

THE PANTHEON

AND PAGAN FAITHS



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Guide book for Clerics, Druids, Paladins, Rangers, Shamans, & Witches

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PANTHEON AND PAGAN FAITHS

The long, cold stone halls echoed with his footsteps and the scratching sound of quills on parchment. Bishop Thadius stood straight and proud, a youthful 71-year-old. His weathered and wrinkled face was alight with charismatic fervor as he watched the acolytes scribe from many books to form a large tome. Thadius's master work was nearly complete.

He halted in the middle of the room and slowly turned to look at the sheer power of the Pantheon. Nowhere else had such scholarly might been brought together in one place to do such important work.

He fiddled with one of his pair of holy symbols, a gold medallion with an open book upon its face—the symbol of Euphrenas, god of knowledge.

Being a Bishop, Thadius was now sworn to the All Father, Barticus, but he had always been favored of Euphrenas and that would never change. This, his life's work, proved his devotion to both the all father and the lord of knowledge.

The quills scratched away and made a pleasant tinkling sound when the acolytes and brothers dipped them in their ink bottle. Thadius closed his aging eyes and smiled broadly.

In this set of books all would be revealed: the religions of Gothos brought together and dissected so that any might know good from evil, right from wrong. The collection would strike a hammer blow to the dark side as it revealed the evil and deceitful ways of the evil pagans.

Thadius was shaken from his reverie by the loud, echoing scrape of a chair. He turned to see Rector Finn approaching, the squat fellow waddling as he walked.

He bowed low before the Bishop. "Your holiness, the first book is complete and ready for your viewing."

Thadius smiled and laid a hand on the rector's arm. Finn had been critical in helping Thadius achieve his dream. It was his district that pulled so many priests together to work on this mighty achievement.

"Let us have a look then" Thadius exclaimed in a still powerful and resonate voice.

The pair went to the desk of the rector. The first, dried pages lay before them. Beautiful in their presentation, artistically powerful, and full of knowledge. Euphrenas will smile on them all as will the All Father. This was the crowing achievement of a lifetime. This was the Book of Faiths.

INTRODUCTION

The *Pantheon and Pagan Faiths* is a book of divine magic and knowledge for *The Hunt: Rise of Evil* campaign setting. It can also be easily adapted and used in any d20 game. You will find many of the items in our *Worldbook* expanded here, as well as new divine entries.

This book covers the Pantheon and the Church United in great detail. It also contains information on the Saints, the Outcast Gods, the Outsiders, Demi-Gods, cults, covens, and other minor powers. You will find new domains, new spells, new feats, mystical birth signs, and more.

Whether you are playing in Gothos or not, you will find plenty of valuable material here for any d20 game.

HOW TO USE THIS BOOK

This book is a guide to the religious ways of the world of Gothos and *The Hunt: Rise of Evil*. We revisit some material previously published in our *Worldbook*. Most of the material has been augmented and presented in more depth.

To use this book, you will need the *Players' Handbook* by Wizards of the Coast. We also recommend that you have the other core books, though this is not required. If you plan to play in *The Hunt: Rise of Evil* setting, you should also have the *Worldbook*.

Other useful books from the series are *Mystic Warriors*, *Nightmares & Dreams I & II*, *The Pit of Loch-Durnan*, *Guilds and Adventurers*, and *Of Places Most Foul*. None of these titles are required.

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NEW CONCEPTS

Patheons and Pagan Faiths introduces a number of new concepts that can be incorporated into any campaign. Each is designed to be easily used either on its own or in conjunction with the others.

- **Piety:** Perhaps the largest departure from the standard d20 System is the concept of piety. In a world where gods constantly vie for power and followers, each hoard their divine graces, and grant them only to those who have actively supported them. A devout follower can use his piety to stabilize friends in combat, call upon a patron saint, or even make a second attempt at a failed roll. This mechanic replaces the number of turn undead attempts gained by clerics and paladins. Using this system, undead require sacrifice and strategy from those able to turn them, as their ability to turn is a limited resource, not renewed each day. It is ideally suited for dark settings like *HRoE*.
- **Sacred and Secret Domains:** These advanced domains available to clerics open up possibilities not available to starting characters. These special domains grant greater advantage to the truly faithful (sacred) or access to something few would recognize as the purview of their god (secret). The reasons for each of these domains are given in the individual god's description.
- **True Paths:** These special feats allow druids, paladins, and rangers to customize class features to be more closely aligned to the spheres of influence of their gods. These are broken into three parts:

- **The path:** The benefit gained from taking the feat.
- **The Restriction:** What is sacrificed for the powers gained through the Path.
- **The Charge:** An additional advantage gained through use of the feat.

At the GM's option, the Path and Restriction portions may be used by themselves to allow customization of classes without the expenditure of a feat.

- **Wardens:** These rangers have taken a special true path to be come instruments of nature's fury. Each combines the might of two of the four elements.
- **Birth Signs:** Birth signs are feats that can only be taken at 1st level, and set the character on a path of destiny. These special feats grow with the character.
- **Bane and Hex Spells:** These spells, specifically used by Witches, introduce the concept of Will Saves to enable the effect instead of negating it.
- **Exclusive Spells:** These exclusive spells are only available to followers of a specific god.
- **Mark Spells:** These new spells, available to clerics and witches, create a magic rune on the target. The rune can later be activated to initiate the effects of the spell. These spells can also be increased in power through use of Piety.
- **Saints and Sophists:** These spiritual allies can now be called upon for aid by the players, who can chance a random call for aid, or initiate the aid through use of Piety.
- **3.5 Updated Shaman, Witch, and HRoE Divine Prestige Classes:** Each has been updated for 3.5.

MAKING SENSE OF IT ALL: FOCUSING THE DIVINE

With so many gods listed, each with personal desires and internal and external conflicts, it is easy to get lost. The key is to remember each god's interests and powers wax and wane in the world. It is easiest to choose a few gods currently at the forefront of activity, focusing on the gods most commonly active in your region of the world. When in doubt, remember Barticus, Euphrenas, Tristar, Ithganin, the four main pagan elemental gods, and the Outcasts stay the most "open and consistent in their activity" among the humans. Each other race's gods focus their attention on the race, as would be expected.

Gothos

Gothos is a dark, fantastic world that has reached a technological level that corresponds to the late Middle Age of Earth. The world of Gothos is, in some ways, controlled by the beings of Earth, even though most are unaware of it. The dreams and nightmares of the inhabitants of Earth are filtered into Gothos by a powerful being known as Midnar. Some say that Midnar is a god-like being that toys with humanity by creating monsters to frighten and challenge those of Gothos. Others say that Midnar is a sleeping god who dreams, and from its dreams are spawned the horrors that plague the world.

Regardless of what Midnar is, or what its plans, if any, are, Gothos has remained in its current developmental state for centuries. Midnar's influence has apparently stagnated the development of science and technology, while stimulating

the development of magic and alchemy. Those few technological innovations that come about are usually marked as evil or the work of madmen.

Physically, Gothos exists in a dimension parallel to that of Earth. In this parallel dimension, Gothos' rotation brings Earth and Gothos near one another for 400 years at a time. Because of the strange nature of time between dimensions, the actual number of years in the 400-Year Dream Cycle may vary. Although sages will argue that a certain period within the cycle (say, *the Time of Heroes*) lasts for one hundred years, it may actually last anywhere from ninety to one hundred and ten years. The one hundred-year estimate is merely a convenience of bookkeeping.

The 400-Year Dream Cycle is divided into three parts. The first part is called *The Ascension of the Dream Rift* and corresponds approximately with the first two hundred years of the Cycle. It has been divided into two Periods, called *The Time of Heroes* and *The Time of Chaos*. It is during the Ascension that dream influences from earth begin to filter through from Earth.

After the *Ascension* comes the *1000-Year Dream Rift*, so called because it occurs roughly every thousand years. The name can be confusing, however, as the *Dream Rift* only lasts from one to ten years. During this time, Gothos and Earth are so close that the Dream Effect is at its strongest; so strong, in fact, that the very landscape of Gothos can change overnight. Such is the power of Earth dreamers.

After the Dream Rift passes, Gothos enters *The Waning*. *The Waning* encompasses the remaining two hundred years of the cycle and is divided into two Periods called *The Time of Woe* and *The Time of Recovery*. During this time, the power of Earthly dreamers slowly lessens to almost nothing. The entire four hundred year process of the Dream Cycle has another name as well, *The Age of Legend*.

Although historians have recorded three Great Dream Rifts, it was not until the last of the dream rifts that scholars really began to understand the causes of the Dream Cycle, and became aware of Earth. Within the halls of the Pantheon and the great universities of Gothos, the debate still rages whether this other world truly exists or not.

While the debate continues, some select few have been chosen to represent the powers of good and evil in Gothos. These individuals are called the Children of the Waking Dream and Dark Walkers. The Children and the Dark Walkers are connected to an Earthly dreamer through a bond that funnels the hopes, dreams, and aspirations of the Earthly dreamer to the being on Gothos.

In game terms, the Earthly dreamer is the gamer who plays in Gothos' campaigns. The Children of the Waking Dream and the Dark Walkers are some of the player and non-player characters in the realm of Gothos. Although many gamers play role-playing games, few make this kind of bond with their characters, so there should only be a few bonded in a given campaign.

THE BIRTH OF THE GODS

To the victor go the spoils, as well as the right to document history.

The mighty Pantheon is certainly the victor in the world of religion. What made the Pantheon truly powerful was the uniting. In 850 3C (on the Gothos cyclical calendar) the major human gods of the world united under one banner for the sake of self-preservation and in anticipation of the upcoming 1,000 year rift.

Called The Church United and bound by the recognized father of the gods, Barticus, the pantheon of man eclipsed

the remaining gods, dominating the world. How the gods were born has been muddled through the unification as each creation story had to make sense in relation to the others, and explain why the gods banded together and how Barticus was the father of them all.

Man did not become aware of this alliance for two thousand years, and wrote their doctrines to reflect individual beliefs. The Gods do not often communicate directly with their clergy, nor do they make appearances. Their agents—saints and clerics—act for them. Thus, the gods never set the record straight with man so long as man worshipped and found strength in their glory.

Slowly, however, man finally came closer to the truth of the faiths of humankind, and the Church United arose.

Barticus and Shea are the two that came to Gothos and spawned the other gods of the Pantheon. This much is true. What is not known is where they came from and why. Blasphemous scholars theorize that the gods were a product of Midnar's sleeping imagination. Others claim the gods came from outside the prime plane, where Gothos resides, to give life to a new world.

One ridiculous theory is that Barticus and Shea fled the "other" world that influences Gothos during the 1,000 year rift because the people in that world stopped believing in the gods.

In Gothos, people know the gods are real. Their power is real and seen every day. Only the insane would deny it.

WHAT ABOUT THE OTHER POWERS ON GOTHOS?

The Outsiders each have their own theories. The Outsiders look upon the Pantheon as a group of usurpers. The Outsiders are the gods of the older races and other humanoids. They are the spirits of lake and stream, mountain and valley. They were here when the world was young, and remember the arrival of the Pantheon.

Aside from the Pantheon are its Outcasts. Barticus's younger brother, Chargrond the Destroyer, is a plague to the Pantheon and the Church United. He and his wife, the Bitch Goddess known as Critarri the Devourer, spawned two foul offspring deities: Vlag the Plague Lord and Whisper the Corruptor.

Foul Demons and Devils rampage across the world in a wild variety of shapes and powers. Some are seduced by their dark power while others are simply slaughtered. The demons and devils worshipped in Gothos are too numerous to count. The greatest known devil, however, is the Emperor Ithganin. Summoned a thousand years ago by a foolish sorcerer, the great devil refused to return to the pit of Hell when his task was complete. Bringing forth all his kin, he carved an empire in the lands of mortals. Named after its foul lord and tainted forever with the evil of the devil emperor's kin, Ithganin a place of dark power and threatens the world with its evil.

There are hordes of lesser powers throughout the world: spirits worshipped by druids and witches and lesser or forgotten godlings and demi-gods of old. These beings are of such immense power that only the true gods keep them in check or they would battle endlessly for domination—good over evil, chaos against law, river against mountain. They are alive and working in the world, but are wary of the wrath of greater beings. To date, no major power has come down to thwart the efforts of the minor powers walking the world, but as yet there has been no challenge to their domains.

Pantheon and Pagan Faiths describes greater and lesser powers, the spirits of river and stream, the dark cults of demons and devils, the outsiders, and the nearly extinct old faiths of man.

CHAPTER 1: PIETY AND CONVERSION

PIETY

Piety is a system for modifying the religious classes to more accurately reflect their role in Gothos. It is used to help players roleplay in a world full of religious strife. While it can be incorporated into any campaign, piety is designed to represent the intense scrutiny, judgment and competition of the gods in Gothos. Religion is no longer a class benefit: it is a way of life and death. While any character can have piety, only clerics and paladins can unlock its full potential.

The piety system supercedes the standard turn undead ability for clerics and paladins. DMs should be aware that this will make turning undead a more majestic, awesome power—a pure display of righteous might. It will also make turning less frequent and undead more potent. Feats that rely on turn undead attempts to power them will likewise be lessened in power.

Favor

Piety is measured in points, called favor. Favor is earned through promoting the god's ideals and suppressing the opposition. It is lost through acts of heresy, and used up by special powers. A character can only gain favor from one god at a time. If he switches allegiance to a different god, he loses all existing favor. A character cannot gain favor from a god until he has worshiped that god for one year. If the character returns to his previous faith, he retains any negative favor. Positive favor is lost. Characters who are not beholden to a god cannot gain favor.

When a character has positive favor, he can use the points to evoke the power of the god for personal use. A character with 0 or less favor cannot activate these powers.

Negative Favor

Negative favor is a dangerous state where the character has incurred the wrath of his god. It occurs through heretical deeds or religious failings.

If the afflicted character is a cleric or paladin, he loses his holy powers. Clerics lose domain powers while paladins lose their lay on hands ability. In addition, for every point of negative favor, a spellcaster is treated as though he were two levels lower for determining spells per day and caster level. For example, a fifth level cleric with -2 points of favor gains and casts spells as a 1st level cleric. The penalties occur immediately upon attaining negative favor.

In addition, a character with negative favor may become the target of righteous vengeance. If a character's negative favor equals or exceeds his combined levels in cleric and paladin, he becomes a heretic (see sidebar).

An act of piety which knowingly benefits an opposing god will grant twice the act's value in negative piety to the target. It is not possible to commit acts of "negative heresy." This functions only as a penalty.

Gaining and Losing Favor

Characters gain and lose favor depending on their actions in the game. Favor is gained through pious acts devoted to the god. Characters have a maximum favor capacity (see below). Favor is reduced through impious acts and the use of special powers. Any character changing their religion immediately has his favor raised or lowered to 0. In addition, a paladin that has fallen from grace also loses all positive favor.

HERETICS

A heretic is one who has incurred so much disfavor, he is seen as an enemy of the god. Heretics are hunted by paladins of the same faith, as their deaths bring favor to the slayer. A character will remain a heretic until his deeds are atoned for and the negative favor is raised to 0.

Negative favor, lost when converting to a new religion, does not prevent the heretic from being hunted. Killing or injuring a heretic is not considered heresy for determining favor.

Example: Mandor, an 8th level cleric of Barticus with 2 points of favor, betrays his order. He commits many acts of heresy before professing devotion to his new god, Whisper. The GM awards Mandor 25 points of negative favor for his betrayal. Although Mandor's favor is reduced to 0 for his conversion, the stigma of the negative favor (-23) will continue to make him a target for Barticus' paladins seeking glory in retribution. This hunt will continue until Mandor is slain (and stays dead) or he atones to his old god.

For convenience, assume a religion will task one level of paladin(s) for every point of negative favor a heretic has. This may be one or multiple paladins and clerics as the DM sees fit.

Detecting Heretics

A paladin may use his **detect evil** ability to detect negative favor. The power automatically detects the presence of heretics. The cleric spell **detect evil/good/law/chaos** operates in the same fashion.

ATONEMENT

Removing the penalties of negative favor may, at the GM's choice, require an atonement spell or other restitution. If you use this, a character cannot gain positive favor or regain divine abilities until he has completed his atonement.

Unless otherwise noted, starting characters have a favor of 0. Clerics and paladins have a higher number, earned through their ordination ceremony. Any other class that can turn undead gets a number of favor equal to the number of times per day they could normally turn undead. Maximum piety for such classes is increased by one for each turn attempt as well.

Druids, witches, shamans and rangers do not gain piety for free at first level. This is because the pagan gods and those who emulate them are fading from power and/or parsimonious with their blessings.

Characters can gain additional favor (and increase their maximum) by taking the Extra Turning and Pious feats.

