' of infravision for those who have it already. Darkcloaks can cast *forget* once per level, each day.

A darkcloak's *augury* is always successful, even though they give the results in riddles and evasive phrases.

A darkcloak of 3rd level or higher can act as an oracle, telling the future for one questioner per day. The base chance of accuracy is 40%, plus 5% per level above 3rd.

Once a day, a darkcloak of 5th level or higher can utter a soothing word that will eliminate one bad memory from the victim, provided the latter allows the darkcloak to use this ability on them.

A darkcloak of 7th level or higher has access to a special perfume. If the smeller fails a save vs. poison when within 5' of a darkcloak, they are affected by a *forget* spell. One application lasts for a day. Darkcloaks are immune to the perfume's effects. If anyone else wears the perfume, they smell as if sprayed by a skunk (-4 temporary Charisma loss).

Since darkcloaks do some good to people, they can have non-evil priests. Darkcloaks can be true neutral, neutral good, or lawful neutral.

Special Disadvantages

Darkcloaks are not suited for combat. They fight at a -2 penalty to hit in bright sunlight, or during the full moon. They are also surprised on a 1-4 on a d10 under those conditions.

Darkcloaks can only take the reversed forms of spells from the Light sphere of clerical magic. Additionally, they cannot take any spells from the Combat sphere of magic.

Despite their benevolence, darkcloaks are often identified with the evils brought by the rest of Shar's faithful and suffer a -2 reaction penalty accordingly.



Shar- Nightbringer

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Blindfighting
Recommended Proficiencies	None

Overview

Shar's greatest enemy is Selûne, the goddess of the moon. Even though she has a group of crusaders, Shar insists on also having a branch of her clergy that is devoted to nothing else but bringing darkness to all (figuratively and literally) and directly opposing Selûne and her worshipers. Thus, the nightbringers were created.

Description

Nighbringers wear tunics and leggings of deep purple with black trim, over which lies a voluminous cloak and hood of black with purple trim. A black disk adorns the front of the tunic.

They prefer weapons that are easily concealable, such as daggers, clubs, blowguns, hand axes, or even horseman's maces. Any armor is permitted, but the nightbringers prefer armor that is quiet and offers a good degree of flexibility like leather.

Role-Playing

Nightbringers are the children of Shar in every way. They are dark-humored, soft-spoken folk, who make no sudden moves to draw attention to themselves. They enjoy making others paranoid by wondering aloud "What could the darkness be concealing?"

To the nightbringers, filling someone with terror, dread, and uncertainty is even more satisfying than killing them. Bear in mind that nightbringers are not indiscriminate murderers. Only the servants of Selûne inspire overt homicidal impulses in them.

Special Abilities

All nightbringers have the move silently and hide in shadows abilities of rangers. These are, of course, subject to armor, race, and dexterity modifiers.

In combat against Selûne's worshipers, nightbringers get a +1 to attack and damage rolls, and a +4 bonus to their morale. If there are multiple opponents, nightbringers will ignore them and focus on a target known to be a worshiper of Selûne.

At fifth level, nightbringers can cast darkness three times a day. At seventh level, nightbringers can cast continual darkness once a day. Starting at 9th level, nightbringers can call upon the power of Shar once during the week of the new moon. This power grants an increase in experience levels as if he drank a *potion of heroism* (1d4 levels with additional 1d6 hit points per level). These effects last until the immediate melee encounter is over. This power affects only the nightbringer and is not nullified by his experience levels like a *potion of heroism* is.

Special Disadvantages

Nightbringers fight at a -2 penalty to hit in bright sunlight or during a night of the full moon. They are also surprised on a 1-4 on a d10 under those conditions.

Nightbringers can only take the reversed forms of spells from the Light sphere of clerical magic. Nightbringers cannot cast spells from either the Sun or the Weather spheres.

"I've encountered nightbringers before, but all I recall is that they enjoy playing with people's minds, doing little more than instilling in them a fear of the dark."

-Mendryll Belarod



Sharess-Indulgent

Class Information

Racial Requirements	Any
Ability Requirements	Charisma 16, Wisdom 12
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Dancing
Recommended Proficiencies	None

Overview

Sharess is the goddess of hedonism, lust, and sensual fulfillment, and she is venerated in a number of cities such as Waterdeep, Calimport, and other ports on the Sword Coast. The indulgents are select priests who specialize in seduction, spying, and celebrations.

Even though Sune's silkwhispers seem to fulfill a similar role, the indulgents have a bit of a darker nature, something they have received from their goddess. Consequently, indulgents can be nasty and violent when they need be.

Description

Indulgents are extremely attractive priests and priestesses who favor outfits of lace or satin, usually in shades or patterns of white, black, or red. The females enjoy the lace costumes, while males favor the satin robes. A cloak of richest velvet, usually dyed crimson, completes the outfit of an indulgent. These cloaks are fur-lined in the winter. The holy symbol of Sharess, a pair of ruby red

feminine lips, is normally worn on a light chain anklet by her worshipers. Sharess' priests also wear her holy symbol on chain choker-necklaces.

Indulgents do not wear armor, and they prefer quiet weapons such as daggers, garrotes, or darts. Some of these devotees have few compunctions against using debilitating, nonlethal poisons.

Role-Playing

Indulgents are sexy, smug, dangerous, and completely ready to break all the boundaries and limits of social conventions, no matter what country or city they are in. Like their goddess, they favor excess in all things, be it pleasure, duty, or danger. If they can get some sort of satisfaction and fulfillment from it, so much the better.

They do not get along with the clergy of Sune, who believe that Sharess and her followers go too far much too quickly. While there is no overt violence between them, each clergy has been known to sabotage the other's parties and romantic rendezvous.

Indulgents enjoy hiring themselves out as spies, seducing secrets out of gullible victims.

Special Abilities

When dealing with NPCs, a Friendly result on the interaction table pries one secret from the victim. In order for an indulgent to do this, he must spend at least 30 minutes alone with the target in a comfortable environment. The indulgent can make as many attempts per night, successful or not, as he has levels. This ability can be used against PCs as well. The PC, however, gets a saving throw vs. petrification to resist the effect (count only bonuses from a high Wisdom score for the saving throw).

Instead of getting information, the priest can use the ability to place a smitten target under a *charm person* effect that lasts for 12 hours.

Indulgents can spend two hours preparing a party. The priest makes an ability check using Charisma. A success means that the party goes very well, and the indulgent has a +3 reaction bonus when dealing with important NPC guests for the next 30 days.

Special Disadvantages

The indulgent's special abilities work only on the members of her own race, although a DM may make exceptions for half-elves. Indulgents cannot turn undead, nor can they wear armor.



Shaundakul-Windrider

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Charisma 13, Wisdom 11
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3

Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Direction sense, firebuilding, survival (Cormanthor)

Recommended Proficiencies Hunting, tracking

Overview

Shaundakul is a minor lesser deity who was formerly the god of travel and exploration during Myth Drannor's heyday. Nowadays, a handful of his clergy call themselves the windriders, and minister to traders, explorers, and adventurers who wander through the forests of Cormanthor. The windriders help the lost and befuddled, but they also painstakingly watch out for looters and those who would desecrate the ruins of Myth Drannor.

Description

The windriders wear leather armor and forest-green cloaks, and they wield long swords and short bows. Windriders never initially let on that they are Shaundakul's clergy. They can pass for "normal" adventurers. However, under their armor, windriders all wear small wooden holy symbols of Shaundakul: a disembodied left hand with a pointing index finger. This status is revealed only when it is clear that the NPCs either need help or need to be stopped.

Role-Playing

The windriders know that, just like Myth Drannor itself, Shaundakul is not what he used to be. Yet, they still continue in their vigilance. Most windriders have an air of sadness, which gives way to a blazing righteous anger if they discover looters and desecrators within the ruins of Myth Drannor. Windriders are fond of traveling and exploring the limits of the Elven Court woods.

Special Abilities

Windriders can turn undead. They can cast spells from the same limited spheres as the druids, but they cast them at one level above their current level.

Special Disadvantages

Windriders will not willingly leave the borders of Cormanthor. The borders of this ancient elven land are their sacred charge. Windriders also must help out anyone who specifically calls upon Shaundakul for aid.