Starting Favor

Cleric: 3+Cha Mod

Paladin: 1 (Gain 3+Cha mod at 4th level)

All others: 0



Table 1-1. Maximum Favor

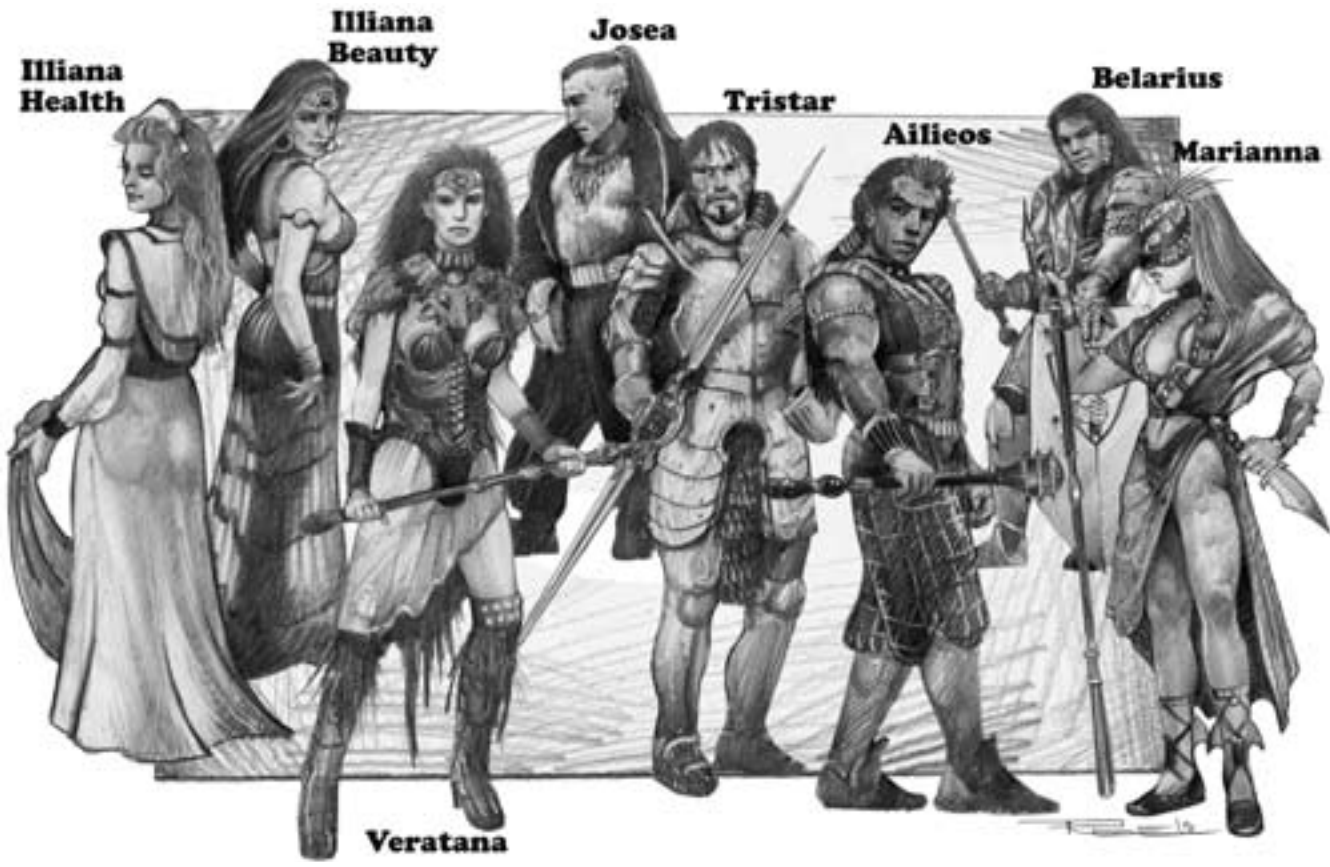
Level	Cleric Max	Paladin Max	Standard Max	Pious
1	4+Cha Mod	1+Cha Mod	1	1
2	5+Cha Mod	2+Cha Mod	1	2
3	6+Cha Mod	3+Cha Mod	2	3
4	7+Cha Mod	7+Cha Mod	2	4
5	8+Cha Mod	8+Cha Mod	3	5
6	9+Cha Mod	9+Cha Mod	3	6
7	10+Cha Mod	10+Cha Mod	4	7
8	11+Cha Mod	11+Cha Mod	4	8
9	12+Cha Mod	12+Cha Mod	5	9
10	13+Cha Mod	13+Cha Mod	5	10
11	14+Cha Mod	14+Cha Mod	6	11
12	15+Cha Mod	15+Cha Mod	6	12
13	16+Cha Mod	16+Cha Mod	7	13
14	17+Cha Mod	17+Cha Mod	7	14
15	18+Cha Mod	18+Cha Mod	8	15
16	19+Cha Mod	19+Cha Mod	8	16
17	20+Cha Mod	20+Cha Mod	9	17
18	21+Cha Mod	21+Cha Mod	9	18
19	22+Cha Mod	22+Cha Mod	10	19
20	23+Cha Mod	23+Cha Mod	10	20

Gaining and Losing Favor

Favor can be gained and lost through the following actions:

Pious Actions

Pray for an hour each day. Piety check DC 20*.	1 for every 5 consecutive days
Pray for an hour each day at a holy site. Piety check DC 25*.	1
Pray and meditate for 24 hours at a holy site.	1
Attend major festival	2
Attend minor festival	1
Per 10% of monthly income given to deity**.	1
Found/rebuild shrine	1d6
Found/rebuild temple	2d6
Kill cleric of opposing religion	1
Kill cleric of opposing religion (paladin only)	1/2 levels of cleric
Kill holy warrior of opposing religion	1
Kill holy warrior of opposing deity (paladin only)	1/4 levels of warrior
Destroy a shrine of an opposing religion	1d6
Destroy a temple of an opposing religion	2d6
Kill heretic	1
Kill heretic (paladin only)	1/4 points negative favor
Succeed in a holy quest	1d4
Anointment of another	1
Anointment of another (cleric only)	see below



Heretical Actions

Neglect daily prayer (cleric/paladin only)	-1
Neglect major festival (cleric/paladin only)	-2
Injure cleric of own deity	-1
Kill cleric of own deity	-1/2 levels of cleric

Destroy deity's shrine

Destroy deity's temple	-2d10+10
Conceal faith***	-1
Deny faith***	-3
Further the cause of an opposing deity	variable

Other Modifiers

Gain a level in cleric	1
Take the Pious feat	3 or 6
Take the Extra Turning feat	4
Take a True Path feat	1

* The DC is reduced by 1 for every extra hour of prayer per day to a maximum of the character's level in reduction.

** This is in addition to any mandatory tithing. Income should be averaged for the year to offset donations during "lean months".

*** Concealing faith includes hiding religious heraldry to avoid detection. Denying faith is actively refuting involvement in your religion.

Powers of Piety

By entreating his god, a character can perform acts of superhuman ability. These actions are granted as a reward for loyal service to the gods:

- Turn/Rebuke/Control Undead (only classes that can turn undead may use this).
- Power any other feat that is powered through turn undead attempts.
- Stabilize the character or an ally. Cha check (DC 10 plus negative HP plus 1 per 10 ft. of distance between you and the character).
- Destabilize a wounded enemy. Cha check (DC 15 plus negative HP plus 1 per 10 ft. of distance between you and the character).
- Grant a morale bonus to a skill check. The DC is determined by the degree of aid. Roll a Cha check (DC 10) for a +2 to the roll. For every additional plus, increase the DC by five. A maximum of +4 is allowed in this manner.
- Re-roll any die roll made by an ally. Unlike other options, this may be done immediately as a free action. It costs two favor. To succeed, roll a Cha check (DC 18) (DC 22 if the roll was a natural 1). The second roll must be accepted. A die roll can only be changed once, regardless of how many people try.
- Invoke the aid of a saint (must be of the same pantheon).
- Invoke a loan of power from a sophist (must be a follower of an outcast god or Ithganin).

In game terms, a character spends favor to perform extraordinary actions. Failed checks still use the favor point(s). Invoking piety is a standard action and does not provoke an attack of opportunity. Only one attempt per round may be made. Unless otherwise indicated, each attempt expends one point of favor. Invoking piety to aid a target of an allied faith but not a follower of the same god costs no additional favor but adds +2 to the DC. Aiding someone of an unallied faith costs an additional point of piety. Invoking piety to aid a person with an opposing alignment costs an additional point for each opposition (good/evil or law/chaos). These costs stack.





YOU CAN'T TAKE IT WITH YOU?

Normally, a character's piety cannot be transferred to a new character. However, the DM may want to allow a player to spend favor from a dead character to improve the abilities of a new character. If this is allowed, the player can make the following adjustments:

- Increase an ability score (8 favor per point raised).
- Increase hit points (4 favor per hit point) – this may not exceed the maximum based on Hit Dice and Constitution.
- 2d10x10 gp extra money (1 favor)
- Start the game with additional favor (2 favor per point gained)

CONVERSION

The worship of a god is the basis for its power in the world; the more followers, the greater its influence and power. As such, creating and maintaining loyal worshipers is one of the most crucial responsibilities of the clergy. A god's followers are always looking for new converts and guarding their own flock from predatory missionaries. This process forms one of the cornerstones of religious conflict in Gothos (and just about everywhere else).

Converting people to a new faith is a difficult task, requiring time and patience. People do not quickly or easily change their belief structure without some compelling reason. Because of its difficulty, some clerics specialize in converting others, usually through oration and deeds. No

one can be forced to convert; it must always be a personal, sincere choice. Clerics are forewarned that pestering the populace to convert usually results in rejection and anger. If they persist, they do so at their own risk.

A converter interacts with the target, using persuasion and diplomacy. For it to be effective, the target must have an attitude of indifferent or better: hostile people cannot be converted without first improving their attitude.

The converter makes an opposed Charisma check (versus the target's Will Save). If either target has the skill Diplomacy, they may use this instead. Use the modifiers below. A conversion attempt takes 1d4 hours. A successful check indicates that the target is interested. If the cleric succeeds, he may continue to attempt conversion. No more than one attempt per week may be safely made on an individual. More than this greatly increases the risk of irritating the target. This limitation applies to multiple attempts by different people: the target quickly grows weary of people telling him what to believe. It is possible to attempt to convert more than one person at a time. Speaking to groups is an effective way to convey a god's message to the populace.

If the converter succeeds in three conversion attempts in a row, the target(s) is willing to convert to the speaker's religion. To actually gain favor, a cleric must anoint the target in a special ceremony appropriate to his deity. Whoever performs this ceremony receives the favor points, regardless of who convinced the target to join.

Caritas



Modifiers to conversion checks

Converter is:

From the same country/ethnic group	+1
Member of same race	0
Member of different race	-1
Member of hated race	-4
Not a cleric or paladin	-2
Has the Leadership feat	+1
Has the Pious feat	+1
Knowledge (Religion) 5 ranks or higher	+2 synergy bonus
Diplomacy 5 ranks or higher	+2 synergy bonus
Target is:	
Attitude indifferent	-2
Attitude friendly	0
Attitude helpful	+4
Member of another religion	-1
Cleric of another religion	-4
Paladin of another religion	-8
Piety	-1 per point of favor
Single person	0
Group of 2-5	-1
Group of 6-12	-2
Group of 12-30	-3
Groups over 30	Additional -1 for every 15 people over 30
Last attempt under 1 week ago	-5
Knowledge (Religion) 5 ranks or higher	+2 synergy bonus
Diplomacy 5 ranks or higher	+2 synergy bonus

If an individual is targeted more than once in a week and the conversion roll fails, his attitude to the converter lowers by one (i.e., friendly to indifferent). In addition, his attitude towards members of the same religion is similarly reduced.

Favor for Conversion

Anointing is the generic term for a ceremony to confirm the conversion of an individual to a religion. The points gained for anointing are determined by the target's class and level. Except as noted below, anointing grants a point of favor to the performing cleric. Clerics can gain more points for special or powerful converts: if the anointed is of a higher level than the cleric, then one extra point is gained for every two levels higher. If a cleric or paladin is anointed, then one point per level of the anointed cleric or paladin is gained (cleric only).

PIETY CONVERSIONS

Saints, some spells, and some other functions found in this book require piety. If you are not using piety in your game, it is best to not attempt any conversions of the system and simply not allow any of the functions listed for its use. Granting these functions to only those who can turn undead or divine characters may overbalance the game in their favor.

However, if you are using piety, there is a simple conversion for existing NPCs. Take their normal number of turn undead attempts per day and turn that into the amount of favor they have. If they do not have the turn undead ability, instead grant them one favor for every 5 levels or hit die (HD) they have if they actively worship a god.

CHAPTER 2: CORE DIVINE CHARACTER CLASSES

This chapter explores the changes and additions to the primary divine classes in the world of Gothos. These classes include clerics, druids, paladins, rangers, shamans, and witches.

CLERIC

Clerics in Gothos must work harder for their privileged power from the gods, but in doing so find more variety and options open to them. Clerics gain the use of piety and sacred and secret domains but must account for modifications to the turn undead ability. For descriptions of attire and attitudes of clerics of each god, see the god's specific section for details.

Turn Undead: Clerics use piety to turn undead, or power any ability that would normally be powered by the use of the turn undead ability. They no longer gain 3+Cha modifier turn attempts each day. Instead, each use costs 1 Favor (see Chapter 1 for details). As Favor is not a daily renewed resource but rather must be earned and replaced, those who turn must consider carefully before drawing upon this limited pool.

Piety: Clerics start the game with 3+ Charisma modifier in favor. Piety can be used to stop the bleeding of fallen comrades, power the abilities of saints, turn or command undead, or even reroll a failed die roll. For more information on Piety and Favor, see Chapter 1: Piety and Conversion.

Sacred Domains: Sacred domains are domains accessible by only the most devoted clerics. These special domains are gained through the feats Faith and Constant Faith. These are powerful domains and should not be made available as standard domains.

Secret Domains: These domains grant the cleric power related to the covert aims of his gods. These can only be gained through the Faith and Constant Faith feats.

Domains of the Gods

Listed here are all the domains granted by the gods of Gothos (except their secret domains, which are listed only with the god). Note that while a few of the pagan gods, devils, and demons grant domains to clerics, most have still not embraced the priestly ways.

Table 2-1. Pantheon Gods

God	Align	Domains	Sacred
Aillieos	LG	Good, Luck, Protection, War	Reinforcement
Agriol	LG	Animal, Good, Protection	Agriculture
Barticus	LN	Law, Protection, Strength, Sun	Justice
Bellaris	LN	Law, Knowledge, Protection, War	Strategy
Euphrenas	N	History, Knowledge, Magic	Arcana
Grolm	NG	Death, Earth, Good, Knowledge	Justice
Guerriion	CN	Chaos, Death, Destruction, War	Rage
Illiana	NG	Good, Healing, Protection	Beauty, Life
Josea	NG	Commerce, Travel, Trickery	Investment
Lan	CG	Chaos, Good, Luck, Trickery	Secrets
Marianna	CN	Chaos, Luck, Water	Storm
Mayra	LG	Fire, Law, Protection	Hearth
Shea	LN	Earth, Law, Protection	Life
Tristar	NG	Air, Good, Sun, Weather	Celestial
Veratana	NG	Animal, Earth, Plant	Life

Table 2-2. Outcast Gods

God	Align	Domains	Sacred
Chargrond	CE	Chaos, Destruction, Evil, War	Annihilation
Critarri	CE	Chaos, Decay, Pestilence	Plague
Vlag	CE	Death, Evil, Pestilence	Plague
Whisper	NE	Corruption, Evil, Trickery	Guile, Temptation

Table 2-3. Outsider Gods

God	Align	Domains	Sacred
Caritas	NG	Animal, Healing, Protection	Druidic
Dryaella	NG	Earth, Good, Plant, Water	Mystical Beasts
Ferrella	CG	Good, Healing, Luck, Protection	Homeguard
Garn	CN	Chaos, Destruction, War	Rage
Issh-Shih	LE	Death, Evil, Law, Water	Sacrifice, Storm
Ithganin	LE	Evil, Magic, Trickery, War	Perversion, Power
Krag	CG	Chaos, Death, Good, War	Rage
Otto	N	Clockwork, Earth, Knowledge, Luck	Invention
Shar-Riel	CG	Air, Chaos, Good, Protection	Flight, Storm
Torrgan	CG	Good, Mining, Smithing, Strength	Homeguard

Table 2-4. Pagan or Cultist Gods

God	Align	Domains	Sacred
Inyx	NG	Fire, Healing, Sun	Rebirth
Kari-Nortok	CE	Chaos, Evil	Dreams, Perversion
Demon, Major	CE	Chaos, Evil	Special**
Devil, Major	LE	Evil, Law	Special**

**Demons and Devils who are capable of granting full clerical powers are few (beyond Ithganin and his kin), but those who can offer it commonly cannot grant domains beyond those associated with their kind (chaos, law, and evil). However, those willing to focus their energies can often gain access to a special sacred domain based on the powers of the demon or devil. These sacred domains commonly include corruption, power, rage, or sacrifice. The domain for each demon or devil is left the purview of the GM.

DRUIDS

The druids of Gothos most commonly follow one of the four elemental gods. However, this is not always the case. Some druids, often known as freebonds, worship all the pagan gods, or if elven, the outsider god Dryaella. In addition, many druids worship Veratana, unable or unwilling to convert to her more contemporary clerical ways. Some druids still worship a few of the more powerful pagan spirits or demi-gods. One such immortal, the NorthWind, has spread his breeze across much of Nord, fighting against territories of the Ice Queen and Shea equally. While the power of druids seems to diminish with each passing year, each god's power can still be harnessed in relation to its sphere of influence, instead of in a general "natural" sense. For descriptions of attire and attitudes of druids of each god, see the god's specific section for details.



Druids in Gothos are largely unchanged, with the following options:

Piety: While druids can never gain as much Favor as clerics, True Paths allow them to control or rebuke elemental creatures.

Druidic True Paths

Like rangers and paladins, druids may acquire True Path feats or, at the option of the GM, use the path and restriction portions of true paths without requiring the use of a feat. Only druids who worship a single elemental god or the Northwind can take a true path.

Chosen of Sheeru (Earth)

Prerequisites: Druid, follower of Sheeru

The Path (Su): You gain 1 additional spell for each spell level you can cast, excluding the highest level you are able to use, from the Healing or Earth domain. You may also choose an appropriately themed 0-level spell, as there are no 0-level domain spells. With this path, a 1st-level character would have a bonus 0-level spell, while a 5th level character would have an extra 0-level, 1st level, and 2nd level spell. As an additional ability, you may bless crops two times a year. The effect is a bountiful harvest if no natural disasters occur. If a natural disaster were to occur, then the blessing would keep a good portion of the crop safe.

Restriction: You lose the ability to spontaneously cast summon nature's ally spells.

Residual Benefit (Ex): You may use piety to control/rebuke earth creatures.

Chosen of Arhallu (Wind)

Prerequisites: Druid, Follower of Arhallu

Primary Benefit (The Path) (Su): You are considered 2 levels higher for the abilities and effects of your animal companion and summoned allies if they have a fly speed. You gain cold and electrical resistance equal to your druid level.

Restriction: You lose the ability to spontaneously cast summon nature's ally spells.

Using True Paths outside Gothos

To use these feats with gods from outside the Gothos setting, use the following prerequisites:

Table 2-5. True Path Prerequisites for Non-Gothos Gods

Path	Class	Suggested Prerequisite
Chosen of Sheeru (Earth)	Druid	Earth-based God
Chosen of Arhallu (Wind)	Druid	Air-based God
Chosen of Farrattu (Fire)	Druid	Fire-based God
Chosen of Eirhuha (Water)	Druid	Water-based God
Ice Shard of the Northwind	Druid	Cold-based God
Cavalry	Paladin	God has Animal or War Domain
Celestial Embrace	Paladin	God has Good or Knowledge Domain
Combat Medic/Compassionate	Paladin	God has Healing or War Domain
Eradicator	Paladin	God has Strength or War Domain
Loyalty	Paladin	God has Law or Protection Domain
Shining Example	Paladin	God has Good or Luck Domain
Tactical	Paladin	God has Knowledge or War Domain
Wrath of the God	Paladin	God has Sun or Law Domain
Ancient Ties	Ranger	Wis 15+
Dark Heart of the Wood	Ranger	Evil-based Nature God
Moon Maiden	Ranger	None, Unique to Gothos
Of the Wilds	Ranger	Con 13+
Runner	Ranger	Animal- or Speed-based God
Warden	Ranger	Elemental-based God

Residual Benefit (Ex): You may use piety to control/rebuke air creatures.

Chosen of Farrattu (Fire)

Prerequisites: Druid, Follower of Farrattu

Primary Benefit (The Path) (Su): You gain a +1 competence bonus to hit and damage when wielding any weapon. You may use the bow as a druid weapon and gain proficiency in all bows. You gain fire resistance equal to your druid level.

Restriction: You lose the ability to spontaneously cast summon nature's ally spells.

Secondary Benefit (The Charge) (Ex): You may use piety to control/rebuke fire creatures.

Chosen of Eirhuha (Water)

Prerequisites: Druid, Follower of Eirhuha

Primary Benefit (The Path) (Su): (Cleaving Path) You may sacrifice a spell of any level you can cast whenever you strike an enemy with a melee weapon. The enemy takes +3 damage per level of the spell sacrificed. This can be used a number of times equal to your level per day. The DC of your water-based spells is at +2.

Restriction: You lose the ability to spontaneously cast summon nature's ally spells.

Secondary Benefit (The Charge) (Ex): You may use piety to control/rebuke water creatures.

Ice Shard of the Northwind (Cold)

Prerequisites: Druid, Follower of the Northwind

Primary Benefit (The Path) (Su): You gain cold resistance equal to double your druid level. You may spontaneously cast spells from the Ice domain.

Restriction: You lose the ability to spontaneously cast summon nature's ally spells.

Secondary Benefit (The Charge) (Ex): You may use piety to control/rebuke cold-based creatures.

PALADINS

Only a few of the gods of Gothos gift mortals with Paladin status. Each paladin is expected to follow the god's codes and morals, as do the god's clerics. However, most paladins have an additional charge, be it to defend the weak or destroy evil. To further this end, based on the god, the paladin can choose the True Path feat, which alters some aspect of his class abilities to coincide with the god's goals. For more information on paladins of a specific god, look at the god's individual listing. Most of the gods that grant paladinhood in Gothos are not lawful good, nor do all lawful good gods grant paladinhood. However, paladins in Gothos are still always lawful good.

The gods of Gothos who commonly grant paladinhood, and the true paths they grant access to are:

Other Paladins in Gothos

Good and neutral gods, such as Ferrella, Otto, and Shar-riel, occasionally grant paladinhood, but such cases are rare (and nearly never result in True Paths). Agriol, while lawful good in nature, does not grant paladinhood often, instead focusing on the simpler lives of the commoners and breeders. His minions sometimes support other pantheon paladins with loyal dog companions or help in working with their horses, but a paladin of the

Table 2-6. Paladin Gods

God	True Paths
Ailieos	Loyalty, Shining Example
Barticus	Celestial Embrace, Shining Example, Wrath of God
Caritas	Compassionate, Loyalty
Krag	Eradicator, Wrath of God
Grolm	Celestial Embrace, Eradicator
Mayra	Celestial Embrace, Compassionate
Tristar	Cavalry, Celestial Embrace, Shining Example

god is extremely rare. Shea once had a whole female paladin core, but time has diminished their presence, and she has since granted her cherished daughter Mayra the charge of their keeping.

Turn Undead: Paladins of 4th level or higher may use piety to turn undead, or power any ability that would normally be powered by the use of the turn undead ability. Their ability is treated the same as the clerical ability described earlier.

Piety: Paladins start the game with 1 Favor with the god of their choice. Piety can be used to stop the bleeding of fallen comrades, power the abilities of saints, turn or command undead, or even reroll a failed die roll. For more information on Piety and Favor, see Chapter 1: Piety and Conversion.

Paladin True Paths

Like druids and rangers, paladins may acquire true paths or, at the option of the GM, use the path and restriction portions of true paths without requiring the use of a feat. Paladins who follow the pantheon as a whole (common) may not choose a true path, for they are the standard paladin in all respects.

Cavalry [True Path]

Your god has gifted you with attunement to your mount.

Gods: Bellarius, Tristar.

Primary Benefit (The Path) (Su): The speed of any mount you ride is never reduced due to armor or up to medium encumbrance. When galloping or charging on a horse, you are not restricted to straight line movements.

Restriction: You lose the detect evil ability.

Secondary Benefit (The Charge) (Ex): You may add your Charisma bonus as a divine bonus to Handle Animal and Ride checks, in addition to any other bonuses.

Celestial Embrace [True Path]

You are more able to shape the manifestation of your god's power.

Gods: Barticus, Grolm, Mayra, Tristar

Primary Benefit (The Path) (Su): You gain one additional spell for each spell level you can cast per day. This spell must come from a standard (not sacred or secret) domain of your god.

Restriction: You may only smite evil once per day regardless of your level.

Secondary Benefit (The Charge) (Ex): You may add your Charisma bonus as a divine bonus in addition to any other bonuses to your Knowledge (Religion) and Knowledge (the Planes) checks. Knowledge (the Planes) becomes a class skill.

Combat Medic/Compassionate [True Path]

Your passion for helping others is empowered by the divine might of your god.

Gods: Bellarius, Caritas, Mayra.

Primary Benefit (The Path) (Su): You may use your lay on hands ability as a free action once per round and are considered 2 levels higher for purposes of this ability. Whenever you cast a cure spell, you cast it at your full paladin level instead of the normal half.

Restriction: You may not use piety to turn undead or destabilize.

Secondary Benefit (The Charge) (Ex): As a free action, once per round you may extend your divine grace bonus (your Charisma bonus) to saves to one individual within 5 ft. of you.

Eradicator [True Path]

You are focused on eradicating the enemies of your god.

Gods: Grolm, Krag

Primary Benefit (The Path) (Su): Upon gaining the ability to Turn Undead at 4th level, you turn (and destroy) undead at your full paladin level. The first strike you make against each undead (Grolm) or goblinoid (Krag) you fight is a smite attack which does not count towards your daily total.

Restriction: You lose the special mount ability.

Secondary Benefit (Ex): Whenever you take a hated enemy to 0 hit points (undead (Grolm) or goblinoids (Krag)), with a melee weapon, you gain 1 temporary hit point per hit die of the monster killed (1/2 hit die or higher creatures count as 1 hit die). You can

gain a number of temporary hit points in this fashion equal to your character level. The temporary hit points last till dawn of the next day.

Loyalty [True Path]

Your loyalty to your god and chivalry make you stand out, bolstering the morale of your followers and aids.

Gods: Ailieos, Caritas

Primary Benefit (The Path) (Su): Your aura of courage increases to 20 ft. radius. Mounts and cohorts within the area of effect have a +1 morale bonus to hit and damage. At 9th, 12th, 15th, and 18th levels, the radius of the aura increases by an additional 10 ft. and your mounts and cohorts increase their morale bonus to hit, damage, and skill checks by +1.

Restriction: You lose the remove disease ability.

Secondary Benefit (The Charge) (Ex): Allies (besides mounts and cohorts) within your aura of courage gain a +1 morale bonus to hit and damage.

Shining Example [True Path]

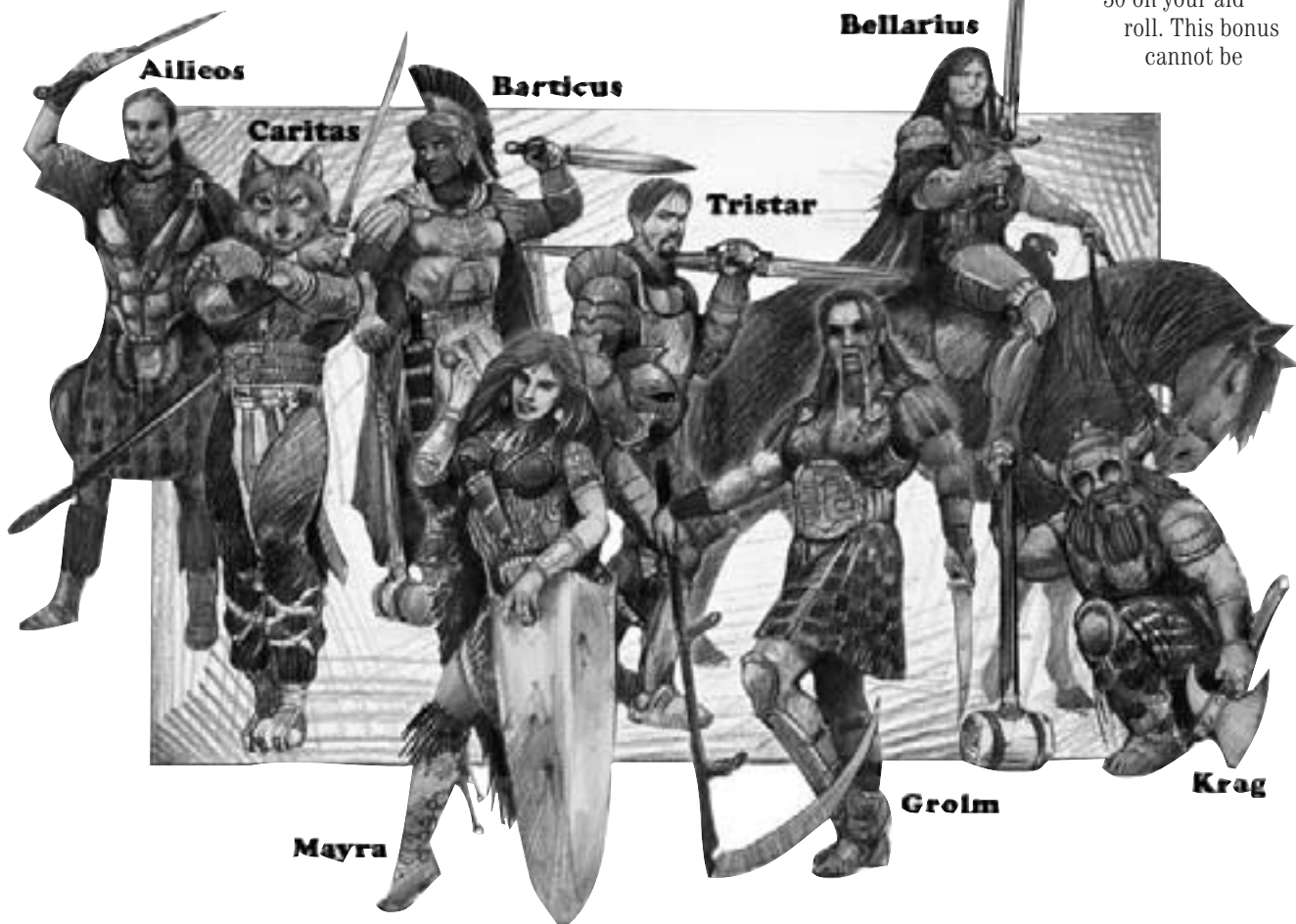
Your force of personality grants both you and others comfort.

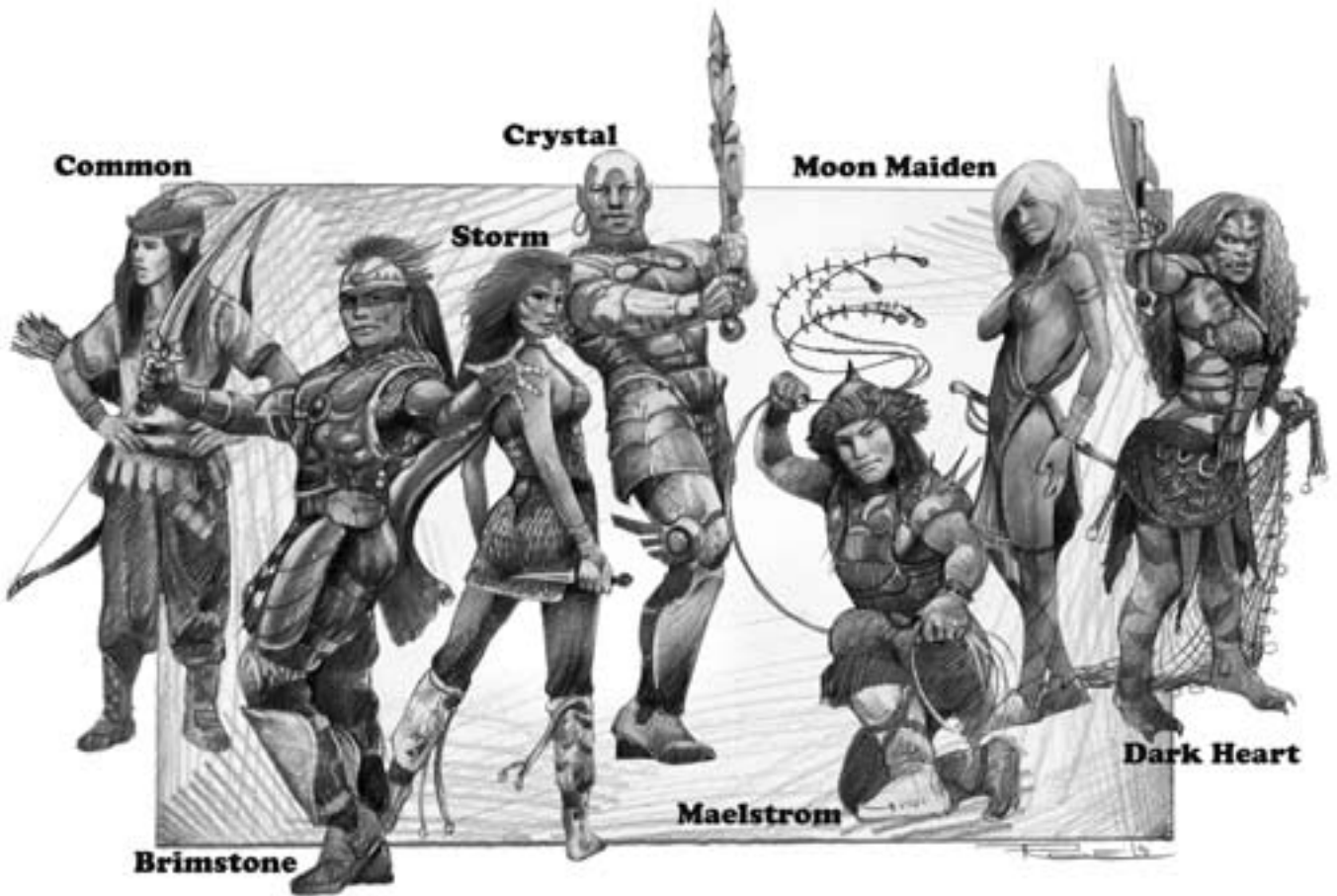
Gods: Barticus, Mayra, Tristar.

Primary Benefit (The Path) (Su): You use your Charisma, not your Wisdom, for determining bonus spells and their DCs.

Restriction: You lose the detect evil ability.

Secondary Benefit (The Charge) (Ex): When using the aid action, you grant the normal +2 bonus with a successful DC 10 check, but a +3 at DC 15, a +4 at DC 20, a +5 at DC 25, and a +6 at DC 30 on your aid roll. This bonus cannot be





greater than your Charisma bonus.

Tactical [True Path]

Your god focuses your skill on the craft of war.

God: Bellarius

Primary Benefit (The Path) (Su): Once per combat, in addition to your normal action, you may allow one of your allies to make a standard action on your initiative for free. They may not use the hold, delay, or reset initiative actions with this. You may use this ability one additional time each combat at 5th, 10th, 15th, and 20th levels.

Restriction: You lose the smite evil ability.

Secondary Benefit (The Charge) (Ex): Once a combat, you can ask the GM for a tactical session. During this time, the GM allows you and your allies to discuss the combat and formulate tactics (and possibly leaves the room for you to discuss things in private at his discretion). The amount of time the GM grants you is equal to your level/2 in minutes.

Wrath of the Gods [True Path]

You are supercharged with the power of your god to smite his foes.

God: Barticus, Krag.

Primary Benefit (The Path) (Su): You may smite a number of times per day equal to half your paladin level (rounded up) instead of once at 1st level and once more at 5th, 10th, 15th, and 20th levels.

Restriction: You may not use piety to turn undead (though you may still destroy them). Your maximum piety is 3 less than normal and you do not gain the free piety normally gained at 4th level.

Secondary Benefit (The Charge) (Ex): You gain a +1 cir-

cumstance bonus to hit whenever you are using a weapon favored by your god: lance, longsword, morningstar, or glaive for Barticus; axes, hammers, and fists for Krag.

RANGER

Many of the pagan gods offer rangerhood as an option to mortals in Gothos. But most rangers of the world gain their powers from the collective pagan nature gods. However, Veratana has recently upped the stakes and gifted the class with more power than ever before, a sign of her commitment and an added incentive to join the Pantheon. The more active pagan gods have responded by granting most of the same powers as well. Thus, most of the new spells and feats associated with rangers are open to all (such as gifts of nature, fury of nature, and blessing of the stag). However, in addition, many of these new powers alter the advancement of the ranger, changing core abilities to suit the particular need. These powers are known as true paths. Most rangers have no set attire or look to them, each being individuals. Veratana actually forbids her rangers from outwardly looking in a uniform fashion. Only the Moon Maidens of Gwen and Wardens seem to keep a unified look about them. For more information on the look of these types of rangers, look in Chapter 10: Pagan Gods, Cults and Sects.

Table 2-7. True Paths for Ranger Gods

God	True Paths
Any	Of the Wilds
Any Pagan	Ancient Ties, Dark Heart of the Wood, Of the Wilds
Any Outcast	Dark Heart of the Wood, Of the Wilds
Agriol	Ancient Ties, Of the Wilds
Ardinn	Ancient Ties, Runner, Of the Wilds
Elemental Gods	Ancient Ties, Warden, Of the Wilds
Gwen	Ancient Ties, Moon Maiden, Of the Wilds
The Runner	Ancient Ties, Runner Of the Wilds

Ancient Ties [True Path]

You are in-tune with the ways of the ancient ones.

Gods: Agriol, Pagan

Primary Benefit (The Path) (Su): You gain one additional spell to cast per day for each level of spell you can cast.

Restriction: You lose the Endurance feat normally gained at 3rd level.