SILVANUS- GREENLORD/LADY

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Druid
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Animal lore, tracking
Recommended Proficiencies	Animal handling, herbalism

Overview

Greenlords and greenladies are a special class of priest of Silvanus. They are devoted to the aggressive defense of both flora and fauna, often to the detriment of "civilized" folk in the area. They see cities, roads, and even farmland, as a threat to nature in its pristine state. Most of the time, greenlords keep an eye on civilized expansion, making sure it does not grow too far too fast.

Description

Greenlords favor leather armor decorated with intricately worked carvings, mostly using a leaf motif. Green cloaks, a bronze neck torc with green gems mounted on the ends, and a simple tan tunic completes the outfit. For weapons, a simple wooden staff is the most common.

Role-Playing

Greenlords do not hate humans and demihumans per se, but they simply devote extra favor to the flora and fauna instead. Greenlords see nature in the "big picture." To them, a forest fire set by lightning is a good thing, since that is nature's way of clearing out deadwood and preventing the overcrowding of tree growth. A wolf pack that has moved into an area is a welcome sight if there is an overabundance of game. If there's a human settlement with livestock nearby, well, that's too bad for the livestock.

The greenlords will aggressively protect wildlife to the point where they will sabotage human tools to prevent the land from being cultivated. They will often warn away animals from hunting parties. Since greenlords do respect all life, they will do their best not to kill civilized folk, because even the most fanatical greenlords see killing for the sake of saving life to be a contradiction in terms.

Greenlords are perfectly capable of functioning in cities and towns. They merely have no real desire to do so for any length of time. Urban society and its customs are held in high suspicion since the natural world is moved aside for the conveniences and comforts of civilization.

Even though relations with the church of Chauntea are cordial and marked by cooperation, many greenlords see clerics of Chauntea as misguided, half-hearted, and contaminated by too much civilization.

Special Abilities

Greenlords get the ability to *speak with animals* three times a day at 3rd level, and they can *speak with plants* three times a day at 5th level.

Greenlords also gain the ability to change into an animal once a day. This ability works exactly like the 5th-level druid ability, but the greenlords gain this ability at 3rd level.

Special Disadvantages

Because of their fanatical defense of wild nature, greenlords are not well-liked among city and town dwellers. To reflect this, greenlords suffer a -2 reaction penalty to NPC interactions in nonwilderness settings.

In addition, since the undead are such a horrible contradiction to Silvanus' ideas of nature, a greenlord must make a save vs petrification every time he meets any undead. If he fails the save, the greenlord suffers the effects of *fear*. Obviously, greenlords cannot turn undead.



Sune-Aesthete

Class Information

Racial Requirements	Elf, Human
Ability Requirements	Charisma 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	1
Additional Slot	0
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Artistic ability (x3)
Recommended Proficiencies	Etiquette

Overview

The aesthetes are a sacred branch of Sune's clergy, devoted to healing disfiguring wounds, removing scars, and promoting the church's ideals of physical beauty.

Description

Aesthetes are prime physical specimens of male and female beauty and grace. The priests especially favored of Sune have red hair.

Clothing is always made of the finest materials and cut to the latest fashions, although most outfits leave very little to the imagination. No matter how risque the outfit, however, each priest has a red velvet cloak for personal comfort and those rare times when a more modest appearance is called for.

Role-Playing

Aesthetes divide "ugly" people into three categories: those that are born with unattractive appearances, those whose looks have been ruined by wounds, and those who have bad grooming habits. Aesthetes pity the first people but try to bolster their self-images of inner beauty, do all they can to restore the outer visages of the second group of people, and publicly ridicule the third group of people. People will often find themselves the unwilling recipients of fashion advice, grooming tips, or general criticism.

Special Abilities

All wounds that could leave a scar will never do so when healed by an aesthete. Protection spells cast by an aesthete have double the normal spell duration.

Starting at 5th level, aesthetes can cast *regenerate* once per week. The recipient regenerates 1 hit point for every 3 turns of full rest he gets during this *regeneration* effect that lasts for 1d10 hours +1 hour per aesthete's level.

Special Disadvantages

Aesthetes can only use one weapon, ever. When initially entering melee, an aesthete must make a saving throw vs. paralyzation or suffer a -2 to all rolls due to attempts to protect his face from harm.



Sune-Silkwhisper

Class Information

Racial Requirements	Elf, half-elf, human
Ability Requirements	Charisma 16, Intelligence 11, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Dancing, etiquette
Recommended Proficiencies	Artistic ability, reading lips

Overview

In addition to beauty, Sune's portfolio also covers love and passion. To better represent those two attributes, Sune created the silkwhispers.

Silkwhispers are matchmakers, etiquette experts, and seducers or seductresses. The latter functions are important for roles such as spies or negotiators.

Description

Sune's silkwhispers do not dress simply to attract notice—they dress to hold attention as a willing captive with no hope of escape. Female silkwhispers favor sheer, smooth gowns that show off the priestess' figures. Males favor kilts and loose, billowing white silk shirts, if they bother wearing shirts at all. While not noted for their strength, all silkwhispers are muscular and quite physically fit. Long red cloaks and hoods of red velvet are used for comfort and modesty if needed. The cloaks are reversible, with a black lining, should subtlety be necessary.

Role-Playing

Silkwhispers are beautiful, charming people who have a complete grasp on the amount of power they have over the opposite sex. Far from being brazen, brainless, vain fools, silkwhispers never overdo it; they know the value of a discreet whisper, a raised eyebrow, the hint of a smile, or the "accidental" exposure of a little skin, an artful gesture that appears careless.

Silkwhispers are cunning, intelligent, diplomatic, and well versed in espionage. They are superb actors and actresses, and their best skills involve seductively coercing information out of unsuspecting NPCs.

Special Abilities

Silkwhispers can cast the 1st-level wizard spell *charm person* once per day. They regain this spell each day by praying to Sune, just like they do for their priest spells.

Since they are masters of distraction, they are more able to spot a falsehood or an avoidance of truth. When a silkwhisper talks to a NPC, the DM can roll an ability check based on the priest's Wisdom, not allowing the rolled result to be seen. If the NPC is not being truthful and the roll is successful, the Silkwhisper senses that the NPC is not being fully honest. Of course, if the silkwhisper fails the check, the DM can still hint, inaccurately, that the priest thinks that the NPC is hiding something.

Special Disadvantages

Combat is not the Silkwhisper's forte, though they are better at it than the aesthetes. Silkwhispers can choose from this list of weapons: sling, dagger or knife, short sword, blowgun, dart, and club. Silkwhispers cannot wear armor of any type. They must somehow find magical means of defense.

If a silkwhisper's Charisma somehow drops below 16, the priest must embark on a quest to regain the lost attribute. This should take at least two months of game time, and be very challenging. Such a quest should involve beauty in some form, either the preservation, protection, or discovery of such. Until such time as the charisma is restored, the silkwhisper must wear a mask or veil, hiding their shame.

Silkwhispers cannot turn undead.



TALONA-FANG

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Wizard
Bonus Proficiencies	Alchemy, herbalism
Recommended Proficiencies	Healing

Overview

A fang is a special type of priest who serves Talona, the lady of poisons and diseases. Fangs have a dual nature, where one aspect brings disease and venom to their victims, and another aspect cures diseases and creates poison antidotes. Heal and harm are the two sides of Talona's fangs.

Description

Talona is always represented as an old crone with a hideously scarred and tattooed face. Her fangs fare little better, and most of them voluntarily scar their faces, necks, and bare arms. Tattoos are popular as well, especially on the cheeks and foreheads.

Fangs wear a sickly olive-drab, sleeveless overgarment. Most also wear a black wimple that covers their hair and ears, while black leather gloves and a black half-cape are favored accessories. The final touch in a fang's wardrobe is a black iron chain worn around her neck and adorned with a triangular plate that bears the goddess's holy symbol.

Fangs reject all armor except for leather that is dyed a sickly green or black. For weapons, fangs rely on darts, daggers, blowguns, and short swords, since these weapons are better at delivering poison-laced wounds.