Secondary Benefit (The Charge) (Ex): You may add your Wisdom modifier in addition to any other bonuses as a divine bonus to your Knowledge (nature) checks.

Dark Heart of the Wood [True Path]

Your soul is tainted with darkness, and your primal urges feed your anger with the old ways of destruction.

Gods: Pagan, Outcast

Primary Benefit (The Path) (Su): Enemies dropped to negative hit points by your melee or ranged attacks bleed two points per round instead of one. When you achieve a critical threat with a weapon, the weapon deals one point of temporary Con damage. A successful critical does not double this effect. Creatures immune to critical hits are immune to this effect. If you are evil, your animal companion gains the fiendish template, and its critical strikes with claws or bite (your choice) also cause 1 point of Con damage (only on a critical, not just a threat, for the companion).

Restriction: You can cast one less spell per level. Your animal companion must be predatory in nature. When leveling, good characters with Dark Heart of the Wood must make a Will save DC 10+level achieved or have their alignment shift to neutral permanently. Neutral characters must make a Will save DC 5+1/2 level achieved or become evil.

Secondary Benefit (The Charge) (Ex): You gain an additional +1 to your Bluff, Listen, Sense Motive, Spot, Survival and damage rolls against your favored enemy with the highest bonus.

ROLEPLAYING THE DESCENT

In lieu of a Will save each level, the GM may opt to allow the player to roleplay a descent into the darker side of things. In general, most good characters will be neutral by 6th–8th level and Evil by 15th. The GM might even allow the player to actively work against the descent (with effects determined by the GM). Note that the path is very strong mechanically and makes for vicious enemies. Caution should be used before allowing it for PCs.

Moon Maiden [True Path]

You worship Gwen and have received her personal blessing.

Gods: Gwen.

Primary Benefit (The Path) (Su): You gain your Charisma bonus as a dodge bonus to your AC when you are not in armor. At 5th, 10th, 15th, and 20th level, you gain an additional +1 dodge bonus to your AC. You gain low-light vision if not already possessed. If possessed, its range increases to quadruple instead of double the normal human range.

Restriction: You lose the favored enemy ability.

Secondary Benefit (The Charge) (Su): When under the moon, you may add +2 (as a dodge bonus) to your AC and the DC of your spells.

Of the Wilds [True Path]

You are a true woodsman, having walked the chaos of the wyld, and are (along with your animal companion) more sturdy than most.

Gods: Any

Primary Benefit (The Path) (Su): You are immune to death from massive damage. Your animal companion acts as though your effective druid level were 3/4th instead of 1/2 your ranger level. For example, a 4th level ranger would have the animal companion of a 3rd level druid, an 8th level ranger would have the animal companion of a 6th level druid, etc.

Restriction: You lose the evasion ability at 9th level. You may not have more than one piety.

Secondary Benefit (The Charge) (Ex): You use 1d10 hit die instead of 1d8 for ranger levels.

Runner [True Path]

You are a runner, as fast as a charging stag or flying eagle.

Gods: The Runner, Arduin

Primary Benefit (The Path) (Su): You gain +10 Speed increase and +2 initiative. You gain an additional +5 movement and +1 initiative at 5th, 10th, 15th, and 20th levels.

Restriction: You lose the favored enemy ability.

Secondary Benefit (The Charge) (Ex): You can run x4 and still turn, cut corners, etc. You may run x5 if moving straight.

Warden [True Path]

Wardens use true paths as the basis of their abilities.

Gods: The elemental pagan gods.

Benefit (Su/Ex): Wardens gain the primary benefit (The Path) of one of their specialty elements and the secondary benefit (The Charge) of the other.

Example: A brimstone warden can gain the Fire Path and Earth Charge, or the Earth Path and the Fire Charge.

Table 2-8. Warden Types

Type	Elements
Brimstone	Earth, Fire
Crystal	Earth, Water
Maelstrom	Wind, Fire
Storm	Wind, Water

Restriction: All wardens lose the endurance feat, animal companion, and woodland stride abilities of a normal ranger.

Path of Sheeru (Earth) [True Path]

Primary Benefit (The Path) (Su): You may use piety to control earth-based creatures. Cure light wounds is a 1st level spell, cure moderate wounds a 2nd level spell, cure serious wounds a 3rd level spell, and cure critical wounds a 4th level spell. You cast cure spells at your full ranger level. While standing on earth or stone you gain a +1 hardness bonus to your AC. This increases by +1 at 5th, 10th, 15th, and 20th levels.

Secondary Benefit (The Charge) (Ex): You gain a +1 circumstance bonus to AC when standing on earth or

stone. This stacks with the path if a warden takes the Elemental Affinity feat.

Path of Farretta (Fire) [True Path]

Primary Benefit (The Path) (Su): You may use piety to control fire-based creatures. Once per day you may make an attack of opportunity on an opponent whose initiative is lower than yours. This attack deals +1 fire damage per 2 levels of ranger and the weapon glows fiery red for the strike. At 5th, 10th, 15th, and 20th level, you gain 1 additional attack of this type per day. This ability can only be used once per round.

Secondary Benefit (The Charge) (Ex): You gain a circumstance bonus to attacks based on your initiative. If you hold or reset your initiative, this modifier goes away (for better or worse). If you roll a natural 1 for initiative, you have a -2 to attacks until it is reset, regardless of your modified roll.

Table 2-9. Fire Charge Attack Bonuses

Initiative	Attack modifier
1-5	-2
6-10	-1
11-15	+0
16-20	+1
21-25	+2
26-30	+3 (supernatural bonus)
31+	+4 (supernatural bonus)

Path of Eirhuha (Water) [True Path]

Primary Benefit (The Path) (Su): You may use piety to control water- or ice-based creatures. In addition, you have an innate understanding of the flow of combat. Your held actions may be used as readied actions, and once per combat on your initiative you may permanently switch initiatives with any ally who has a lower initiative than you. They immediately act, and you now go on their initiative. You may do this an additional time each combat at 5th, 10th, 15th, and 20th levels. You gain the Wield Shard Weapon Proficiency or, if already possessed, gain an additional +1 competence bonus to hit with shard weapons.

Secondary Benefit (The Charge) (Ex): You may breathe water at will and you gain a swim speed equal to your land speed. You may make items with the Craft (Alchemy) even before becoming a spellcaster and gain a +2 competence bonus when use the skill. You gain the Wield Shard Weapon Proficiency, or if already possessed, gain an additional +1 competence bonus to hit with shard weapons.

Path of Arhallu (Wind) [True Path]

Primary Benefit (The Path) (Su): You may use piety to control air-based creatures. Once per day as a free action, you can extend the range of your attacks for 1 round. Melee attacks have their reach increased 5 ft (thus increasing your threatened area). This acts as a solidified slice of air flowing off the end of your weapon. Ranged weapons have their range increment increased by 10 ft./5 levels. You may do this an additional time per day at 5th, 10th, 15th, and 20th levels.

Secondary Benefit (The Charge) (Ex): You gain +3 initiative.

Shard Weapons: These are weapons made by crystal (and sometimes storm) wardens. These items resemble normal weapons but are crystal rather than metal. Shard weapons require an advanced alchemical process to create. This secret is well kept by these beings.

Alchemical Description: Shard weapons are created with a combination of Craft (Alchemy) and Craft (Armorsmithing) skills. First, the character must make the shard substance (Craft (Alchemy) DC 25), which must be done underwater and at pressure (roughly 30 ft.+ deep) to achieve the correct conditions. This process costs 100 gp per vial (enough for 1 weapon or 10 ammunition). Once this is done, a masterwork component (including the 300 gp additional value) must be forged from it without any failed checks. Once this is done, the process is completed as per a normal masterwork weapon.

Effect: Shard weapons can be made to replicate any simple or martial piercing or slashing weapon. Wielding a shard weapon requires the feat Wield Shard Weapon, in addition to proficiency with the weapon type it replicates. Shard weapons increase the critical miss chance (normally only occur on a natural one) of the weapons from 1 to 2. However, it increases the threat range and critical multiplier of the weapon both by one.

SHAMAN

Shamans are medicine men who have bonded with a spirit to gain mystical powers. Shamans improve others through their magics, surpassing even clerics and druids in this area. They understand and interact with the spirit world, finding rare bits of information about both present and past. In Gothos, shamans primarily hail from the clans of Rylonia, where they often serve as advisors and spiritual leaders. Others are scattered throughout Gothos, but most originate from the Rylonia culture or some variation of it.

In other campaign worlds, shamans are any spellcaster whose power comes from the spirit world rather than from a deity. They typically come from "primitive" societies, but this is not always the case.

Adventurers: Shamans adventure in search of better understanding of the spirit world, or as a quest for a demanding spirit guide. Shamans begin the game illiterate. They experience life to understand it. Shamans often act as protector and advisor to others.

Characteristics: Shamans combine cleric- and druid-like qualities, as well as an understanding of the communities they serve. Very often, the shaman is sought to settle a dispute or to guide the clan in its seasonal migrations. The shaman must be able to negotiate with spirits as well as the living.

Alignment: A shaman can be of any alignment; however, they must obey the strictures of their spirit guide. In many cases, the shaman will be lawful in that he dictates the laws of the clan. Chaotic shamans break away from the old way and strive for new paths. Clan shamans tend to look out for the good of the clan, healing its sick, and easing the passage of the dying.

Religion: Shamans do not worship spirits; rather, they revere them and seek knowledge the spirits possess.

Background: Shamans are selected when they show an ability to sense the spirits that surround the living.

Races: In Gothos, most of the shamans come from human Rylonian clans. There are also shamans from the goblinoid

tribes in the Fang Mountains. In other campaigns, it is recommended that a shaman come from a culture that is in tune with the spirits of the world. Many technological societies have lost their sense of the natural order. In those cases, the shaman may be seen as a spiritual medium.

Other Classes: Shamans make good traveling companions due to their healing and ability to improve others with spells, both defensive and offensive. Most other classes get along with the shaman. Paladins and devout clerics of non-nature deities tend to look at shamans as barbaric and naïve in their “worship” of spirits. Druids, rangers, and barbarians are the most likely to accept and trust the shaman.

Role: Shamans are masters at improving others and their place within a group is defined by this ability. Shamans should focus on improving others then moving about behind the front lines further improving or healing their allies. They should only occasionally focus on melee combat.

Game Rule Information

Shamans have the following game statistics:

Abilities: Spell bonuses are based on the ability of the spirit. For Intelligence- and Charisma-based spirits, a shaman’s spells are based on the respective attribute. For Wisdom and the physical ability spirits, Wisdom is used for determining bonus spells and spell DCs. Regardless, the shaman should have a high Charisma to influence the tribe he serves. Constitution is also an important ability for the shaman because he is often forced to go on dream-quests and ritualistic fasts to appease the spirits.

Alignment: Any

Hit Dice: d8

Class Skills

The shaman’s class skills are: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal



(Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (spirits) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

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

Table 2-10. The Shaman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day														
						0	1	2	3	4	5	6	7	8	9					
1st	+0	+2	+0	+2	Illiterate, Spirit Sense, Spirit Guide	3	1+1	—	—	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Bonus Feat	4	2+1	—	—	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Spirit Guard (+1)*	5	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Ability Boon (+1), Imbue with Spirit	5	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Bonus Feat	6	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Spirit Guard (+2)*	6	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Ability Boon (+2)	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8	Spirit Guard (+3)*	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8	Bonus Feat	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
14th	+10/+5	+9	+4	+9	Imbue with Spirit (Greater)	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9	Ability Boon (+3)	6	5+1	5+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
16th	+12/+7/+2	+10	+5	+10	Spirit Guard (+4)*	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
17th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
18th	+13/+8/+3	+11	+6	+11	Bonus Feat	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
19th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	—	—	—	—	—
20th	+15/+10/+5	+12	+6	+12	Ability Boon (+4), Spirit Guard (+5)*	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	—	—	—	—	—

* The shaman gets an additional +1 vs. necromantic effects from the spirit guard.

SPIRIT GUIDES

When an individual becomes a shaman, he takes a spiritual journey known as questing. The questing lasts until the shaman finds and is accepted by his spirit guide. The joining of spirit and shaman is very powerful and leaves a mark on the shaman that those of the spirit world can sense. After a joining, no other spirit will agree to be the spirit guide of that shaman. If the shaman disgraces his spirit guide or in some way angers it to the degree that the spirit guide will no longer tolerate the shaman, then he loses his shaman spell abilities. The shaman casts spells by tapping into the spirit world with the aid of his spirit guide. He must follow the strictures of the spirit guide before he can cast spells. Strictures include certain behavioral codes of conduct and the sacrifice of worldly items. If a shaman breaks a stricture, the spirit guide may cut off contact with the shaman and demand some special sacrifice. In addition, the shaman may have to perform some quest in order to appease the spirit guide and gain back the ability to use spells. The GM should treat the Spirit Guide as an NPC, constantly interacting with the shaman. These strictures should be used to promote and develop gameplay. If a shaman with a badger spirit guide must go on a long quest to the arctic and move across plains of ice for weeks, while unable to make an earthen nest, he can, perhaps, negotiate some alternate arrangements with the guide. In other words, GMs should interpret strictures loosely or stringently, as needed to allow a shaman PC to function within the campaign.

At 1st level, the shaman must take a spirit guide from the list provided. A shaman making contact with a spirit guide bestows on the spirit an increase in prestige among other spirits. Spirit guides are very jealous of each other. Once a shaman has chosen a particular spirit guide, no other will accept him. The shaman must please that spirit guide for it is the shaman's only conduit to the spirit world. The bond is permanent. It is through this spirit guide that all spellcasting and other spiritual abilities work. A shaman begins to take on the traits of his spirit guide. A shaman often begins to take on the traits of his spirit guide. A shaman bonded to an ancestor spirit may behave in an old-fashioned manner. A shaman bonded to bear might become ponderous and stubborn. Remember that a shaman who displeases his guide may be stripped of all spellcasting ability until the spirit has been appeased.

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All the following are class features of the shaman.

Weapon and Armor Proficiencies: Shamans are proficient with all simple weapons, shields, and light armor. Note that armor check penalties for armor heavier than leather apply to the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble. Swim checks suffer double the normal armor check penalty. Shamans do not suffer a spell failure chance for casting spells in armor.

Spirit Guides: Every shaman must bond with a specific spirit guide. This guide grants the shaman access to spells, defines which attribute the shaman uses for bonus spells and spell DCs, grants access to a single clerical domain, and upon reaching 5th level, grants the shaman a divine bonus (known as a boon) to the spirit's attuned attribute. A shaman must appease and consider his spirit guide by following its stricture or the guide might remove one or more of its blessings from the shaman.

Table 2-11. Shaman Spirit Spell Attributes

Spirit's Attuned Attribute	Attribute Used for Bonus Spells and Spell DCs.
Strength	Wisdom*
Dexterity	Wisdom*
Constitution	Wisdom*
Intelligence	Intelligence
Wisdom	Wisdom
Charisma	Charisma

* The shaman can switch this to the attuned attribute of the spirit with the Spirit Ties feat.

Spells: The shaman casts divine spells in the same way that a cleric does. A shaman receives an extra spell for each spell level taken from the domain of the spirit guide. They do not gain the special ability of the domain, only the additional spell per day.

Illiterate: Like barbarians, shamans start the game illiterate. A shaman can spend 2 skill points to learn to read and write all languages he knows how to speak.

Spirit Sense: Shamans can sense spirits and incorporeal creatures within 60 ft., perceiving them as translucent images. When fighting incorporeal creatures, even if they are invisible, the miss chance for a shaman is reduced from 50% to 25%.

Bonus Feat: Shamans devote much of their time to the ways of their culture and to improving their relationship with their spirit guides. At 2nd, 7th, 13th, and 18th level, the shaman gains a feat from the following list: any regional feat of the shaman's homeland (most commonly Rylonia in *The Hunt: Rise of Evil* setting), Animal Empathy, Spirit Ally, Spirit Spear, Spirit Spear (Greater), Spirit Strike, Spirit Ties, and Spirit Sage. It should be noted most Rylonia shaman carry a spear, and many take the regional feat, Way of the Spear, as a bonus feat.

Regional Feat Excerpt (from The Hunt Rise of Evil Worldbook)

WAY OF THE SPEAR

Prerequisite: Rylonia native

Benefit: You gain a +1 competence bonus to hit and damage when wielding a spear.

Special: You may take this feat up to 3 times, with its effects stacking.

Spirit Guard: Starting at 4th level, as a natural side effect of interacting with the spirit world, the shaman gains a spirit sheath, which provides some protection against spells. The shaman has a divine bonus of +1 to saves vs. spells and for every four levels afterwards (8th, 12th, 16th, and 20th), the shaman receives an additional +1 divine bonus. In addition, shamans receive an additional +1 if the spell is of necromantic origins.

Ability Boon: Starting at 5th level, and again at 10th, 15th, and 20th level, the shaman gains a +1 divine bonus to his spirit guide's attuned attribute.

Imbue with Spirit: At 5th level shamans who cast the following spells have their durations extended to 10 minutes/Level: bear's endurance, bull strength, cat's grace, fox's cunning, owl's wisdom, and eagle's splendor. In addition, the spell that corresponds to the shaman's spirit ability boon may be cast as a 3rd level spell with

SPIRIT GUIDES

Ancestor

Spirit Domain: Protection

Stricture: Once per month the shaman must sacrifice an item of importance to the ancestors. Also, the shaman must do all possible to protect the clan from harm.

Ability Modifier: Wisdom

Antelope

Spirit Domain: Health

Stricture: The shaman must not eat of herd animals and must protect a "herd" (this may be considered a family group of people).

Ability Modifier: Dexterity

Badger

Spirit Domain: Retribution

Stricture: Never forget slights and repay violence with violence. The badger requires the shaman prepare a patch of earth weekly for it to use as a home in a ritual which takes 2 hours.

Ability Modifier: Constitution

Bear

Spirit Domain: Earth

Stricture: Once per week the shaman must meditate for one hour on the beauty of the earth. Also, the shaman must strive to protect the land from predation.

Ability Modifier: Strength

Cheetah

Spirit Domain: Travel

Stricture: The shaman must condition himself, running and sprinting about in a ritual that takes 30 minutes. This does not fatigue the shaman. Speed of thought and action are cherished by the cheetah spirit.

Ability Modifier: Dexterity

Coyote

Spirit Domain: Trickery

Stricture: The shaman must use cunning and guile to overcome opponents. Brute strength is frowned upon. The coyote demands the monthly sacrifice of meat. The shaman is to bless the meat and then leave it to rot on the plains.