Role-Playing

Talona is a goddess more feared than worshiped, and her priests use that fear to their advantage. They never make overt threats, but, like poison, they insinuate fear by subtle means. When a fang says something, there are at least two other meanings, each with deadlier implications than the previous one.

Although fangs do not fear combat, they very rarely enter melee. They believe it is better to use poison or disease to do the killing rather than risk their necks and waste energy with so much swordplay.

Special Abilities

Fangs get a +4 bonus to all saving throws vs. poison. A fang can also resist the effects of any poisons he is exposed to and double their onset time to possibly give himself time to neutralize it.

A fang can brew poisons and antidotes. A fang must learn one poisoning method from the *DUNGEON MASTER® Guide* (Injected, Ingested, or Contact). Starting at 3rd level, the fang learns how to brew the first listed poison (and its antidote) of his chosen method. The fang learns how to brew a new poison and antidote every two levels thereafter (two poisons at 5th level, 3 at 7th level, etc.). The poisons are learned in order from the top of the list to the bottom. Once all poisons of one method are known, the fang learns a new method and its poisons.

Fangs are immune to disease, even magical diseases like mummy rot, though they are not immune to lycanthropy. They can *cure* or *cause disease* once per week for every three levels of the fang.

Special Disadvantages

Fangs do not like normal melee, as they prefer ambushes and backstabs. They get a +1 penalty on initiative rolls and a -1 penalty on attack rolls if forced to fight in standard melee.

Fangs cannot turn undead, and find them disturbing, since poisons cannot hurt them. The melee penalties double when a fang has to fight any undead.



Talos-Chaos Knight

Class Information

Racial Requirements	Human
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Inquisitor
Recommended Proficiencies	Religion

Overview

In order to be better served in his role as the embodiment of random destruction, Talos created the chaos knights. These priests, who fanatically adhere to the ethos of chaos colored by evil, revel in destruction of all types, natural and man-made.

Chaos knights also serve as the spiritual advisors and "confessors" for the crusaders of Talos.

Description

Chaos knights do indeed resemble knights. They favor plate or splint mail armor decorated with barbs and spikes. This armor is colored jet black. Chaos knights wear full helms, also colored black. A shield is always employed, painted black with a trio of jagged yellow lightning bolts in the center. To top off the whole image, chaos knights wear cloaks and hoods of black, with ragged hems dyed yellow. A wicked-looking bastard sword, the chaos knights' favored weapon is slung across the knight's back in a scabbard (if not already in hand).

Role-Playing

These priests have elevated destruction and the tenets of chaotic evil to a high art. They urge others to commit random acts of destruction and join the revelries of chaos as well.

All chaos knights tend to be at least a little insane, intoxicated by acts of evil and destruction. On many occasions, chaos knights have died amid such paroxysms of violence, yet all died happily in the process of serving Talos.

The philosophy adhered to and often quoted by the chaos knights can be summed up as follows: "Disregard all laws, rules, and social expectations. Follow your own desires, and strike out at those around you before they strike at you. The freedom of chaos is the only true freedom."

Special Abilities

Chaos knights can *detect good* at will, 60' in one direction.

While Chaos knights can turn away undead, they can also attempt to command any undead except for sentient good undead like archliches.

Chaos knights can befoul holy water created by good priests once a day, just by handling the vial and uttering a prayer to Talos.

The favored weapon of the chaos knight is the bastard sword. Each chaos knight begins his career by receiving a jet black bastard sword that is considered "his" sword. When wielding this sword, the chaos knight gains a +1 to his attack and damage rolls.

Chaos knights have access to the Chaos sphere of clerical spells, and gain a bonus of one extra Chaos spell per spell level.

Special Disadvantages

All Chaos knights must be chaotic evil, following as closely as possible in their god's footsteps.

Chaos knights cannot cast any curative spells, spells that raise the dead, regrow limbs, restore levels, or combat poison. However, they can cast the reverse forms of the above spells.

Curative spells do not work on Chaos Knights. Healing must come from either bedrest, the healing non-weapon proficiency, or magical items such as a *staff of curing*, *Keoghtom's ointment* or *potions of healing*.



Talos-Stormrider

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Weather sense
Recommended Proficiencies	None

Overview

Talos, being the god of natural forms of destruction as well as destruction in general, has commissioned a sect of priests called stormriders, who can exercise Talos' holy power to calm or raise storms.

Description

Most stormriders favor black cloaks, shirts, and pants. Talos' holy symbol is usually found on a chain around a stormrider's neck. For a weapon, they carry a staff made of wood and iron, topped with a silver ball (damage equal to a footman's mace).

Even on the calmest day, a stormrider looks as if he has just emerged from a violent storm with his face craggy from windburn, his hair tossed wildly, and his clothing whipped around him.

Role-Playing

Stormriders are chaotic individuals of foul dispositions. They revel in natural destruction, even to the point of foolishly running into the heart of the disaster. Stormriders also enjoy a good bout of looting.

Special Abilities

Stormriders have access to certain wizard spells. At 3rd level, a stormrider can cast *whispering wind* once per day. At 5th level, a stormrider can cast *gust of wind* once per day. At 7th level, a stormrider can cast a *lightning bolt* once per day.

Once a week after reaching 10th level, a stormrider has a 5% likelihood per level, to a maximum of 90%, of raising a storm or other bad weather conditions. The effects and mechanics on how to affect the weather are identical to the 6th-level wizard spell *control weather*.

Special Disadvantages

Stormriders despise non-overcast weather. On clear and partly cloudy days, every die roll of a stormrider is penalized by 2.

Followers of Chauntea and Silvanus dislike any followers of Talos simply due to their disruption of natural weather patterns. Stormriders suffer a -4 NPC reaction penalty when encountering said followers.



Tempus-Battleforge

Class Information

Racial Requirements	Dwarf, gnome, half-elf, human
Ability Requirements	Intelligence 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Armorer, weapon-smithing
Recommended Proficiencies	Blacksmithing

Overview

Tempus is the god of war and the lord of battles. What sort of conflict can one have without weapons at the ready? The battleforges of Tempus are the weaponers of the church, clerics who seem to be a bit too fond of "field-testing" their creations.

Description

One bard has wryly observed that battleforges are "the least banged-up of the clergy of Tempus," since battleforges spend much of their time in the weapon foundries. Their task is to make new weapons and armor as the church priests need or demand them.

The average battleforge wears a sturdy suit of plate armor with a blood-red sash worn diagonally across the chest from shoulder to hip. They favor warhammers and swords in combat. Battleforges never wear helmets.



Role-Playing

Imagine a blacksmith who creates a set of horseshoes and then cannot resist immediately putting them on a horse and riding it twenty miles. Battleforges come from such a mindset. They see the forging of every weapon or suit of armor as an act of devotion.

Special Abilities

Battleforges immediately start out with a suit of plate mail and the choice of one weapon.

By looking at any weapon, suit of armor, or shield, a battleforge can correctly discern its magical bonuses and any special abilities.

Using nonmagical weapons they themselves forged, battleforges can attack and damage monsters that normally requires a magical weapon to hit.

Special Disadvantages

Battleforges cannot cast spells from the Animal, Healing, or Plant spheres, nor can they turn undead.



Tempus- Gloryblood

Class Information

Racial Requirements	Any
Ability Requirements	Strength 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Blindfighting
Recommended Proficiencies	Endurance, riding, land-based

Overview

The glorybloods are the soldier-priests of Tempus in every sense of the word. Not only are they fanatically devout followers of Tempus' teachings, but they specialize in military matters such as strategy, tactics, logistics, and morale.

Description

Glorybloods wear battered, bloodied armor of all types, though most wear chain, splint, or plate mail. These priests also use any number of different weapons. Glory bloods would be mistaken for any normal follower of Tempus, but they seem to radiate a definite air of command and authority in battle.

Role-Playing

Just as the sight of a king's banner can inspire and rally the troops in war, the glorybloods rouse those around them and lead everyone to that state of glory that can only be

achieved through hard-fought battles in Tempus' name.

Glorybloods are not mere armchair generals leading the troops from the safety of the rear lines. Rather, they recklessly lead the charge, screaming bloody murder and smiting any enemies that dare get in their way.

Many glorybloods will charge at overwhelming opponents single-handed, heedless of certain death. This exasperates the priest's comrades, as it usually forces them into the battle as well. Glorybloods never ask anyone to attack anything that they themselves wouldn't fight by themselves!

Glorybloods are especially intolerant of mistakes made in combat. If someone misses a target, fumbles a melee attack, or accidentally hits a comrad, the gloryblood will insist on improving his comrades' combat skills. The priests command these offenders to attend combat drills at dawn or some other exercises.

If a gloryblood is ever forced to retreat, he will swear to return someday to "finish the job." From that point on, this return engagement will be foremost in his mind. When he feels confident of his chances for victory against the foe who forced his retreat, he will seek that adversary out and force a confrontation.

Special Abilities

In battle, glorybloods inspire their comrades to greater feats of battle. Companions in sight range (maximum 50 yards) get +1 bonuses to attack and damage rolls and saving throws, and +2 bonuses to morale.

Once a day per level, at the beginning of an encounter, a gloryblood may call on his tactical knowledge. If he does, everyone of his allies gets a -1 bonus to their initiative rolls.

Special Disadvantages

Glorybloods cannot cast any spells from the Healing sphere, nor can they turn undead.

A gloryblood can never retreat from battle unless he is either opposed by more than three equal-sized foes or an enemy with at least three times as many hit dice as the priest. If he leaves a battle of lesser odds than this for any reason, the gloryblood disgraces his office. His priestly spells and abilities are gone immediately and he is considered a fighter of his current level. He can regain his gloryblood status once he has slain or helped slay as many foes as he has levels. These foes must all be slain in melee combat, and must be of at least equal level/hit dice to him.



Torm-Paragon

Class Information

Racial Requirements	Human
Ability Requirements	Charisma 15, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Warrior
Bonus Proficiencies	Religion
Recommended Proficiencies	Blindfighting

Overview

Paragons are best described as priests who act like paladins, much in the same way as Torm's crusaders, but paragons have much closer ties to the organized church. Thus far, the only paragons of Torm are found operating in the vicinity of Tantras.

Paragons focus on completing quests or leading people in a great cause or crusade. With the rise in Torm's popularity (from a corresponding fall in Helm's reputation and church), the paragons always hope to lead new worshipers to great deeds in Torm's name.

Description

Paragons wear glistening white plate mail, massive pearl-white helms, and sky-blue cloaks. They look every inch the hero, and one would swear that they actually glow with holiness. Paragons favor two-handed swords or bastard swords, and thus refuse to use shields.



Role-Playing

Paragons are scrupulously honest and fiercely loyal to Torm's credos. They do not utter vows lightly, because they will die before breaking one. Paragons are idealistic heroes who love grand quests and crusades. These holiest of priests deliberately keep a high profile wherever they go to inspire those around them.

Special Abilities

Paragons have all the special powers of a paladin, except for a paladin's priestly spell abilities. They turn undead at four levels lower than their actual experience level.

Special Disadvantages

Paragons have all the restrictions of paladins. Additionally, at 6th level and each level after that, a paragon must undergo a quest, commit a heroic deed, or slay a monster of twice the paragon's level singlehandedly before he can advance to the next level.



Tymora-Favored

Class Information

Racial Requirements	Any
Ability Requirements	Charisma 12, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Direction sense
Recommended Proficiencies	Local history, riding, land-based

Overview

As the goddess of good luck, Tymora's favors are frequently sought after by adventurers. In a lucky inspiration, Tymora realized that it would be useful to have a group of wandering priests who enjoyed adventuring and exploration.

The favored are itinerant priests of Tymora who sometimes turn up under lucky circumstances and minister to adventurers and explorers.

Description

There is no set clerical garb for the favored; arms, armor, and clothing is such a matter of taste that many could pass for "just another adventurer". However, the observant will notice the confident, almost cocky grin, and the tell-tale silver disk that is the holy symbol of Lady Luck. Indeed, when the contents of a chamberpot emptied

from a second story window manage to cover everyone in a group except for one seemingly overconfident adventurer, odds are that the clean one is a favored of Tymora.

Role-Playing

The favored are among the most highly prized clergy to one of the most popular (and thus influential) gods in Faerûn. Life is good. Is it any wonder that the favored seem supremely confident?

Paladins, cavaliers, and other dramatic warriors cannot help but admire the seemingly "nick of time" arrival of a favored in the middle of a crisis. Even the dour, violent priests of Tempus, Lord of Battles, are impressed at the recklessness of the favored when the latter priests enter battle. The favored have learned that there is no sense in worrying about the future; Lady Tymora has their luck in her hands. Why, a favored could fight a red dragon and emerge victorious and unscathed, only to choke to death on a chicken bone at the inn where the victory party is held!

Thus, the favored, while not foolish, will often throw caution to the wind and trust in luck. Considering how many adventurers die despite their meticulous plans, this is not so ridiculous a tactic.

Special Abilities

Once a day, a favored can do one of the following things: turn an enemy's attack roll result into a 1, turn her own attack roll into a 20, make one person in her group gain a +1 on an attack roll for one round, penalize the attack roll of one person on the enemy's side with a -1 penalty, automatically succeed at a proficiency or ability check, or cause an enemy to fail at such a check.

The favored can also turn undead.

Special Disadvantages

Tymora is a fickle goddess, even for the favored. There is a cumulative 2% chance per day that the Special Ability will not work, because Tymora is distracted with someone else that she favors. Once a failure has been reached, the chance resets back to the initial 2%. This likelihood is checked at the beginning of the day. Of course, if the favored unknowingly does not use his special ability that day, well, that's a stroke of luck!



Tymora- Luckrider

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Gaming (x2)
Recommended Proficiencies	Appraising, reading lips

Overview

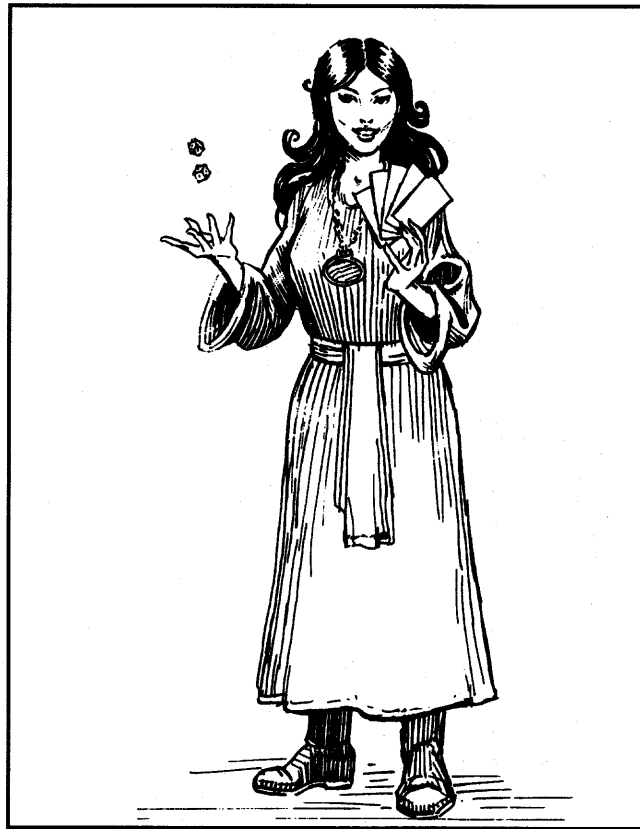
It is said that every back-alley dice game is an act of worship to Tymora. Whether this is true or not, Tymora has commissioned a type of cleric that oversees games of chance. Called the luckriders, these priests make sure that no one is involved in "luck tampering" (also known as "cheating"). They oversee as well as play in games of chance, and are familiar with the rules to all of them.

Description

Luckriders dress in simple black robes that are neither tight-fitting nor voluminous. A shining silver disk, the sign of Tymora, hangs on a chain around the luckrider's neck at all times.

Role-Playing

Even more so than the favored, luckriders eat, drink, and sleep luck. They take games of chance quite seriously, making sure that no one cheats. Just because a cleric of



Tymora seems to be enjoying himself in a game of cards doesn't mean he's not on the lookout for cheats.