Ability Modifier: Intelligence

Dragon

Spirit Domain: Magic

Stricture: The shaman must sacrifice a valued item to the dragon spirit once per month. At some point in his or her life, the shaman must complete a quest to witness a true dragon.

Ability Modifier: Charisma

Eagle

Spirit Domain: Air

Stricture: The shaman must not kill any eagle. Once per month the shaman must burn at least three eagle feathers to replenish the spirit eagles' feathers. These feathers must be collected without harm to a living eagle.

Ability Modifier: Charisma

Goat

Spirit Domain: War

Stricture: The shaman must resist the urge to compromise in situations where he or she feels passionately. In addition, the goat spirit demands a weekly sacrifice, but it can be anything edible.

Ability Modifier: Constitution

Hawk

Spirit Domain: Air

Stricture: The shaman must sacrifice prey animals, rabbit and field mice being the most desired, once per week.

Ability Modifier: Charisma

Horse

Spirit Domain: Health

Stricture: The shaman may not break any horse. He or she may ride willing horses (including those summoned magically), but may not force any unwilling horse to carry the shaman. In addition, the shaman may not use any horse as a pack animal.

Ability Modifier: Constitution

Lion

Spirit Domain: War

Stricture: The shaman must protect the "pride." This can encompass a family unit or a clan. The shaman and the GM can determine the "pride" that the shaman must protect. The shaman must sacrifice the carcass of one prey animal, such as a deer or gazelle, once per month. The entire carcass must be burnt and offered to the lion.

Ability Modifier: Strength

Mouse

Spirit Domain: Trickery

Stricture: Preserve the small things in life. Take care not to destroy the weak needlessly. The mouse demands that the shaman never finish a meal. The shaman must leave a bit of each meal to the scavengers.

Ability Modifier: Intelligence

Otter

Spirit Domain: Luck

Stricture: The shaman of the otter must enjoy life. If the shaman becomes too serious, the otter will become bored and leave the shaman. Although there is no specific sacrifice demanded by the otter, the shaman must play and laugh for at least 1 hour per day.

Ability Modifier: Dexterity

Ox

Spirit Domain: Strength

Stricture: The shaman must carry the burdens of others. This can be in the form of physical loads, or helping others with their problems.

Ability Modifier: Strength

Owl

Spirit Domain: Knowledge

Stricture: The owl demands that the shaman be serious and somewhat cold. In addition, the owl needs a sacrifice of a rodent or any other small animal, once per week.

Ability Modifier: Wisdom

Raven

Spirit Domain: Death

Stricture: The raven is not a greedy spirit, but it demands the ultimate sacrifice. Whenever a loved one of the shaman dies, the shaman must prepare the body for the raven spirit to claim it. To do this, the shaman must meditate with the body for 24 straight hours and then burn the corpse of the loved one on an open pyre.

Ability Modifier: Intelligence

Wolf

Spirit Domain: Travel

Stricture: The shaman of the wolf must sacrifice one meal of meat per week to the spirit. In addition, when the shaman travels with the clan, he must range in front and behind the clan to protect the group from possible dangers.

Ability Modifier: Wisdom

GOBLINOID SPIRIT GUIDES

A number of goblinoid and orc tribes have shamans, and their total numbers often exceed those of the Rylonia tribes from year to year. These shamans lose access to a number of the Rylonia spirits guides but have others that they promote. Half-orc shamans choose which groups of guides they gain access to. At the option of the GM, evil aligned shamans of other races may also take the guides below.

Goblinoids still have access to the Ancestor, Goat, Lion, Raven and Wolf. They also gain access to:

Bat

Spirit Domain: Night

Stricture: The bat spirit is greedy and demands a fruit or blood sacrifice daily. Bat shamans must find safe havens for their clan and operate at night as much as possible.

Ability Modifier: Dexterity

Boar

Spirit Domain: Earth

Stricture: The boar spirit demands constant sacrifices of food. A shaman of the boar often carries an additional load of food or rations just for his spirit. The boar is quick to anger and slow to calm.

Ability Modifier: Constitution

Hyena

Spirit Domain: Luck

Stricture: The hyena is a scavenger, and shamans of this spirit often live in clans that scavenge for life "under" other, more powerful clans. The Hyena notes it is not wrong to cower, negotiate, or deceive, as long as the result grants the shaman and the clan the chance to survive another day.

Ability Modifier: Intelligence

Rat

Spirit Domain: Secrets

Stricture: The rat demands the shaman sacrifice something stolen each week. Shaman of the rat must focus on having multiple ways to escape from any situation they or their clan are in and tend towards sniveling and scurrying about when alone or facing overwhelming odds.

Ability Modifier: Dexterity

Snake

Spirit Domain: Corruption

Stricture: Shaman of the snake spirits have a strong tendency toward evil alignment. They must sacrifice a poisoned sentient being one per month to the snake, and the snake often wants more. They focus on corrupting and ensnaring others into doing their bidding.

Ability Modifier: Charisma

Scorpion

Spirit Domain: Fire

Stricture: The Scorpion is the lone vermin spirit. Many tell a story that there were once more spirits of vermin, but the scorpion spirits drained the others of all their power. The scorpion demands pain and suffering, especially from poison or fire be created by their shaman, at least one incident a week. Whole clans who follow the guidance of the scorpion shaman and praise the vain vermin's presence are not to be the focus of the pain and suffering.

Ability Modifier: Charisma

Wolverine

Spirit Domain: Destruction

Stricture: The wolverine is easily the least pleasant of the spirits, always seeming angry or frustrated with requests for power. The wolverine requires it be left alone, not granting spells one day of the week, each week. In return, during that day it empowers the shaman with the rage ability of a barbarian once during that day.

Ability Modifier: Strength

a duration of 1/hour per level. These can be further enhanced by metamagic feats as normal. At 14th level, shamans may have the same effect upon the mass versions of these spells, including casting the version related to their guide's ability boon as a spell one level higher and having it gain an hour/level duration.

Shamans and Piety

Shamans do not use the piety system and cannot gain or lose piety with a god. They are bound to a spirit—a jealous spirit. If they multi-class in ranger or druid, they can gain piety, but doing so invokes the jealousy of their spirit, who does not grant them its spell abilities until the piety is lost. This occurs even if the spirit and the pagan god who granted the ranger or druidic abilities normally get along.

Ex-Shamans & Multiclassing

A shaman who takes a level in cleric or paladin loses his spirit guide and its granted abilities until he renounces the god and loses the paladin or cleric abilities. Shamans can multi-class in druid or ranger, provided the GM feels the spirit and the pagan god would have some sort of connection. Multiclassing in non-divine classes can be done normally.

THE WHITE WITCH/WARLOCK

Witches are an ancient and strange hybrid of arcanist and divine caster. Witches generally have less spells than clerics, wizards, or sorcerers, but they are flexible (like a sorcerer) with more variety (like a cleric) in the use of their spells. Their magic is derived from both the old pagan gods they worship and the mana of the world. There are many types of witches, coinciding with the gods they worship. They use spells for divination, cursing and healing. They are masters at brewing potions. Generally, white witches do not use their curse power unless in a dire situation. It is their ability to curse others that has allowed the Pantheon to sway people against them.

Adventurers: Witches that adventure do so for often-mysterious reasons, but always have a cause. White witches work under the direction of their god to further the needs of the faith or assist in some event that will impact the world in a good way. Good-aligned witches often promote the cause of a good ranger or druid. Indeed, the witch often appears to be a servant or follower of a ranger, but in actuality the witch is subtly driving the direction of the hero as directed by his god's wishes.

Evil witches (warlocks) are always out to serve evil ends and will let nothing stand in their way.



Characteristics: Witch magic is divinely based, though some magic is drawn from potions and magic not given by a god. It is unclear which spells are derived from their god or demon and which are fueled by natural magic sources.

The witch is not a strong combatant. He favors the dagger or quarterstaff for melee and the light crossbow or hand crossbow for ranged attacks. He uses poisons that cause sleep or paralysis to augment his lack of fighting prowess.

Witches wear little or no armor.

Alignment: All white witches must be chaotic good or neutral good. Evil witches are demon-worshipping fiends and are hated by their goodly counterparts. Evil witches are chaotic evil and are called warlocks.

Religion: The gods of the witches are varied. For instance, in the Dunn there are two cults that worship good-based minor deities, one being the demi-god Ardinn, Lord of the Hunt.

Witches are trained to follow the will of their god from a young age. While this is not a spell that is cast, the witch usually knows if she is doing what she should through intuition. This is why the majority are women. The higher intuitive ability suits the needs of the lesser deities to guide their followers.

White witches are rare, found in only a couple of nations. The largest gathering of good witch cults is in Dunreth, where the old gods and superstitious ways still hold firm. Witches follow the tenets of their specific coven to the letter. A coven at full strength is 13 members and this number confers special benefits to spellcasting when they act as a group.

Background: The white witch is probably the least understood class in the lands of Gothos. The Pantheon considers these pagans to be only one step above their evil counterparts, feeling that they could be too easily swayed to evil ways.

Witches worship the old gods, not unlike the druids of Dunreth. Witches find strength in numbers. A full coven has 13 members, one of them being the coven leader. This leader is a conduit to the god and speaks on behalf of the deity. Her rule is absolute within the coven. In a white witch coven, the leader is only displaced when she becomes infirm or dies.

Witches practice the oldest of formal religions. Some covens worship powers so old and obscure that even historians have a hard time finding a reference. In the days before the great Pantheon there were many diverse faiths in Gothos. Some of these were very powerful beings that

Table 2-12. The Witch

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day*											
						0	1	2	3	4	5	6	7	8	9		
1st	+0	+0	+0	+2	Arcane Spontaneous Casting, Bonus Language (Sect), Coven Boon	3/1	1/0	-	-	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Summon Familiar	4/2	2/0	-	-	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Brew Potion Feat, Power of 13, Witch Ward	4/2	2/1	1/0	-	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Glamour, Witch Mark	5/2	3/1	2/0	-	-	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Potion Brewing +1	5/2	3/1	2/1	1/0	-	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Minor Curse (1/week)	5/2	4/2	3/1	2/0	-	-	-	-	-	-	-	-
7th	+3	+2	+2	+5	Potion Brewing +2	6/3	4/2	3/1	2/1	1/0	-	-	-	-	-	-	-
8th	+4	+2	+2	+6	Atheme Creation, Bloodletting Magic	6/3	4/2	3/1	3/1	2/0	-	-	-	-	-	-	-
9th	+4	+3	+3	+6	Potion Brewing +3	6/3	4/2	4/2	3/1	2/1	1/0	-	-	-	-	-	-
10th	+5	+3	+3	+7	Hallowing	6/3	5/2	4/2	3/1	3/1	2/0	-	-	-	-	-	-
11th	+5	+3	+3	+7	Glamour (Powerful)	6/3	5/2	4/2	4/2	3/1	2/1	1/0	-	-	-	-	-
12th	+6/+1	+4	+4	+8	Potion Brewing +4	6/3	5/2	4/2	4/2	3/1	3/1	2/0	-	-	-	-	-
13th	+6/+1	+4	+4	+8	Potent Curse (1/month)	6/3	5/2	5/2	4/2	4/2	3/1	2/1	1/0	-	-	-	-
14th	+6/+1	+4	+4	+9	Masterful Atheme	6/3	5/3	5/2	4/2	4/2	3/1	3/1	2/0	-	-	-	-
15th	+7/+2	+5	+5	+9	Potion Brewing +5	6/3	5/3	5/2	5/2	4/2	4/2	3/1	2/1	1/0	-	-	-
16th	+7/+2	+5	+5	+10	Glamour (True)	6/3	5/3	5/3	5/2	4/2	4/2	3/1	3/1	2/1	-	-	-
17th	+8/+3	+5	+5	+10	Ancient Markings	6/3	5/3	5/3	5/2	5/2	4/2	4/2	3/1	2/1	1/0	-	-
18th	+8/+3	+6	+6	+11	Potion Brewing +6	6/3	5/3	5/3	5/2	5/2	4/2	4/2	4/2	3/1	2/0	-	-
19th	+9/+4	+6	+6	+11	Devastating Curse (1/year)	6/3	5/3	5/3	5/3	5/2	5/2	4/2	4/2	3/1	3/1	-	-
20th	+9/+4	+6	+6	+12	Glamour (Perfection of Form)	6/3	5/3	5/3	5/3	5/2	5/2	4/2	4/2	4/2	4/2	-	-

*Number behind the slash is the number of spells the witch can trade out using arcane spontaneous casting each day.



learned to derive power from worship. Some gain no power from worship other than furthering their goals in the world.

The great Ardinn is among the most ancient of powerful beings, and is considered a demi-god by most. He protects the vast, deep woods of Dunn-Ardinn. His powers and those he confers to his witches are most potent in Dunn-Ardinn itself. He is a good being of great power who protects the balance of the woods and all living things in his domain.

Many Dunreth druids revere Ardinn as a being of power and a child of Sheerhu the Earth Mother. He is that child, born of elf and an ancient goddess. His children are the Werefaynoddin (see Fox Weird) and he is master of the hunt. His human worshipers are the witches of Dunn-Ardinn.

Evil witches, known as warlocks among other witch classes and druids, are a terrible evil. They cast their awful curses with impunity and use Bloodletting magic, which is similar to terrible blood magic (see Magic in Gothos, in the Worldbook). These creatures of darkness worship demons, or sometimes the Outcast gods. They often align themselves with blackguards, evil sorcerers (and dirge lords), nasty hags, evil clerics, and assassins.

Races: Witches are generally human, half-orc, half-elf, or halfling. Dwarfs and the dark races do not likely often feel the call to be a white witch. Goblins or orcs are usually warlocks. However, most goblinoid races favor shamanism over witchcraft.

Other Classes: White witches share a close affinity with rangers and druids, oftentimes worshiping the same woodland deities. Witches are usually loners, associating only with their covens and others of similar interests, like rangers and druids. Warlocks likewise enjoy the company of dark druids and evil rangers.

Role: The witch is a diviner, healer, and bane master. The witch's role in the party is often to weaken the enemy while healing allies. The witch should focus on reducing the abilities of foes through banes and hexes, while staying in the back, healing injured allies.

Table 2-13. Coven Boons

Coven	Alignment	Boon	Bloodletting
Coven of Azarsu	Black (warlocks)	May spontaneously cast <i>Infect</i> spells as well as sorcerer spells with the arcane spontaneous casting ability. May glamour alignment to appear CG for 1 hour/day. May only cast healing spells on followers of Azarsu.	Common
Coven of Dunn-Ardinn	White	Pass without trace cast at double the witches level (1/day) while in the Dunn-Ardinn, gain one additional spell per day of any level normally able to cast.	Forbidden
Coven of Herander	White	Wildshape as a druid once per day starting at 5th level.	Forbidden
Crones of Hate	Black (Warlocks)	Hide and Move Silently are class skills. May not use cure spells	Common
Daughters of Life	White	Speak with plants or animals (as per the spells) each (1/day). If not in wilderness, require +2 hours of sleep before regaining spells. May spontaneously cast cure spells as well as sorcerer spells with the arcane spontaneous casting ability.	Unuseable (ability is not gained)
Flock of the Moon Sisters	White	+2 save DC to spells cast under moonlight, may spontaneously cast all spells when under moonlight (rather than the half normal; bonus spells gained from Wisdom may never be spontaneously cast).	Forbidden
Furies	Both	Celerity feat for free without prerequisites.	Common
Gol'ri	Both	May spontaneously cast 1 additional spell per level per day	Rarely used
Houris to Herander	White	+2 save DC to Enchantment spells. Bluff and Sense Motive are class skills. Armor is forbidden.	Forbidden
Kith'Bhvainn	White	Have Spirit Sense ability as a shaman	Rarely used
Kora-Curon	Black (Warlocks)	+2 to all DCs of spells when target is female.	Common
Ord'In'Aruin	Black (Warlocks)	Bloodletting bonus DC is +1 per point of damage instead of +1 per 2 points.	Common

Game Rule Information

Witches/warlocks have the following game statistics.

Abilities: Witches use Wisdom to determine the power of their spells, how many spells can be cast, and how difficult it is to resist their spells. To cast a spell, a witch must have a Wisdom of 10+ the spell's level. Witches gain bonus spells based on Wisdom. The DC of the saving throw against a witch's spells is 10+ the spell level + the witch's Wisdom modifier.

Since witches are only likely to wear leather armor, a good Dexterity will improve their defense ability.

Alignment: Neutral good, chaotic good, and lawful neutral are the only alignments available to a white witch. Chaotic evil is the only alignment available to a warlock.

Hit Die: d6

Class Skills

The witches' class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis).

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

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All of the following are class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with the following weapons: club, dagger, quarterstaff, dart, light crossbow, and hand crossbow. Due to their affinity to nature and their god, they are not likely to use other weapons, unless dictated by the deity and coven.

They are proficient with light and medium armor but are prohibited from wearing metal armor. Wearing metal armor completely negates all the non-feat abilities of the



witch. Interestingly, encasing them in iron or steel also hampers their abilities in the same manner.

Note that armor check penalties for armor heavier than leather apply to the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble. Swim checks suffer double the normal armor check penalty.

A witch who uses prohibited armor or weapons cannot use any of her granted powers for a period of 24 hours thereafter.

Spells: A witch must choose and prepare her spells in advance. Like other spellcasters, a witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: 2-12 The Witch. In addition, she receives bonus spells per day if she has a high Wisdom score. The witch does not have access to any domain spells or granted powers, as a cleric does.

A witch prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place, instead gaining the arcane spontaneous casting ability described below. A witch may prepare and cast any spell on the witch spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Arcane Spontaneous Casting (Su): A witch may spontaneously cast arcane spells from the Enchantment, Divination, Illusion, or Necromancy schools described in the PHB and this resource. She may also swap out spells for bane and hex spells. Additional arcane spells may be added to this list from other sources at the GM's option, but no more than 3-4 additional spells should be added to any given spell level. This works in a manner similar to the cleric ability to spontaneously cast cure spells. The witch may switch out a number of spells as noted in Table 2-12, which is gener-

ally their number of spells (not including bonus spells) per day for a given level divided in half. Bonus spells for high wisdom never increase the number of spells a witch can spontaneously cast.

Bonus Language (Ex): All witches speak a secret language known only to their coven. Witches are forbidden to teach this language to anyone not of their coven. This language is sometimes similar enough in other covens for two witches from different covens to communicate.