Special Abilities

If a luckrider is either playing or watching a game of chance, anyone attempting to cheat using the Gaming proficiency suffers a +1 penalty to the die roll for every experience level of the luckrider. Note that this may be sufficient to push that NPC's proficiency roll to 17 or higher, which means that the person is caught cheating.

Special Disadvantages

If a luckrider plays a game of chance and rolls a 20, her opponents believe that she has cheated. Furthermore, if a luckrider *does* cheat in gaming, he loses access to his spells for 24 hours.

In combat, if the luckrider successfully calls the number on a d20 attack roll before rolling the die, he hits the target successfully despite the die roll amount needed normally.



Tyr-Hand

Class Information

Racial Requirements	Human
Ability Requirements	Strength 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Law, tracking
Recommended Proficiencies	Blindfighting

Overview

The scales are the priests of Tyr who judge evildoers, but Tyr's hands are the priests who actively track down and capture any malefactors. Hands of Tyr are similar to paladins in motivations, but they are still priests and members of Tyr's clergy.

Hands are responsible for defending the weak and hunting down criminals and outlaws. If there are no local law authorities or scales of Tyr to judge an apprehended miscreant, the hands often dispense summary justice at the scene of the crime.

Description

Hands of Tyr wear white plate armor and full helms. Over their armor, they wear white and gold tabards with the symbol of Tyr embroidered in gold on the chest. Each hand wields a warhammer as the primary weapon, and hands never use shields. Hands of Tyr convey an image of themselves as pure, invincible, unstoppable instruments of the law. In that respect, they succeed rather well.

Role-Playing

Each hand has the burning obsession to preserve the laws of his home city, province, or kingdom, no matter where they might be in the Realms. The primary duties of the hand are defending the helpless and hunting down criminals anywhere in the Realms and bringing them to justice. "Thou shalt not get away with it" is the sacred credo of the hand. Tireless agents of law and good, hands will go to nearly any lengths to catch a law-breaker. However, a hand will never harm innocents or break any laws to bring a criminal to justice, no matter what the provocation or who the miscreant is.

On many occasions, the hand forgets to "defend the weak" in his passion to aggressively hunt down of criminals who've evaded justice. If the hands have a flaw, it is this single-minded, obsessive pursuit of justice. It often cools their compassion towards the weak and helpless, and leaves little or no mercy for criminals, no matter what provoked their lawbreaking.

Special Abilities

A hand can *detect evil* at will up to a range of 60 feet, just like paladins can.

When a hand reaches 7th level and she is allowed to handle items at the crime scene or any personal effects of an escaped criminal, she can use a unique form of *find the path* to track down the felon. This ability can be used once a month and, aside from operating until the felon has been captured, has all the normal abilities of a *find the path* spell.

Special Disadvantages

If a criminal who is captured personally by a hand escapes justice, the priest will abandon all other duties and obsessively hunt down the felon. The hand's total concentration and full resources are dedicated to hunting down the fugitive of Tyr's judgement. For every twenty days that pass without capturing the criminal, the priest suffers a cumulative -1 (or +1, if applicable) penalty to all die rolls. If 200 days pass without the arrest or death of the criminal, the hand becomes ill and bedridden (Strength 2), and another hand of Tyr or a paladin must pursue the felon. If the criminal is captured or slain, the hand recovers his health and loses any penalties; if the villain isn't captured within a year of escaping, the hand dies.



Tyr-Scale

Class Information

Racial Requirements	Human
Ability Requirements	Wisdom 16
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Law
Recommended Proficiencies	Religion

Overview

As the god of justice, Tyr has made it a priority for justice to be adequately served in the Realms. The scales are priests who act as arbiters and judges over any disputes they find, especially in communities with no courts or legal authorities of their own.

Description

Scales wear white robes of office, and they often wear chain or plate armor underneath them. They carry hammers as their main weapons. When in court, the scale's hammer also act as a symbol of Tyr's presence. In the other hand, the priest holds the other symbol of Tyr's justice: a set of silver balance scales.

The final piece of the scale's wardrobe is a gleaming white great helm with a sealed visor plate that can effectively render the priest blind. In this condition, the scale is ready to judge a case without being distracted by extraneous details or swayed by the parties' appearances and any acts on their parts.



Role-Playing

By their own and their god's natures, scales are stern, humorless, logical, and highly-practical people. They are not concerned with mercy, but solely with justice. Even the cockiest and most cavalier thieves find their knees buckling before their stern presence.

Special Abilities

With the balance scales, Tyr's scale can detect lie three times a day. If he wears a *ring of truth*, he can force someone to answer one question truthfully once per day. No saving throw is allowed against this effect.

Special Disadvantages

If a scale ever deliberately lies, he is struck dumb until a specialty priest of Tyr casts *remove curse* on him.

When a scale reaches 5th level, he has certainly jailed someone in the past who bears a grudge. The DM should create an evil NPC of 1d6 levels higher than the scale, who will become his sworn enemy.



Available Categories General, Priest
 Bonus Proficiencies Swimming
 Recommended Proficiencies Navigation, Seamanship

Overview

Even without the mercurial gods of the Realms, the sea is a place rife with danger. Storms, navigational hazards, and sea creatures all combine to make water travel a challenging hazard. The anchors are priests who save people from drowning and help guide boats past water hazards. Naturally, a fee is involved for these services.

Description

Since anchors wind up in the water more often than not, they wear just enough clothing to preserve their modesty. This is usually dark blue swimming apparel. When on land, they dress in blue-green bodystockings and they also wear a warm white cloak draped over their shoulders for comfort. Some have a rare tiara of black coral as a badge of distinction among the clergy.

Most anchors favor harpoons, tridents, and daggers for weapons. They reject armor, which tends to make them sink in water.

Umberlee-Anchor

Class Information

Racial Requirements	Any
Ability Requirements	Constitution 14, Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3

Role-Playing

An anchor is a cross between a mercenary and a life-guard. On one hand, the anchors do have a genuine desire to save drowning victims and prevent ships from running aground. On the other hand, they expect to be well paid for it, usually demanding 50gp per level or hit die of the rescued being.

Special Abilities

All Anchors can *speak with animals* at will, though this is limited to marine life. They can turn aquatic undead only. These priests are not limited to evil alignments: they can be true neutral or chaotic neutral as well.

Special Disadvantages

Anchors cannot wear armor, and they cannot cast any spells that deal with fire or earth. Like tempests, they must donate 30% of their earned fees, but this money goes directly to the church of Umberlee.



Umberlee- Tempest

Class Information

Racial Requirements	Half-elf, human
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest, Wizard
Bonus Proficiencies	Weather sense
Recommended Proficiencies	Seamanship, swimming

Overview

Umberlee, the goddess of storms, waves, and sea winds, has seen the benefits of creating a sect of priests called tempests. These special priests work with weather, and help fill the coffers of Umberlee with the donations of mariners who want to have smooth sailing for their voyages.

Description

The tempests dress in the traditional bodystocking of blue-green, with a white cape trimmed with white fur. However, some clerics also wear a tiara of jet black coral, a special badge of honor among Umberlee's faithful.

Tempests refuse to wear armor and shields, and favor carrying a trident if forced into battle.

Role-Playing

Like the waters of the Moonsea in Uktar, the tempests of Umberlee have violent mood swings that go from tranquility to violent physical rage in mere moments.

These extreme moods are usually triggered by an offense, although the definition of offense is completely in the mind of the tempest and it is totally unpredictable.

Despite their chaotic evil alignment, Tempests can be trusted to do what they are paid for. If a ship captain pays for a good westerly wind and no storms, then it shall be done. Fees are usually 1d4+1 gold pieces for each person on the boat and an additional 3d10 gold pieces for the vessel itself.

The tempests' chaotic and evil impulses are manifested in fits of destruction when angered. During these tantrums, no one and nothing is safe from their wrath. Tempests are, all in all, extremists. They are fiercely loyal to friends, passionate lovers, and violent brutes to their enemies.

Special Abilities

Tempests can cast certain mage spells that duplicate meteorological phenomena. The eligible spells are: *wall of fog*, *fog cloud*, *whispering wind*, *lightning bolt*, *cone of cold*, *death fog*, *incendiary cloud*, *wind wall*, *solid fog*, *control weather*, *lower water*, *part water*, and *gust of wind*. Others can be added if mutually agreed to by the players and the DM.

These spells are prayed for as if they were clerical spells of their same spell levels, since Umberlee herself grants them. They do replace the regular priest spells the tempest can cast. The tempest casts them at his level of experience as a priest.

Special Disadvantages

Tampering with the weather is not without its risks. Gods such as Talos, Silvanus, Eldath, and Chauntea do not tolerate such things often. Every time a tempest directly affects the weather (summoning a storm, using the spell *control weather*), there is a 5% chance that one of the above deities will prevent the spell from happening. Then, in 1d4+1 weeks, a druid or respective specialty priest of 0-3 levels higher (1d4-1) than the tempest will pay a visit to the cleric and convince him of the "error of his ways". Most of the time, this is done with *call lightning*.

Tempests must tithe 30% of all the fees paid to him by mariners directly to Umberlee. In other words, the money is thrown into the sea after receiving it.

Tempests cannot turn any undead whatsoever, regardless of whether or not it came from the sea.



Valkur- Stormharbor

Class Information

Racial Requirements	Any
Ability Requirements	Wisdom 9
Prime Requisite	Wisdom
Hit Die Type	d8
Attack as	Priest
Save as	Priest
Advance as	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x 10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Seamanship, swimming, weather sense
Recommended Proficiencies	Navigation

Overview

Valkur is a demipower venerated primarily by sailors. Stormharbors are special priests of Valkur who try their best to intercede on behalf of mariners to a god who tends to be fickle and unpredictable.

The stormharbors are attempting to build support for Valkur's church. They want to make it grow by showing that Valkur can indeed be counted upon to protect the helpless from the wrath of either Umberlee or Talos. Now if the priests could only get Valkur to cooperate with them, things would be fine.

Description

The stormharbors try to present Valkur in a stable, serene light to put doubting worshippers' minds at ease. The clergy wears tunics of shimmering deep blue to symbolize placid waters. The stormharbors' outfit is completed by a white clerical stole embroidered with gold

threads in designs of dolphins, anchors, lighthouses, and sea gulls and other sea birds for good luck.

Stormharbors use clubs, staves, daggers, tridents, and cutlasses in battle. Due to the impediments of armor to a swimmer, stormharbors do not wear any.

Role-Playing

The stormharbors are a clergy anxious to prove that their god Valkur is dependable. Since the clergy is a reflection of the god, they strive to appear tranquil, slow to anger, and not prone to sudden changes of plans, opinions, or mindsets. Reliability and patience are the virtues most embraced by stormharbors. Their reliability is impeccable, since they want others to see that the faith is solid and trustworthy. Their patience is hard-earned, because Valkur *isn't* as trustworthy as a devotee might wish, and the priests need to live with their god's chaotic behavior.

Special Abilities

By making an ability check against Wisdom, a stormharbor can determine whether a bad weather condition or disaster comes naturally or arises as a result of the servants of Talos or Umberlee. Stormharbors gain a +1 bonus to these checks per level starting at 3rd level.

Valkur sometimes uses dolphins as his sign that his presence is near. All stormharbors can *speak with dolphins* at will. Three times a day, a stormharbor has a 60% chance plus 1% per level of summoning 1d4 dolphins. They arrive in 3d10 minutes, but only if they are native to the body of water the stormharbor is in. The dolphins will talk to the stormharbor and answer his questions, but they will not take possible fatal risks for the priest.

At 7th level, a stormharbor can shapechange into a dolphin twice a day. Shapechanging from human to dolphin form heals 1d6 points of any existing damage.

Special Disadvantages

At any given time, there is always a chance that Valkur isn't paying attention to his stormharbors. Thus, there is a flat 10% chance that any clerical spell cast by a stormharbor will utterly fail. Stormharbors also cannot turn undead.

Since the clergymen of Valkur are trying to build up a popular mariner's faith all over Faerûn, stormharbors must give 40% of all their treasures to the church.



Nonweapon Proficiencies

The following are new nonweapon proficiencies for warriors, priests, and any other characters who can use them. Each title is followed by the group to which the proficiency belongs, the number of slots the skill takes to learn, the relevant ability score, and any modifiers to that ability for proficiency checks.

Alchemy

Priest, Wizard
3 slots, Intelligence, -2 modifier.

A character with the alchemy proficiency must, when purchasing the proficiency, choose the creation of potions or toxins as his alchemical specialty.

A character who specializes in potions must, by nature, be a priest or wizard. He can research and brew potions more easily than a standard wizard or priest. With this proficiency, the base chance for success is increased to 80%, and the fabrication time is cut by 30%.

A character who specializes in toxins can brew poisons and antidotes. Characters with the herbalism proficiency have only a -1 modifier on proficiency checks in order to accomplish this. Once again, production time for the poison is cut by 30%.

For more information on potions and poisons, see the *AD&D DUNGEON MASTER Guide*.

Burial Customs

Priest
1 slot, Intelligence, 0 modifier

The character understands a range of methods for preparing, preserving, and burying the dead. It allows a character to actually assume the role of a mortician.

Each slot of this skill is limited to burial methods of races and religions; in other words, a human priest of Selûne from Thentia knows how Thentian humans bury their dead and how Selûne's faithful perform funerals and inter the dead, but this skill doesn't tell him how Amnites or dwarves bury their dead.

This proficiency is broad, and many cultures share similarities. Therefore, with a -3 modifier to Intelligence, the character can try a proficiency check to un-

derstand and properly perform burial rituals of either another race/culture or another religion.

Folklore

General
1 slot, Charisma, 0 modifier

Characters with this proficiency are well versed in the fables, myths, rumors, and legends of one geographic area (Sword Coast, Moonsea, Dalelands, Cormyr, etc.), unlike the local history proficiency, which only deals with facts. Folklore can be true, or not. Folklore can be used also to deduce very vague information about the inhabitants (both civilized and monstrous) of the chosen area in terms of history (what tales are told, what is remembered), religion (what the folklore explains or which god is responsible), and culture (how the tale is told, who are the foes in folk tales).

If the character also has local history for the same geographic area, both proficiencies gain a +1 modifier when attempting to gain information in that area.

Inquisitor

Priest
2 slots, Wisdom, 0 modifier

Inquisitors are experts in arguing the canon of their faith with others. They are well-versed in every doctrine of their faith, and know every rule and observance by heart. A priest with this proficiency can cross-examine a subject who claims to follow the priest's religion, to see if it is truly so.

Whereas the religion proficiency grants knowledge of other religions, the inquisitor proficiency focuses on one religion only, and all of its tenets, history, and legends. This includes an understanding, though not an acceptance, of any splinter faiths of that religion.

Law

Warrior, Priest
1 slot, Wisdom, 0 modifier

The law proficiency familiarizes a character with the laws of his city or country. He knows what is legal, how severe each crime is, and what the punishment is. This is identical to the law proficiency as included in the *Complete Paladin's Handbook*.



Shrines, Temples, and Groves

Have you ever wondered how the small shrines and temples all around the Realms manage to stay safe with all the heavily-armed, destructive bands of roving cretins in the Realms? One would expect those little oases of faith to be looted, vandalized, and otherwise utterly ruined within a fortnight. What stops a force of raiders from marching into a temple and sacking it for its religious treasures or its poorboxes?

Read on to find the answers to these and other questions, and get ready to be surprised.

Shrines

Shrines are sites containing an object of religious significance, such as a small statue of a deity or an image of a god's holy symbol, if not both. Most shrines are simply a small booth of wood or stone with the religious symbols stored inside it and runes nearby to identify the shrine's deity. Some also have a metal container for tithes attached to the structure. These shrines range from the plain and functional to the ornate, depending on the strength of the faith and the affluence of its devotees.

Aside from basic characteristics, each shrine is decorated to suggest the presence of its dedicated god. A shrine of Tempus may be decorated with broken helmets and weapons or even the grisly heads of slain monsters. On the other hand, a shrine to Sune may be decorated with flowers, love letters, and small works of art left by her worshipers.