Coven Boon: Each coven grants its members a special ability. Witches may only ever be active in one coven, and leaving the coven requires one year of "spiritual purging" before the witch can join another. During the purging, the witch loses all spell abilities and the coven boon.

Summon Familiar: Starting at 2nd level, the witch may gain a familiar. This works as the sorcerer ability of the same name. The witch level for the familiar's abilities is her full witch level.

Brew Potion: At 3rd level, the witch gains the Brew Potion feat.

Power of 13 (Su): When a full coven numbering 13 witches is gathered in a hallowed site or within 200 yards of each other, they can combine and cast group spells. While a witch may participate in group casting before 3rd level, she does not gain the benefit until 3rd level. Each participating witch of 3rd level or higher may select one of the following bonuses to apply to her spell:

Damage: Add 2 additional dice of the appropriate damage type to the spell, even if this exceeds the maximum for the spell.

Area: Double the area of a spell.

Range: Double the range of a spell.

Duration: Double the duration of a spell. If the spell is permanent, add +5 to the effective caster level for purposes of resisting dispel. This also applies to magic items created by 13 witches.

Spell Intensity: Any spell that requires the target to make a save gains a +5 bonus to the DC.

If the witches hold hands and chant, the somatic component of spells cast are ignored. The caster level of any spell cast while the witches hold hands, regardless of which witch casts the spell, is that of the highest level witch holding hands and gains 2 of the abilities described above.

Witch Ward (Su): A witch of 3rd level or higher who has no familiar (or who gives up her familiar) may take a witch ward. See the Witch Ward template for details.

Glamour (Su): Starting at 4th level, a witch mystically becomes more alluring and physically attractive. The witch gains a +1 enhancement bonus to all Charisma-based checks and opposed rolls, or +2 if the check is against someone who would find the witch sexually attractive. This is a supernatural, illusory effect that is always on the witch, though it can be dropped or raised as a free action.

Starting at 11th level, the glamour bonus to Charisma-based skills increases to +2, or +4. The glamour may now only be dispelled by a targeted dispel magic.

Starting at 16th level, the glamour bonus to Charisma-based skills increases to +3, or +6. The glamour may only be dispelled by a targeted dispel magic cast by a 15th-level (or higher) spellcaster.

Starting at 20th level, the glamour is no longer a ruse, but a magical transformation of the witch. It becomes a Transmutation effect, and can only be dispelled by a targeted dispel magic cast at 20th level (or higher). In addition, the witch now ages only 1 year for every 10 that passes.

Witch Mark (Su): Starting at 4th level, when casting mark spells, the witch can extend their dormant (pre-activated) duration from 1 day to 1 day per witch level. Doing so increases the casting time to 10 minutes as the witch performs a minor ritual. The witch can never have more witch marks in existence than half her witch level.

Potion Brewing (Ex): Starting at 5th level, when using the Craft (Alchemy) skill to brew herbal healings, magical healing, divination, or charm potions, add the bonus listed for the appropriate level to the roll. This bonus also applies to all potions made that require the Brew Potion feat. In addition, add the listed amount to the caster level of all potions the witch produces. For example, a 5th level witch creates a cure light wounds potion as a 4th level caster, paying all experience and monetary costs for the potion as normal for a 1st level spell with caster level 4. However, when the potion is used, it cures 1d8+5 hit points because the witch's brewing bonus (+1) raises the caster level to 5. Potions must still be made at the minimum caster level for their level of spell. In addition, the witch can brew a potion for any cleric spell as though it were on her spell list. She must still meet all requirements (i.e., ability score, caster level).

Curse (Su): Starting at 5th level, as a standard action, a witch can, once per week, issue a minor curse upon an individual. Starting at 13th level, she can cast a potent curse once per month, and at 19th level she can issue a devastating curse once per year.

CURSES

Witches can level nasty curses on their enemies. There are many stories about a witch giving someone the evil eye. Good witches are reluctant to issue curses. The witches' god could easily become offended and strip them of their powers for cursing too often or against those not deserving such a fate. Warlocks are more inclined to issue curses and really have nothing stopping them from doing so, other than fear of discovery and persecution.

A GM should use curses as story hooks, plots, and player motivation. Not every witch the party meets should be packing all their curse abilities, awaiting the party. However, if the party leaves something of theirs behind (like blood on a fallen enemy's dagger, etc.) the witch might just exact vengeance. For PC witches, use the following simple guidelines:

Minor Curse: Semi-permanent prestidigitation or touch of fatigue.

Potent Curse: Semi-permanent, no save, bestow curse or baneful polymorph spell or acts as a minor curse on 1 person per 2 levels of the witch.

Devastating Curse: Any combination of Enchantment or Necromancy spells with a total combined level of 10 or less, or acts as a potent curse on 1 person per level of the witch.

Remember, these effects require the witch have something of the victim(s) in hand.

Curses are limited in the following ways:

- Witch must have a possession of the target.
- Target must have an Intelligence of 8 or higher and understand the language used for the curse.
- Target cannot be deaf.
- Witch cannot affect the same target with more than one curse at a time.
- Target cannot be immune to Enchantments.

Cursing is a powerful, supernatural enchantment with the following special qualities:

- Does not require the witch to have line of sight to the target (though it must be on the same plane as the witch); however, the creature will hear the utterance of the curse regardless of distance.
- Target gets no saving through against the curse, though resistance still applies.
- Curse may only be dispelled by the witch, by killing the witch, target(s) completing a quest or fulfilling a condition set by the witch, or (minor curse only) be dispelled by a dispel magic.
- Witch can set the effects of a curse only to occur at a certain time or times. A witch can also set "triggers" to cause the curse to flare up.

Minor Curse: This is a curse that is not really harmful but more of an annoyance to the victim. Fleas often plague the cursed victim or the witch has placed a permanent itch on the victim. The minor curse should be agreed to by the GM and not be truly harmful in any way. The power of a minor curse should be equal to or less effective than a *prestidigitation* spell. The curse, however, stays with the victim until it is lifted.

Potent Curse: These curses are far nastier and can have long-term effects. A potent curse can act as a minor curse when issued, but it effects up to 1 person per 2 levels of the witch. If focused on a single individual, however, it could be terrible boils that result in the victim having a -2 Charisma check for one random week out of the month for a year, or the victim could be cursed with a clubfoot that reduces speed.

A potent curse cannot be imminently life threatening. The maximum duration of a potent curse is one year, but can have a lingering effect. As an example, the boils could have left scars that would forever reduce the victim's Charisma by 1.

A potent curse can reduce skill checks linked to a specific ability by up to -2, caster level by 2 (for spell effects only, not for spells cast), or reduce speed by up to 10 ft. It can also reduce a target's attack or damage by -2. Only one of the above effects can be applied, though other effects can be made up of similar scope. At the end of the curse, the victim can lose up to one point from an ability score related to the curse or have a permanent reduction of 5 ft. for speed, or -1 to attack or damage. It can otherwise imitate any 5th level or lower Enchantment or Necromancy spell.

Devastating Curse: This effect can be to cast a potent curse on a group of up to 1 person per level of the witch. If cast at an individual, this is the most terrible of curses and will often result in a painful death. Witches rarely cast one of these curses and they are legendary. This curse has no time limit. It could be a withering state that reduces the target's Con by 1 point per week until dead. The curse could be ill omen for the family of the victim for all time. The Pantheon hates even white witches for this power alone. A GM should be very careful about the uses of these curses and recall the nature of the witches' deity before allowing one of these curses to be cast. The same rules apply here, as with the other two types of curses. Devastating curses can imitate any Enchantment or Necromancy spell or group of spells whose total level sum is 10 or less. They cannot directly, instantaneously kill the individual, but they can kill the victim within up to their Con in days after the curse is issued.

Atheme Creation (Su): Starting at 8th level, a witch may create an atheme. Doing so is similar to the creation of any other wondrous magic item (though the witch does not need the Craft Wondrous Item feat for this special item). The atheme is a special item used by witches to focus their spells. Non-witches cannot create athemes.

Bloodletting Magic (Su): Starting at 8th level, the witch may use her atheme to inflict a wound upon her body as a free action during spellcasting, granting her power. White witches rarely use bloodletting. Some gods, like Ardinn, forbid it. If it is not forbidden, for every 2 hit points of lethal damage, the witch can add 1 to the DC or damage of any given spell. The wound must be self-inflicted with the atheme. This stacks with the other abilities of the atheme. The damage done by the weapon is 1d4 (thus, no bonus for 1 point of damage, +1 DC for 2 or 3 points of damage, and +2 for 4 points of damage, etc.). The witch may apply her Strength bonus, if any, to increase the damage.

Hallowing (Su): Witches with this ability can gain one of the Power of 13 effects whenever they are within a hallowed

ATHEMES

An atheme may be any object, dagger-sized or smaller. It is intricately carved and jewel encrusted, or otherwise made of a rare material (such as the root of a petrified Mother Tree (see the Dryaella writeup in Chapter 9: Outsiders), etc.). Only one atheme can be created and possessed by a witch at a time. If the atheme is lost or destroyed, the witch suffers a -1 caster level for all spells for 90 days (one season). A new atheme can be created once this time period has passed.

The atheme grants the following abilities to its witch:

- Spells of 3rd level and lower are cast at +1 caster level for effects.
- Witch may cast one of their 0-level and one 1st level spell each day as a free action.
- The witch may use the bloodletting ability by drawing her own blood with the atheme.

Moderate Transmutation; CL 8th; Atheme special ability; Price 10,000 GP

Masterful Atheme: This is a more powerful, advanced atheme. A witch must destroy her old atheme (if possessed) and suffer the penalty for doing so before being able to create a masterful atheme. A masterful atheme grants the following abilities to its witch:

- Spells of 5th level and lower are cast at +1 caster level for effects.
- Witch may cast one 0-level, 1st, and 2nd level spell each day as a free action.
- The witch may use the bloodletting ability by drawing her own blood with the atheme.

Moderate Transmutation; CL 14th; Atheme special ability; Price 30,000 GP

site, even if no other witches are present. When using the Power of 13 within a hollowed site, they may choose 2 effects instead of 1 (or three if all 13 are holding hands).

Ancient Markings (Su): When casting Mark spells, the Witch may choose to cast them infused with the power of the ancients. She may have one of these infused marks per 10 levels. The infused marks operate as if the individual has sacrificed a point of Favor or suffered the temporary Wisdom damage to initiate the special effect. These marks also have a duration of permanent until used (or the individual dies).

Ex-Witches: A witch who turns her back on the tenets of her faith loses all abilities associated with the class, including the glamour and ability to use the atheme. She gains no more levels in the witch class until she has atoned, like a druid or cleric.

Witch Ward Template

"Witch Ward" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A witch ward uses all the base creature's statistics and special abilities except as noted here.

Unlike most templates, the witch ward has requirements:

- Prospective ward must willingly drink a potion created by a 13th level or higher witch of the same coven as his bond witch.

THE RITUAL AND POTION

The ritual is a private affair between the witch and her ward. It involves long incantations and the mingling of blood before the potion is consumed. The ward can back out up until the point before he takes the potion. Once the potion is consumed, the bond is everlasting.

Both the witch and ward must rest for three days after the ritual, plus one day per level of the ward.

The potion is a gift from the coven leader (who should be a high-level NPC) that she can bestow upon any of her witches who have attained at least 3rd level. The potion is made specifically for each witch. If it is stolen or destroyed before use, it cannot be replaced.

Ward Potion: This potion is made with the blood of a wolf and the blood of the bond witch. The creator must be a witch of the same coven. When the potion is willingly consumed at the end of the bonding ritual, he who imbibes the potion becomes the ward of the witch. Both have their Strength reduced to 3, which must be recovered naturally or the effects of the potion are negated. Only one potion can be created per witch every 5 years, and only if the witch's previous ward died.

Moderate Transmutation; CL 13th; Brew Potion, Potent Curse ability, Price 8,000 gp.

- Prospective ward must be of the opposite sex of the witch.
- Prospective ward may have no levels in cleric, paladin, or wizard.
- Bond witch must be 3rd level or higher (see Table 2-12, The Witch).

Size and Type: Wards keep their previous size. Their type becomes Augmented Humanoid. After transforming from the effects of the bond and potion, wards take on feral characteristics. They gain body hair and always seem unruly. They get a slightly wolfish tone to their voices and their eyes become reflective at night, like a wolf. They might be prone to growling; some may howl if distressed.

Special Attacks: Witch wards gain no additional special attacks

Special Qualities: Wards gain a number of special qualities, while retaining all previous abilities.

Danger Sense (Ex): The wards act as though the danger sense spell is on them at all times. This grants a free move-equivalent action at the beginning of each combat, or he may roll for initiative even if surprised.

Focused Path (Su): Because of their close bonds with the ancient ones and their ways, wards cannot gain levels in cleric, paladin, or wizard.

Low-light Vision (Ex): Wards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent (Ex): Wards gain the scent ability.

Summon Ward (Su): The witch may summon her ward (within 10 ft. of her location) using a 10 minute ritual. The ward must be within 50 miles of the witch. Using this ritual suppresses the witch's ability to cast spells for a

minimum of two days, during which time the witch must sleep a minimum of 16 hours. This ability can be used by the witch once per month per two levels.

Telepathic Bond (Su): The ward has a telepathic bond with his witch. He can communicate with her if they are within 1 mile of each other. Out to five miles, the pair loses the ability to communicate directly, but can feel the needs and current condition of the other and know exactly their direction and distance. Further than five miles, the pair know only direction and whether they are alive or dead.

Witch Bound (Su): A ward cannot venture far from his witch. If not within 5 miles of his witch, a ward loses all special qualities and bonus feats, except Toughness and the telepathic bond. The ward must make a Will save DC 10+ witch level to willingly venture more than 5 miles from his witch. This check can only be made once per day. The witch may reduce the save to DC 10, but can never fully relieve the ward of his compulsion to remain close. A witch may, if required, place a geas or suggestion upon her ward as a standard action that does not cost her a spell (Will DC 20+ witch level). If the ward's witch dies of anything but disease or old age, he immediately loses two levels, going to the half-way point between the new level and the next higher level. Likewise, if the ward dies by any manner but disease or old age, the witch suffers the same fate. If a witch changes class after taking a ward, the bond is broken and the witch loses all abilities granted her from the bonding. The ward loses the telepathic bond, witch bound, and focused path special qualities.

Abilities: Str +1, Dex --, Con --, Int --, Wis --, Cha -2

Feats: Toughness

Challenge Rating: as base creature +1.

Level Adjustment: as base creature +1.

HOW DOES A WITCH CHOOSE A WARD?

Wards must be of the opposite sex of the witch and of similar alignment for them to be compatible. The best wards are fighters, rangers, or rogues, since the witch can complement them with her magic. Also, benefits from the wolf blood are physical.

Clerics cannot be wards because they cannot serve two masters. Paladins cannot be wards for the same reason. Wizards cannot be wards, as their intensive study requirements get in the way of protecting the witch.

Once a witch has selected her ward, she must convince him that service as a ward will benefit them both. Good witches are not likely to use power as a persuasive argument, but they may allude to it. How you role-play convincing a potential ward is up to the player or GM.

Once willingly convinced, the candidate must undergo a ritual and take the ward's potion.

CHAPTER 3: PRESTIGE CLASSES

This chapter explores Divine Prestige Classes commonly found in the Hunt: the Rise of Evil campaign setting.

BEAST FRIEND

The church of Agriol formed a special order called the Beast Friends that travels the fields and wilds of the land, seeking out possible threats from the Outcast gods. Agriol has a great interest in preserving civilization (see the Agriol writeup in Chapter 7: Pantheon for more information), and the beasts of the field and ranch are his special charge. His clerics are greatly admired by farmers and ranchers, and receive special treatment. Many have ties to the rangers of an area to keep better watch for possible threats, and some beast friends got their start as rangers before entering the priesthood.

Hit Die: d8

Requirements

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

Base Attack Bonus: +4

Knowledge (Nature): 6 ranks

Knowledge (Religion): 6 ranks

Survival: 6 ranks

Feats: Track

Alignment: Lawful Good.

Special: Devout worshipper of Agriol. Cast 1st level divine spells.

Class Skills

The beast friend's class skills (and the key abilities for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Handle Animal (Cha), Knowledge (Nature), Knowledge (Pantheon) (Int), Knowledge (Religion) (Int), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the beast friend prestige class.

Weapon and Armor Proficiency: The beast friend is proficient with all simple and martial weapons and light, medium, and heavy armor, as well as the shield. The shepherd's crook is the most common tool; however, since the beast friend is often alone in dangerous and remote locales, he is more likely to carry recognizable weapons.

Spells: The beast friend gains a small number of divine spells beginning at first level as noted on Table 3-2. These spells are in addition to any he gains from previous levels of cleric. To cast a spell, the beast friend must have a Wisdom of 10 + the spell level. A beast friend with a Wisdom of 10 or less cannot cast divine spells at all. Bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. Beast friends prepare spells in the same fashion as a cleric.

Animal Companion (Ex): A beast friend gains an animal companion selected from the following list: badger, camel,



dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the beast friend on her adventures as appropriate for its kind.

A 1st-level beast friend's companion is completely typical for its kind except as noted below. As a beast friend advances in level, the animal's power increases as shown in the Druid description in the PHB. If a beast friend releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A beast friend of 4th level or higher may select from alternative lists of animals (see the Druid class description in the PHB). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's beast friend level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's beast friend level and compare the result with the beast friend level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the beast friend's effective level to 0 or lower, she can't have that animal as a companion.)

Beast Friend (Ex): The beast friend gains a morale bonus of +4 to wild empathy rolls when attempting to

deal with animals, or +2 with magical beasts. In addition, the animal has an attitude of neutral, at worst. Any animal or beast under the influence of an Outcast god is actively hostile towards the beast friend, imposing a morale penalty of -4 to his wild empathy rolls.

Control the Herd (Su): With this ability, the beast friend can charm the dominant animal of a domestic herd, and in so doing, gain the trust of the entire herd. The herd will understand, at a rudimentary level, the words of the beast friend and follow his wishes. The beast friend cannot make the herd act in a manner that would jeopardize it, but the herd will view the beast friend as an ally and part of the herd, including protecting the beast friend if possible. For example, cape buffalos would gladly trample lions for the beast friend, while gazelles would leap about in a confusing array to distract the lions.