Many shrines are located in small hamlets and towns, but it is more common to find shrines along a busy trade road. A shrine is established for and by the faithful of a god when the funds or population are insufficient for building and staffing a temple. The shrine gives a deity at least a minimal presence.

To create a shrine, a priest of at least 7th level must commission the construction of the shrine with at least 100-600 gp (2d6 x 50). The spells *sanctify* and *focus* (see *Tome of Magic*) must be cast on the shrine in the presence of at least 24 worshipers and two more priests of the caster's deity. After its creation, a shrine is maintained

by a priest from second to fifth level (1d4+1). The priest is in charge of keeping the shrine clean and attractive, collecting the tithes, and saying prayers there at certain intervals. The visits range from once each day to once every tenday.

Powers

A shrine radiates a continuous *protection from evil* 10' radius if the deity is good, or a *protection from good* 10' radius if the deity is evil. Shrines to neutral gods radiate both forms of protection.

If within five feet of the shrine, a priest of the faith can turn undead (if the religion allows it) at one level higher than his current experience level.

If people or creatures defile a shrine, either by vandalizing or looting it, they become cursed. The DM must come up with a curse or punishment that matches the deity's sphere of influence and is in accordance to the damage done to the shrine.

For instance, if the defiler ruined a shrine to Tempus, then all his attack and damage rolls are penalized at -4 or his opponents' rolls are given a +4 bonus. If the shrine belonged to Tymora, *all* rolls would get a penalty of four. Ruining a shrine to Umberlee right before a long sea voyage would result in either four days of storms and rough seas, or a sunken boat four days out from land.

For less tangible concepts (e.g. death, magic, cold), the defiler suffers an accident once per week. Thus, someone ruining a shrine to Kelemvor would get one random monster encounter per week, and it would be undead. Tampering with Mystra's shrines often results in random surges of wild magic on the defiler or changing an item to a cursed item.

In order to have the curse lifted, the surviving offenders must seek out a priest of the offended deity, confess their crime, pay restitution, and beg in front of the assembled faithful to have a remove curse cast. Restitution often equals the repair costs plus an additional 20-200 (2d10 x 10) gold pieces.

These measures may sound harsh, but shrines are places where many of the faithful gather to worship. With the power of all the gods of the Realms now dependant on the strength of their worshipers, to ruin a shrine directly affects a god's power and gets his attention, for good or ill.



Temples

A temple is a complex of buildings that house the clergy, guards, and lay staff of a god's religion. Temples are the preferred meeting places of the faithful, and they are strong areas of faithful power. Temples are found in almost exclusively in cities and towns, since smaller communities simply do not have the people or money needed to maintain a temple. Some temples are built on the outskirts of a city if the land needed for it is unavailable inside the city.

Most temples feature a central sanctuary complete with a consecrated altar, a holy water font, and a strong box for tithes. Additional rooms include smaller private chapels, libraries, a crypt for burial of high-ranking or devout members, dormitories for the guards and lay staff, and a parsonage for the priests.

Like shrines, each temple reflects the ethos and preferences of the venerated deity. Most temples are designed to have an atmosphere that evokes a sense of the deity in the worshiper. A temple to Tempus may resemble a keep or fortress, decorated with bloody armor and weapons, while a temple to Ilmater may be a simple, unadorned building. Some temples of Tymora are known to have sanctioned, holy casinos adjacent to them, where the faithful can "appeal to Lady Luck" all day and all night.

Costs for building temples range according to size and the number of structures. The minimum costs of building a small one-building temple could range from 4,000 to 48,000 (4d12 x 1,000) gold pieces while building a small temple complex of multiple buildings has minimum costs from 60,000 to 240,000 (6d4 x 10,000) gold pieces. Obviously, these figures should be adjusted for the level of ornamentation; basic ornamentation doubles the cost, while ornate decorations like statuary and stained glass windows at least doubles the cost again.

Once a temple is complete, a 9th-level priest must gather 100 worshipers and at least four other priests, and cast the spells *sanctify* and *focus*. Upon casting these spells, a ten day period of fervent worship is declared, requiring appropriate acts of devotion to the god. Sune's temple would sponsor art exhibits, while Tempus' temple would stage gladiatorial tournaments. The week ends with a day of feasting and celebration, then the temple is officially open for all.

Common Temple Powers

All temples have the following powers, regardless of the deity's power or portfolio.

- A temple has the inherent power to turn away undead as if it were a 9th level priest. This is available even if the priests of the temple's deity cannot turn undead.
- Each temple radiates a double strength *protection from evil* spell if it is a good-aligned temple, and vice versa if an evil temple. Temples to neutral deities radiate both spells. The protection spells radiate out 20' from the temple's outer walls.
- Healing spells cast in a temple heal the maximum number of hit points. If a particular deity has already given this benefit to his priests, then casting curative spells in the temple gives an additional bonus of +2 hit points. Thus, a cure light wounds spell cast by a priest whose spells already function at maximum strength would restore 10 hit points of damage.
- Any curses on a worshiper will be interrupted when he enters a temple of his deity. The only exceptions to this are curses from cursed items and curses that the deity itself has placed on someone. The curse returns once the worshiper leaves the temple.

Minor Powers

Gods who are quasi-powers, demi-powers, or lesser powers have granted their temples one or more of the following abilities:

1. An *augury* spell gains 3% per level of the priest instead of the normal 1% per level.
2. Spells which aid a group of people, such as *bless*, *prayer*, or *protection from evil, undead, etc.* are doubled in duration when cast inside a temple.
3. A priest sleeping in the temple overnight has a 5% chance per level of receiving a vision from his deity in the form of a dream. Only one dream is allowed per temple visit or per month, whichever comes first. The dream may yield a clue about a mystery the priest is trying to solve, or it may be a warning of an upcoming danger.
4. If a priest chooses the temple as his place to recover his spells by rest and prayer, the time needed to regain them is halved.
5. Priests casting spells from a scroll that they would otherwise be ineligible to cast have their chances of spell failure halved.



6. Casting a commune spell in a temple gives the priest 1d4 extra questions.
7. A priest casting a *dispel evil* or *dispel good* gives the target entity a -4 penalty to its saving throw against the spell's effects.
8. A priest casting a *dispel magic* in a temple gains a +2 bonus for the dispelling attempt roll.
9. A priest defending his temple grounds against attackers gains a +2 bonus to saving throws and to his armor class. Defending NPC morale gains a +4 bonus. If the combat moves into the main temple and altar area, these bonuses are doubled.
10. Any *glyph of warding* spells within a temple area are semi-permanent. After a *glyph* is discharged, it is reset and ready within 1d6 hours.

Greater Powers

The intermediate and greater powers grant their temples at least five of the lesser powers, plus one or more of the following greater powers.

1. A priest of the temple's god casts spells and turns undead as if he were two levels higher while on the temple grounds.
2. Beings, creatures, and personalities not native to the Prime Material Plane cannot enter the temple grounds. The exceptions to this are the creatures native to the god's home plane.
3. *Teleportation*, *blink*, or other spells or items which immediately move a character to new locations do not function within the temple. The only exception to this are spells cast by the priests of that particular temple. Therefore, all of Selûne's temple priests in Thentia's temple, but their brethren from the House of the Moon in Waterdeep could not do so.
4. Spells that have an aging side effect, such as *resurrection* and *restoration*, only visit half the aging penalty when cast within a temple. Other penalties, such as requiring rest or being unable to cast any other spells for a day, still apply.
5. An especially devout priest of 12th level or higher may ask for the assistance of an outer planar aide for 24 hours. This would include, but is not limited to, the following: shedu, lammasu, devas, tanar'ri, baatezu, and elementals. The alignment and portfolio of the temple's god determines the aide sent to the temple. This boon can only be asked for once per year, whether successful or not. The creature is not under the command of the priest; it is an agree-

able ally of the priest, not a slave. The chance of a successful appeal is 2% per level and is adjusted by the devotion of the priest or the importance of the crisis at hand. Note that this will only be granted if aid is requested for the temple, not just that priest.

6. Temple priests can cast a special *command* on as many temple intruders as the priest's level. Only those targets of 15 Intelligence or greater get a saving throw, and the effect lasts for two rounds.
7. A priest can cast *know alignment* at will, once per round, on anyone inside the temple. Note that the subject will know that he is being scrutinized in such a fashion.
8. While praying in the temple, a priest gains one extra spell per spell level from the spheres accessible to his god.
9. A priest of 7th level or higher can ask his god to destroy any magical items (usually cursed items). The item is laid upon the altar, and the priest makes the proper prayers. The base chance of success is 50% plus 2% per priest's level above 7th plus 1% for each hour of constant prayer.
10. There is a flat 10% chance of divine intervention if requested by a priest in the temple. This will be manifested in the deity's avatar. Such an avatar will visit any particular temple a maximum of once per year, and the reason for the intervention had better be a good one!

Groves

Groves are found only in natural forested settings. In very rare situations, a grove may exist in a city, located within a huge, natural garden or park.

Groves are the natural analogue to temples and are used by the nature deities of Faerûn. Silvanus, Eldath, Chauntea, and Mielikki use groves as their primary places of worship, although some have rare temples.

While groves do not cost any money to create, they are nevertheless more difficult to create. The ideal spot is a place deep in a forest and the grove's center must be at least five miles away from any settlement of 50 people or larger. Groves with a natural clearing are prized over those without a glade, and a pool or spring within the grove is also eagerly sought.

The boundaries of a grove can usually be identified by a ring of moss or mushrooms about the outermost trees. These trees are usually larger and older than the nearby trees. Some groves have stone semicircular entry arches to mark the limits of sacred ground.



Only prolonged veneration and worship at the site for at least four years or the visit of a nature god are capable of creating a grove where none existed before.

Priests of the deity venerated in the grove can always feel the presence of a particular power and will, therefore, know what each power is within three rounds of entering the grove. Once a venerated place exhibits even a minor power, it becomes a *minor grove* and immediately gains the basic grove properties. A minor grove that has at least seven minor powers becomes a *major grove* and gains a major power immediately upon acquiring the seventh minor power.

A grove gains new powers only upon direct divine visitation or when a full moon occurs on the night before or after the spring (vernal) equinox.

A grove is despoiled if its trees are burned or chopped down, or its waters are fouled. If this happens, one or more of a grove's powers may be lost. Roll a d6 for each grove power; a result of a 1 means the power is lost forever, and a result of a 2 means the power will not function for 2d4x10 (20-80) days.

If a grove loses all of its powers at once, even only temporarily, the magic of the place is ruined and will not return unless the grove's faithful—whether one person or 100 people—can maintain 10 years of devoted vigils and prayers. The grove's magic will also return if directly visited by one of its venerated gods.

When the magic returns, it will manifest itself on the next spring equinox, and 1d2 powers will return. At this time, certain herbs and rare mosses used by the druids and priests will also return. Trees that grow slowly, such as oaks, will exhibit phenomenally rapid growth. If the grove is used again as a place of worship, 1d2 powers will return each spring equinox.

Standard Grove Powers

These powers are possessed by all groves and function at all times regardless of the intent or powers of any non-divine creatures in the grove.

- Priests and druids of the god venerated in a grove may successfully *call lightning* in the grove. No other beings may cause magical lightning to operate in or pass into or out of the grove.
- All *charms* of any sort are broken, nor can they be successfully cast, on creatures in the grove.
- *Dig* and *entangle* spells never work successfully in a grove, although *snare* spells work normally.
- All creatures within a grove are rendered immune to magical *fear* while they are within the grove.

- Magical *fire* of any sort will not ignite, enter, persist, or aid normal fires in a grove.
- A natural *pass without truce* spell affects all the devoted worshipers of the grove's deity, as well as any beings of alignments and causes favorable to the deity, while these individuals are within the boundaries of the grove. This does not work on unwelcome intruders regardless of alignment.

Minor Grove Powers

Minor groves have at least one of these powers:

1. Priests of a deity venerated in the grove who sleep in the grove may receive a sign or message from the god in their dreams. This is often a warning message or a desired task to be performed.
2. Water or dew gathered in the glade at the heart of the grove is equivalent to *sweet water*. An amount equal to one potion per gatherer may be obtained overnight (double it if the light of the full moon touches water in the glade).
3. Beings of alignments or causes allied to that of a god of the grove may heal wounds at double the normal rate if they remain in the grove and rest. Healing spells operate for full possible effect.
4. All divination magics cast by worshipers, priests, or beings allied with the grove's deity operate at the fullest possible chances of success, duration, or efficiency when cast in the grove.
5. Any priest of a deity of the grove can cause winds and any attendant noises fall still within the grove in one round. This is an act of will and can be maintained for one turn, though it requires concentration to do so.
6. Any worshiper of the grove's deities can cause a *faerie fire* to form within the grove, centered on his position. It takes a round of concentration to cast, lasts for 1 turn per character level, and cannot be summoned again until the next day.
7. Any worshiper of a deity of the grove can cause any stones in the grove to speak, as in a *stone tell* spell. The stones will answer one question per round for up to three rounds. If a question is not asked in one round, it is lost. This power can be used only once per day, and only on stones native to the grove, not ones brought into it.
8. Any spellcaster casting *protection from normal missiles* will find the spell affects the entire grove and all those within its confines. The duration of the spell is doubled.



9. Any worshiper of the deity of the grove can *control temperature* within the grove, altering it by up to 30 degrees throughout the entire grove.
10. Lycanthropes who enter the grove revert to their non-animal forms. For true lycanthropes, this change takes two rounds and lasts for one turn. In the case of creatures infected by lycanthropy, the change lasts until they leave the grove. Note that this is not a permanent cure. However, it does increase the chances of finding a very paranoid NPC infected with lycanthropy within a grove, where he remains in hopes of eventually being cured of this curse.

Major Powers

Major groves possess all the minor grove powers and one or more of the following:

1. Priests within the grove who worship a deity of the grove can cast all Plant sphere spells for double duration and range. Note that these spells can be cast at something outside the grove.
2. A *tree* spell cast in the glade allows the caster to undergo the spell's normal effects or simply vanish beneath the earth like the wizard's *imprisonment* spell. Unlike the wizard's spell, however, the imprisoned priest may release himself whenever desired. In the meantime, he can rest, pray, or perform other activities not requiring much room.
3. Priests who fall asleep in their deity's grove may receive an extra spell if they have been serving the god well and faithfully. This may be an extra spell beyond the numbers or levels allowed to the priest, an additional spell beyond what the priest had time to pray for, a substitute spell replacing what the priest asked for, or simply a spell that performs at doubled strength.
4. A god of the grove may manifest phantom images called "shades" within the glade. These shades can-

not attack, nor can they be touched, turned, or controlled. These images pass on whispered words, messages, or warnings to the visitors. Priests of the deity may question them as if they had cast a *speak with dead* spell.

5. Undead cannot enter the grove without falling under control of a god who is revered in the grove. The god can choose to either utterly destroy the undead or force them to perform a service, provided it does not take the undead out of the grove and that god's direct influence.
6. The power of the god of the grove allows *monster summoning* in varying degrees of power to occur spontaneously, or by will of the god's priests in the grove. Specific conditions, such as a full moon or calling only particular types and number of creatures, must be met in order for this power to work, but no spells need to be cast for worshipers to access this power.
7. A magic item that has or uses charges may gain an additional 1d4 charges by the deity's will, if the object lies overnight in the grove. This is something that the god cannot be asked to do by prayers, but occurs when a god of the grove desires and rarely are recipients aware of this.
8. An unknown item left overnight in the grove may be identified by a priest of the grove's god. The priest handles the item for at least one full turn and receives the knowledge by an internal revelation. If the item has harmful effects, the priest does not suffer them, but neither will he know of them other than a "danger" warning.
9. Any priest of the grove's deity may dimension door anywhere within the grove once every 7 turns.
10. Any priest of the grove's deity may *know alignment* of other creatures, provided both the priest and the target are in the grove. This power requires one full round of concentration, during which the target and the priest must both remain in the grove.

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United Kingdom

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