Wild Empathy (Ex): A beast friend can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The beast friend rolls 1d20 and adds twice her beast friend level and her Charisma modifier to determine the wild empathy check result. If the beast friend has the wild empathy ability from another class, her bonuses stack.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the beast friend and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A beast friend can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Heal Animal I (Su): As a full-round action, the character may heal an animal by sacrificing his own hit points and taking some of the damage. For every hit point sacrificed, the beast friend may heal an animal of 2 hp damage. The beast friend cannot bring himself down to 1 hp or less using this ability.

Animal Companion II (Ex): Beginning at 5th level, levels gained in beast friend count as 2 levels for purposes of animal companion abilities. For example, a 5th level beast friend is considered 6th level, a 6th level beast friend is 8th level, etc. In addition, the beast friend takes a second animal companion. His effective level is reduced by 4 for his second companion's abilities. So, a 5th level beast friend would have 1 6th level animal companion and 1 2nd level animal companion.

Heal Animal II (Su): The beast friend may heal animals at a greater rate. His 1 hit point sacrifice will now bestow 4 hit points on the animal. As before, the beast friend cannot drop to 1 hp or less using this ability.

Tame I (Ex): The beast friend may use the Handle Animal skill on magical beasts without any penalty. In addition, he now has a morale bonus of +2 when using Wild Empathy on magical beasts, and +6 with animals.

Heal Animal III (Su): The beast friend may heal an animal at an even greater rate. His 1 hit point sacrifice now heals 6 hit points on an animal. As before, the beast friend cannot drop to 1 hp or less using this ability.

Animal Companion III (Ex): The beast friend gains another animal companion. His level is considered to be 8 less when determining the companion's abilities. Thus, a 9th-level beast friend would have one 14th level, one 10th level, and one 6th level animal companion.

Tame III (Ex): The beast friend now has a +8 morale bonus to wild empathy checks with animals; +4 with magical beasts.

COVENANT TO THE HUNT

A covenant to the hunt is one who has completely dedicated himself to the All God Herander. This takes great dedication to his beliefs and teachings, but the god rewards his own. Many consider the knowledge gained along the path an even greater reward.

Hit Die: d8

Requirements

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

Base Attack Bonus: +11

Knowledge (Religion): 5 ranks

Knowledge (Nature): 10 ranks

Survival: 10 ranks

Feats: Alertness, Leadership, Run, Track, Weapon Focus (longspear)

Alignment: True Neutral

Special: Ability to Wildshape 5 times per day, must be Male, must be a devout follower of Herander.

Spellcasting: Able to cast 6th level Divine spells.

Class Skills

The covenants class skills (and the key abilities for each skill) are Concentration (Con), Craft (Int), Diplomacy

Table 3-1. The Beast Friend

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1st	+1	+2	+0	+0	Animal Companion, Beast Friend, Control the Herd, Wild Empathy	1	-	-	-
2nd	+2	+3	+0	+0	Heal Animal I	1	1	-	-
3rd	+3	+3	+1	+1		1	1	-	-
4th	+4	+4	+1	+1	Heal Animal II	1	1	1	-
5th	+5	+4	+1	+1	Animal Companion II	1	1	1	-
6th	+6	+5	+2	+2	Tame I	2	1	1	1
7th	+7	+5	+2	+2		2	2	1	1
8th	+8	+6	+2	+2	Heal Animal III	2	2	2	1
9th	+9	+6	+3	+3	Animal Companion III	3	2	2	1
10th	+10	+7	+3	+3	Tame II	3	3	3	2



(Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (Nature) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Covenant to the Hunt prestige class.

Weapon and Armor Proficiency: Covenants are proficient with the following weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. Their spiritual oaths prohibit them from using weapons other than these. They are proficient with light and medium armor but are prohibited from wearing metal armor. They are skilled with shields but must use only wooden ones.

Wild Spell Casting (Ex): While in animal form, the covenant can cast and maintain spells, exchanging verbal and somatic components with appropriate means for the form assumed. Some spells that require material components may not be achievable depending on the components.

Fey Friend: You have been named Fey Friend across the world of Gothos. This feat gives the character a +2 reaction bonus when dealing with elves and Fey races (sprites, etc.) in Kirkland or Dunreth. All Fey can tell you are a friend of their kind, even though you are not kin. You also gain a +2 to Survival checks in forested settings, as even the woods welcome you. This feat is found in the Hunt: the Rise of Evil Worldbook.

Fury of the Cornered: The covenant gains the Righteous Fury feat for free, without having to meet the prerequisites.

Wild Shape (Ex): This is as the druid ability in the PHB. However, the covenant is restricted to one of the following forms. He gains Dire, Tiny, etc., as normal by level.

- Stag
- Non-poisonous Small or Tiny snake
- Dog or Wolf
- Boar or Lion
- Bull

Summon the Hunt (Ex): This is in essence an improved *summon nature's ally* spell. The covenant may summon 2d4+Wis modifier animals from the *summon nature's ally* tables for levels 1–6 in the SRD. The covenant may only select animals and dire animals.

Bond, Midnarian Sense, and Rift Gate (Ex): The covenant feels a link to the world of Midnar. Through his learning of the spirit of Herander, he knows more fully the link with Midnar and how the two are caught in an eternal dance. The bond between Midnar and Gothos may not be as powerful as that of a Child of the Waking Dream, but Herander has found it necessary to show the link between the two physically upon his Covenant, and as such they gain the advantages of the following feats as they attain the necessary level. All three of these feats are described in the Hunt: the Rise of Evil Worldbook.

Bond. This feat allows a character to know of his bond to an earthly dreamer, and allows the dreamer to influence the world around the bonded character. Effects of being bonded to an earthly dreamer are covered in Chapter 1 of the Worldbook. The character knows he has been touched by another world and can feel the bond. This does not allow any form of direct communication between the character and dreamer (player), though very powerfully attuned dreamers can communicate with the character. This is very rare.

Midnarian Sense. This feat allows a Child of the Waking Dream to sense the effect of Midnar on the world of Gothos. A character with this feat can always sense the presence of

Table 3-2. Covenant to the Hunt

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+2	+0	+2	Wild Spell Casting, Bond	+1 spellcasting level
2 nd	+2	+3	+0	+3	Fury of the Cornered, Fey Friend	+1 spellcasting level
3 rd	+3	+3	+1	+3	Wild Shape (+1/day), Midnarian Sense	+1 spellcasting level
4 th	+4	+4	+1	+4	Rift Gate	+1 spellcasting level
5 th	+5	+4	+1	+4	Summon the Hunt	+1 spellcasting level

the dream world and Midnar, but when in closer proximity to a manifestation he can sense the direction and general type of manifestation. Midnarian sense extends in a one-mile radius. The closer to the manifestation or effect, the stronger the sensation the character receives. The character can sense manifestations of nightmares or dreams coming from Earth through Midnar, other creatures with the Bond feat, Dark Walkers of Midnar, Rift Gates, and anything else that has its origins in the dream world.

Rift Gate. There are thousands of dormant rift gates all over of Gothos. As the next 1,000-year Dream Rift approaches, more become active. Only a character with this feat can open a rift gate. Rift gates pass through the dream world of Midnar and can be very dangerous. They could take you to the other side of the world in a fraction travel time, but the dangers along the way could kill you.

The travel time to cross to another gate depends on how far you are trying to go in the waking world. It takes one half hour to travel up to 100 miles in Gothos. This time is spent traveling the twisted dreams and nightmares of Midnar. Thus, if a character uses a rift gate to travel 3,000 miles, it takes 15 hours on foot. Horses and other animals will not enter a rift gate under any circumstances (except for familiars and a paladin's special mount, etc.).

In the early stages of the coming Great Rift, there will be few gates available. The only way to know a gate is

active near your destination is to have seen it or by going there. Rift gates come in all shapes and sizes. They can be doorways, windows, arches, the boll of a tree, or anything else that resembles an opening. They can also be places of conjoining, such as a crossroads, town square, or a large gathering place (these are by far the worst and most powerful). Creatures without this feat can pass through rift gates with no effect under normal circumstances. Rift gates occur where a manifestation of Midnar has taken place. There are thousands of dormant gates around the world, with new ones created each 1,000-year cycle. Once a new manifestation creates a rift, it never really goes away.

FURIES OF DESTRUCTION

When Chargrond senses an impending battle he will often direct his clerics to send these masters of devastation in to do as much damage as possible. The fury picks the side he feels will cause the most mayhem on the battlefield and offers his services to that side. He offers himself up for free in the guise of a roaming knight, bored mercenary, or even cleric of Guerrion looking to further prove himself in the glory of battle.

This does not mean the fury gives any loyalty to his chosen side. He may turn on his allies in an instant, attacking ally and enemy alike. If the fury feels he may cause tremendous mayhem with a reasonable chance of



TEMPLATE: INFUSED OF DEMBIAL

Through the use of the ritual spell *summon agent of Chargrond*, the evil and powerful Dembial can be summoned to do the bidding of his dread lord. High ranking clerics of Chargrond believe they control Dembial, but in truth he only does what the cleric says when it follows the goals set forth by the dark god himself.

A Host of Dembial looks the same as he once did, except his eyes blaze with fire instead of irises unless Dembial wills them to appear normal, which he can only do for one hour per day.

Size and Type: The creature type changes to outsider. (Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.)

Hit Dice: Change all current and future hit dice to d8s.

Speed: Same as the base creature +5 feet.

Armor Class: Use the base creature's natural armor bonus +10, plus any armor worn.

Attack: Dembial retains all the attacks of the base creature.

Damage: Dembial retains the base damage of the base creature.

Special Attacks: Dembial retains all of the special attacks of the base creature and gains those described below. Saves have a DC 10 + 1/2 Dembial's hit dice + Con modifier.

Destructive Strength (Su): Dembial can increase his damage bonus with all Strength-based attacks by +6 for 10

rounds + 1 round per hit die per day. The rounds may be split up in any combination but cannot exceed the daily allotment in a 24-hour period.

Festering Wound (Su): All natural attacks made by Dembial's host body carry filth fever. Any target that takes damage must make a Fort save or contract the disease.

Eye Fire (Su): Dembial can shoot a heat beam at a single target 3/day for 10d6 damage. A Reflex save reduces damage by 1/2. Any flammable object struck by the beam ignites automatically unless magical, in which case it is up to the GM.

Deadly Attack (Ex): Dembial is deadly in combat and knows where to strike an enemy. He can target an attack (natural, melee, or archery) so accurately that the critical threat range is doubled. Dembial can do this 3/day. If he threatens a critical, it automatically succeeds.

Special Qualities: A host retains all the special qualities of the base creature and gains those described below.

Teleport (Su): As the spell cast by a 15th level wizard 1/day.

Damage Reduction (Su): Dembial has damage reduction 10/good.

Magic Resistance (Ex): Dembial is highly resistant to magic and gets a +5 bonus to saves against spells or spell-like abilities.

Fire immunity (Su): Dembial is immune to all fire-based attacks.

Empowered Weapon (Su): Any melee or archery weapon used by Dembial is considered a +2 magical weapon. In addition, half the damage done is Unholy

unless the weapon is already magical in some fashion.

Great Leap (Ex): As a full-round action, Dembial can add 20 feet vertically and 30 feet horizontally to a jump.

Demonic Health (Su): Dembial has a pool of 50 hit points that he adds to the host's own hit points. This pool is only in effect as long as Dembial is in the body.

Deterioration (Su): Because of the overwhelming power of Dembial, the host form deteriorates at a rate of 1 hp per day. Once 29 hp are lost from deterioration, Dembial leaves the host form, which dies the following day at 30 points deteriorated. Someone who dies in this fashion cannot be raised or resurrected.

Abilities: Increase from base creature as follows: +2 Strength, +3 Dexterity, +4 Constitution, +3 Intelligence.

Skills: The host of Dembial adds +8 to all Intimidate checks, but otherwise has the same skills as the host creature adjusted by increased ability scores.

Feats: The Dembial host gains proficiency in martial weapons and all armor regardless of class. In addition, the host gains the feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes.

Environment: Same as base creature.

Organization: Solitary (1)

Challenge Rating: Base creature +10

Treasure: Double Standard

Alignment: Chaotic Evil

Advancement: by character class

Level Adjustment: Since the host only survives 30 days this is not an option.

surviving the betrayal, he will do it.

While no fury fears death in battle, he is not necessarily careless with his life. After all, how can he cause destruction after he dies?

Hit Die: d8

Requirements

To qualify to become a fury of destruction, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Concentration: 4 ranks

Knowledge (Pantheon): 4 ranks

Knowledge (Religion): 8 ranks

Feats: Cleave, Heavy Armor Proficiency, Power Attack

Alignment: Evil.

Special: Devout worshipper of Chargrond. Cast 1st level divine spells of the Necromancy school.

Class Skills

The furies of destruction class skills (and the key abilities

for each) are Climb (Str), Concentration (Con), Heal (Wis), Intimidate (Cha), Knowledge (Religion) (Int), Knowledge (Pantheon) (Int), Profession (Wis) and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the fury of destruction prestige class.

Weapon and Armor Proficiency: The fury of destruction is proficient with all simple and martial weapons, as well as all light, medium, and heavy armor and the shield.

Spells: The fury gains a small number of divine spells beginning at first level, as noted on Table 3-4. To cast a spell, the fury must have a Wisdom of 10 + the spell level. A fury of destruction with a Wisdom of 10 or less cannot cast divine spells at all. Fury bonus spells are based on Wisdom, and saving throws against his spells have a DC of 10 + spell level + Wisdom modifier. Fury prepare spells like a cleric.

Battle Fury (Ex): This works like the barbarian Rage ability. The fury sacrifices a 1st level cleric spell to activate the battle fury, and it lasts 6 rounds. Expending another 1st level

Table 3-3. Fury of Destruction

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1st	+1	+2	+0	+0	Battle Fury 1/day, Smite Good	1	-	-	-
2nd	+2	+3	+0	+0	Protection from Good	1	1	-	-
3rd	+3	+3	+1	+1	Swath of Destruction	2	1	-	-
4th	+4	+4	+1	+1	Touch of the Destroyer	2	2	1	-
5th	+5	+4	+1	+1	Battle Fury 2/day, My life for Yours	3	2	1	-

divine spell extends the duration another 6 rounds. This can be used up to 2 times a day at 5th level.

Smite Good (Ex): Once per day, a fury may attempt to smite good with one melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per fury level. If the fury accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Protection From Good (Su): At second level the fury gains the ability to cast *protection from good* as per the spell, cast at the character's combined levels in divine classes. This ability can be used 1/day per 2 class levels.

Swath of Destruction (Ex): This ability is gained at 3rd level. When using a charge attack in combat, you may use any of your melee attacks during the charge on any target you threaten. You may only make one attack per target you pass during the charge, but may use all attacks available to you. You must move at least 15 feet in the course of your charge.

Touch of the Destroyer (Su): This ability is gained at 4th level. Once per day the fury may make a devastating touch attack that does not provoke an attack of opportunity. When the character touches a living target, he delivers a massive charge of unholy energy doing 2d8 + 1d8 per class level. This does not harm evil targets. The target can make a Fortitude save DC 10 + combined divine class levels for half damage.

My Life For Yours: At 5th level the fury gains one last devastating power. Anyone who knows the nature of a fury will know there are consequences for striking one down. Any character that delivers a death blow to a fury with this ability must make a Will save DC 12+ combined levels in all divine classes of the fury or suffer the same death as the fury. If a fury invokes this ability on his death, then he may not be raised or resurrected, but neither will the opponent who struck him down. This ability only works against a melee attack or an archery or magical attack that is directed solely at the fury. So, if a wizard ignites a fireball that kills the fury and a few others, this ability will not work, but if a caster directs a fire dart that strikes the fury and no other, this ability applies. This also works on anyone who delivers a coup-de-grace attack on the fury if he is down.

HAMMERS OF JUSTICE

The Hammers of Justice are a secretive, fanatical splinter group that worships Barticus and the Pantheon. The great church knows of their existence and has for decades but is in a quandary as to what to do with the group. While not officially recognized as a part of the Church United they are also not considered heretics. The quandary is that while very extreme in nature, they do not bend from the laws of Barticus at all. They maintain all of their holy might and seem to be in good favor with the lord of the gods.

Of course, to officially recognize this group would be political suicide for the church as the fanatical monk/knights are as likely to mete out justice to a noble as they are a commoner and will do so with no regard to the consequences.

The group is very small and isolated, only attracting the most extreme and fanatically faithful. The hammers of justice rarely number more than 20 in a cloister, and these small chapel forts are always in a secluded area away from the prying eyes of agents of the local government. The Hammers come from all walks of life, Priests, Paladins, Monks, great warriors, even perhaps a rogue who has seen the light but they all share their faith in Barticus to an extreme level.

Hit Die: d10

Requirements

To qualify to become a hammer of justice, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Race: Elf, half-elf, human (Dunreth, Gildor, Kirkland, Romanus, Sheena), half-orc.

Concentration: 4 ranks

Knowledge (Pantheon): 8 ranks

Knowledge (Religion): 8 ranks

Feats: Cleave, Heavy Armor Proficiency, Mounted Combat, Ride-by Attack.

Alignment: Lawful Neutral.

Special: Devout worshipper of Barticus. Cast 1st level divine spells.

Class Skills

The hammer of justice class skills (and the key abilities for each) are Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Pantheon) (Int), Knowledge (Religion) (Int), Profession (Wis) and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: The hammer of justice is proficient with all simple and martial weapons, as well as all light, medium, and heavy armor and the shield.

Spells: A hammer gains a small number of divine spells beginning at first level, as noted on Table 3-4. To cast a spell, the hammer must have a Wisdom of 10 + the spell level. A hammer of justice with a Wisdom of 10 or less cannot cast divine spells at all. Hammer bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. Hammers prepare spells in the same fashion as a cleric.

Guardian Brother: The hammer of justice must forever be watchful that he does not stray from his righteous cause. Thus, when joining the order he is given a sworn Guardian Brother. This is another hammer sworn in at the same time. Through a ritual of blood sharing and prayer, the pair are united forever.

The Guardian Brothers are sworn to help each other stay true and firm in their faith or cause. Some find it hard to mete out harsh justice, but it is harsh justice the world needs. Not only does the pair keep each other on the straight and narrow, they may also spy on one another. This is considered a good thing in the hammers, as their ways are harsh and their knights must not falter.

In game terms, two hammers sworn in at the same time are made Guardian Brothers to one another. They can always sense the presence and well being of their partner, up to one mile per class level. They know if their Guardian Brother is well, injured, under the influence of a spell, and their emotional state.

Smite Evil (Su): Once per day, a hammer may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per hammer level. If the hammer accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. If the character already has Smite Evil from another class, he gains another use.

Detect Evil (Sp): At will, the hammer can detect evil as the spell. His hammer level is his caster level.

Turn Undead: The hammer can turn undead as a cleric two levels lower than him. If the hammer already has the

ability to turn undead, then he instead gains the Extra Turning feat for free.

Hammer and Anvil (Su): At 2nd level the hammer gains this ability. The close bond of the guardian brother brings power. When fighting within 10 feet of his guardian brother, both characters receive +2 to hit and +2 damage bonus on all attacks. The hammers call this “placing the enemy between the hammer and the anvil,” hence the power’s name.

Empathic Healing (Su):

This is an ability shared by the guardian brothers and allows them to empathically heal one another. As a full-round action, the character may heal his guardian brother (or vice versa) by sacrificing his own hit points and taking some of the damage. For every hit point sacrificed, the hammer heals his guardian brother of 1 hp of damage.

This ability cannot bring the character to 1 hp or lower.

A hammer may empathically heal someone other than his guardian brother, but this is more taxing.

The hammer must sacrifice 2 hp for 1 hp of healing.

Light of Justice

(Su): At 4th level the hammer gains this ability, which can be

used 1/day, plus 1 per 2 levels over 4th. When activated, the hammer’s weapon (usually a hammer) radiates a powerful glow. This has several effects: First, it sheds light as per the daylight spell in a 30 ft. radius. In addition, it radiates an aura of courage in a 10 ft. radius as per the paladin ability. If the hammer already has the aura of courage class ability, the light of justice extends the radius out to 20 ft. The duration of this ability is one hour per use.



Table 3-4. Hammer of Justice.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1st	+1	+2	+0	+0	Guardian Brother, Smite Evil, Detect Evil, Turn Undead	1	-	-	-
2nd	+2	+3	+0	+0	Hammer and Anvil, Empathic healing	1	1	-	-
3rd	+3	+3	+1	+1		1	1	-	-
4th	+4	+4	+1	+1	Light of Justice	1	1	1	-
5th	+5	+4	+1	+1		1	1	1	-
6th	+6	+5	+2	+2	Flame of Justice	2	1	1	1
7th	+7	+5	+2	+2		2	2	1	1
8th	+8	+6	+2	+2	One Hammer	2	2	2	1
9th	+9	+6	+3	+3		3	2	2	1
10th	+10	+7	+3	+3	Swift Justice	3	3	3	2

Flame of Justice (Su): Starting at 6th level, one time per day at will the character may activate this ability. The hammer's weapon is enveloped in white fire, making it a holy weapon doing +1d6 holy fire damage to any evil or neutral creature it strikes. At 10th level this increases to +2d6. This can be combined with the light of justice ability. The duration of the flame of justice is 1 hour. The holy fire will not harm those of good alignment (unless the GM determines the current actions of the good creature would be considered evil).

One Hammer (Ex): At 8th level the guardian brothers may combine their efforts in a devastatingly powerful attack. This can be done 1/day at will on any single melee attack. The guardian brothers both activate this ability and must attack the same target. If both succeed in hitting the target, the damage is counted as though it were from a single blow, and doubled. This includes enhancements to damage such as from the smite ability or a critical success. If either brother fails to hit, the blow that does hit is treated normally.

Swift Justice (Ex): At 10th level the hammer has at his disposal a powerful tool to mete out justice. If he chooses, once per day he may inflict swift justice through his smite attack. This doubles the damage from the smite (but not the damage done from the weapon or strength modifiers, etc). All the smite rules apply. If the attack is successful, the character must make a Fort save DC 22 or be stunned for one round. The jarring, powerful blow backlashes upon the hammer. The hammer must declare he is using swift justice before rolling to hit.

INQUISITOR OF THE PANTHEON

Inquisitors of the Pantheon normally come from the clergy, although a few are secular in origin. Inquisitors root out dangerous heretics and pagans. Another group, the strictors, is responsible for vigilance within the Pantheon itself. Inquisitors usually work alongside an order of the



Table 3-5. Inquisitor of the Pantheon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Detect Chaos, Torture
2nd	+1	+3	+0	+3	Discern Lies
3rd	+2	+3	+1	+3	
4th	+3	+4	+1	+4	Smite the Unbeliever
5th	+3	+4	+1	+4	Charming Guise
6th	+4	+5	+2	+5	Auto particular
7th	+5	+5	+2	+5	
8th	+6	+6	+2	+6	Read Thoughts
9th	+6	+6	+3	+6	
10th	+7	+7	+3	+7	Auto de fe

Pantheon known as the Brotherhood of the Watchful Eye. This group acts as the eyes and ears of the Inquisition. Many devotees of the Watchful Eye become inquisitors. Some rare inquisitors act as their own spy network, seeking and destroying threats to the church. The inquisition has earned a terrible reputation as heartless seekers of the truth. They tirelessly pursue any who offer a threat to the church and its flock. So powerful and terrible is their reputation that many devout followers of the Pantheon fear their attention or presence. The king of Dunreth has forbidden the Inquisition from entering his kingdom. However, the Inquisition has managed to secretly insinuate itself within the cathedrals and temples of Dunreth.

Hit Die: d8

Requirements

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

Alignment: Lawful Neutral

Intimidate: 6 ranks

Knowledge (Religion): 6 ranks

Knowledge (Pagan): 6 ranks (This skill is described in the Worldbook.)

Feats: Iron Will

Special: An inquisitor is chosen from the applicants who wish to join the Order. Once per year, during the Festival of the All Father in the seat of each Province, the archbishop names the new inquisitors. If none meet the requirements, the archbishop must wait an entire year. The applicant must submit a petition for election with accompanying justifications and letters of recommendation. Recommendations from rectors, existing inquisitors and strictors carry the most weight in the selection process.

Class Skills

The inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Speak Language (—).

Skill Points at Each Level: 2+ Int modifier.

Class Features

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

Weapon and Armor Proficiency: Inquisitors are proficient with all simple weapons. They are also proficient with all

armor (light, medium and heavy) and with shields.

Detect Chaos (Sp): At will, the inquisitor can detect chaos as per the spell.

Torture: The inquisitor is the master of applying force to elicit confessions of guilt and misbehavior. While using torture, the inquisitor adds his class level to his Intimidate checks. If the roll is a natural 1, the inquisitor has applied too much force and the victim may pass out from the pain or even die (GM discretion depending on the type of torture applied). In addition, if the subject is helpless, the inquisitor may make as many as 4 intimidation checks. After the fourth, if there has not been a success, the subject is considered beyond caring about his pain. The inquisitor must wait a full day before retrying on the same subject.

Discern Lies (Sp): Three times per day the inquisitor can detect whether an individual is telling the truth. This works as the spell discern lies.

Smite the Unbeliever: Once per day, an inquisitor of fourth level or higher may attempt to smite any who do not believe in the Pantheon. The inquisitor adds his Charisma modifier to the attack and does +1 point of damage per class level.

Charming Guise (Sp): Even though the inquisitor is often torturing the subject, he can convince the subject that he is trying to help. This ability works like charm person and may be used 2 times per day, only if the subject is the prisoner of the inquisitor.

Auto Particular: With this ability the inquisitor is able to make the subject of the inquisition confess to any sins they have committed against the Pantheon. For game mechanics, the inquisitor can only use this ability once per day and only if the subject is under his control (is his prisoner). The inquisitor and the subject make opposed Will checks. If the inquisitor beats the subject, the subject will confess any sins committed. If the subject has not sinned against the church, he must make a Will save versus the total level of the inquisitor or he will create sins in order to appease the inquisitor.

Read Thoughts (Sp): At eighth level the inquisitor can read the thoughts of the subject. Again, the subject must be under the control of the inquisitor. This ability duplicates the effect of detect thoughts and can be used 3 times per day.

Auto da fe: With this ability, the inquisitor can stir the emotions of a crowd and fuel fear and hatred of a prisoner. This ability can only be used once per week. The target of the auto da fe must be a believer in the Pantheon. The inquisitor controls the emotions of (1 HD/character level + Charisma modifier) x 10 HD. The targets get a Will save DC 10 + inquisitor level to negate the power. If the save fails the target believes any actions of the inquisitor are for the good of the father church. Although the target may not directly aid the inquisitor, he will support his actions and not resist the inquisitor.

OVATE BARDS

Ovate bards – diviners, ease passers, friend to the dead and the dying. Many bards travel to Gorsedd Universities to train in the arts, for they are renowned for their skilled instructors. The ovate bard travels a rare path between the natural and the spiritual, using unique skills to calm



spirits and ease those weary of life.

Hit Die: d6

Requirements

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

Knowledge (Religion): 5 ranks

Knowledge (Nature): 5 ranks

Perform (Sing): 8 ranks

Heal: 5 ranks

Base Will Save: +4

Alignment: Any Good

Special: Must be a bard.

Class Skills

The ovate bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (—), Spellcraft (Int), Survival (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the ovate bard prestige class.

Weapon and Armor Proficiency: Ovates gain no additional weapon or armor proficiencies.

Spells: The ovate bard continues to gain spells as a bard. Add the levels of ovate bard to previous bard levels to determine spells known and spells cast per day.

Bardic Music: The ovate bard adds his class levels to his

previous levels of bard to determine how many uses of bardic music he has per day. The ovate bard gains access to unique bardic music abilities which can be used only with his Perform (Sing) skill. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in Perform (Sing), he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Sense Undeath (Su): A bard with 9 or more ranks in Perform (Sing) may detect undead as per the spell, but with the advantage of detecting the alignment of the undead creature as well. The bard detects the presence/absence, as well as numbers in the first round of concentration, with strength and location of each aura in the second round. Alignment is revealed on the third round. The range is close (25 ft + 5 ft/2 levels).

Still Spirit (Su): A bard with 10 or more ranks in Perform (Sing) can create a sanctuary as per the spell, which wards against only undead creatures. Any undead opponent attempting to strike or otherwise attack the ovate must attempt a Will save DC 10 + ovate level + Wis modifier. If the save succeeds, the opponent can attack normally and is unaffected for the remainder of combat. If the save fails, the undead cannot follow through with the attack and loses his action. Those not attempting to attack the subject remain unaffected. This ability is otherwise identical to the sanctuary spell. Once activated, still spirit lasts as long as the bard sings, plus 5 rounds.

Calm Undead (Su): A bard with 11 or more ranks in Perform (Sing) can calm undead, lulling them with his dulcet tones. All undead within range of the bard's voice wander aimlessly. They do not attack anyone unless they are attacked first.

Guiding Spirit (Su): A bard with 12 or more ranks in Perform (Sing) can call spirit guides to answer questions. These guides are similar to that of a Rylonian Shaman but not as powerful. He may use his spirit guide as a channel to the Spirit world. The ovate must meditate beforehand, kneeling in a song of prayer as he invokes his bardic music. He must sing for 30 minutes, uninterrupted. After that, he may attempt to contact the spirits of the area. The spirits must be willing to communicate with the ovate. At times, the spirits are even eager to visit, but not always. In game

terms, the ovate must make a Charisma check DC 15. If he is successful, he may ask simple questions. Spirits are not omniscient entities. They are familiar with the overall mood of the region and the magical essences of its inhabitants. If an ovate were trying to locate an army, the spirits may not know of its existence, but may sense a body of hostility moving a certain direction. The ovate may ask one question of the spirits per class level.

Exorcism (Su): A bard with 13 or more ranks in Perform (Sing) can invoke bardic music to lay the dead to rest. Through his ovate knowledge of the death process, the ovate can sing the undead from the living world as a cleric of the same level. This only allows the ovate to destroy the undead, not turn them. Effectively, the ovate must have twice as many levels as the undead has hit dice for him to affect it. If successful, the essence of the undead is returned to where it should be and not wandering the living world of Gothos.

Spirit Guard (Su): Starting at 4th level, the ovate bard gains a spirit guard that watches over him. This grants him a +3 bonus to saves versus spells. This save increases to +4 against Necromancy spells.

Ovate Spell List

0 Level—Dancing lights, daze, detect magic, flare, ghost sound, know direction, light, lullaby, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, summon instrument.

1st Level—Cause fear, cure light wounds, expeditious retreat, feather fall, goodberry, grease, identify, message, protection from chaos/evil/good/law, summon nature's ally I.

2nd Level—Blindness/deafness, cure moderate wounds, daylight, delay poison, locate object, misdirection, obscure object, rage, scare, summon nature's ally II, whispering wind.

3rd Level—Clairaudience/clairvoyance, crushing despair, cure serious wounds, dispel magic, fear, good hope, magic circle against chaos/evil/good/law, remove curse, remove disease, summon nature's ally III, tiny hut.

4th Level—Break enchantment, cure critical wounds, dismissal, divination, legend lore, neutralize poison, secure shelter, summon nature's ally IV.

5th Level—Atonement, cure light wounds (mass), death ward, dispel magic (greater), dream, hallow, nightmare, summon nature's ally V.

6th Level—Antilife shell, eyebite, geas/quest, plane shift, summon nature's ally VI.

SLAUGHTER PRIEST

The slaughter priests are the most devout worshippers of Guerrion. They embrace the battle god's teaching about the true nature of conflict and the beauty of the struggle. To the slaughter priests, the battlefield is their temple and melee the devotional. They become mercenaries to

Table 3-6. Ovate Bard.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+0	+0	+2	Bardic Music (Sense Undeath)	+1 spellcasting level
2nd	+1	+0	+9	+3	Bardic Music (Still Spirit)	+1 spellcasting level
3rd	+2	+1	+1	+3	Bardic Music (Calm Undead)	+1 spellcasting level
4th	+2	+1	+1	+4	Bardic Music (Guiding Spirit), Spirit Guard	+1 spellcasting level
5th	+3	+2	+2	+4	Bardic Music (Exorcism)	+1 spellcasting level

seek out combat, having a well-earned reputation for being ruthless in battle. Some generals do not employ them to avoid the certain carnage they bring. Others seek them out for that very reason.

Hit Die: d8

Requirements

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

Base Attack Bonus: +4

Race: Humans and half-orcs only.

Concentration: 6 ranks

Intimidate: 4 ranks

Knowledge (Religion): 8 ranks

Feats: Combat Reflexes, Weapon Focus (rampage gauntlet).

Alignment: Chaotic Neutral.

Special: Devout worshipper of Guerrion, cast divine spells.

Class Skills

The slaughter priest's class skills (and the key abilities for each) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (Pantheon) (Int), Knowledge (Religion) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the slaughter priest prestige class.

Weapon and Armor Proficiency: The slaughter priest is proficient with all light, medium, and heavy armors. He is banned from using shields. Most add spikes to their armor. The priest takes a vow to only use rampage gauntlets. If he is somehow separated from his rampage gauntlets, he may use a spiked or normal gauntlet, or, in extremis, his bare hands. If he uses any other weapon, he loses all divine spellcasting ability until he atones. A common requirement is a dangerous adventure in which the slaughter priest may not use any special abilities.

Spells: The slaughter priest gains a new level in his previous divine casting ability at every other level of slaughter priest, starting at 2nd level.

Rage (Ex): Once per day, when in the grip of battle, the slaughter priest can fly into a rage, similar to the effects of the spell *rage*. The priest receives a morale bonus of +2 to Strength and Constitution and a +1 morale bonus to Will saves. He suffers a penalty of -2 to AC and cannot perform any skills that require patience or concentration, including spellcasting. The effects of the rage last 1 round/



level of the priest, or until there are no more enemies within sight. At that time, the priest can calm himself and not threaten potential allies.

Rampage Gauntlet

(Su): At first level, the slaughter priest can convert a set of spiked gauntlets into rampage gauntlets. Only the priest who endows the gauntlets can use their special powers; for anyone else, the gauntlets will act as normal. In order to bestow the special power to the gauntlets, the priest must meditate 8 full hours while smearing the gauntlets with the blood of a foe slain in single combat by the priest. Once endowed, the rampage gauntlets act as a magical and chaos weapon for purposes of damage reduction, although

they offer no special attack bonuses. A priest can endow magical gauntlets if available.

Resist Fear (Ex): Starting at second level, the priest becomes more able to resist the effects of fear, either mundane or magical. This ability stacks with any other resistances the priest has. He gains a +1 morale bonus versus fear for every 2 levels, rounded down.

Slaughter (Ex): Starting at 4th level, the slaughter priest gains combat bonuses for every foe he kills. Twice per day as he enters combat, the priest may summon the power of slaughter. He gains a morale bonus of +1 for each foe he kills (maximum +5). The foe must be actively fighting the priest—prisoners or unconscious foes do not count. The bonus applies to attack rolls only, and lasts only as long as combat. Even while in combat, if the priest goes more than three rounds without engaging another foe, the bonus drops to +0 and he must restart the progression.

Battle Glory (Ex): Beginning at 6th level, the slaughter priest can enter a battle trance once per day. The priest has fully given himself over to Guerrion and becomes a fighting machine. He is sheathed in a glowing red aura that deepens and fades depending on his activity. During combat, the slaughter priest gains a +1 morale bonus/2 levels to attack rolls, damage rolls and AC, rounded down. The priest cannot cast spells or perform any action that requires patience or careful planning. This bonus lasts only as long as combat. Even if in a battle, if the priest goes more than 5 rounds without engaging another foe, the bonus is lost. This power cannot be used in conjunction with Slaughter. After the trance fades, the priest is dazed for 10 rounds minus his Constitution bonus.

Chaos Aura (Su): Starting at 8th level, the slaughter priest

Table 3-7. Slaughter Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+2	+0	+0	Rage, Rampage Gauntlet	
2 nd	+2	+3	+0	+0	Resist Fear +1	+1 spellcasting level
3 rd	+3	+3	+1	+1		
4 th	+4	+4	+1	+1	Resist Fear +2, Slaughter	+1 spellcasting level
5 th	+5	+4	+1	+1		
6 th	+6	+5	+2	+2	Battle Glory, Resist Fear +3	+1 spellcasting level
7 th	+7	+5	+2	+2		
8 th	+8	+6	+2	+2	Chaos Aura, Resist Fear +4	+1 spellcasting level
9 th	+9	+6	+3	+3		
10 th	+10	+7	+3	+3	Resist Fear +5	+1 spellcasting level

exudes an aura that affects all within a 10-ft. radius. The aura acts as a rage spell on those surrounding the priest (Will save DC 13+ Wis modifier) to avoid the effects. The aura lasts as long as the priest is engaged in combat, or until he goes more than 5 rounds without engaging another foe.

SORCERER PRIEST OF VLAG

“And my faithful, my devoted, my chosen holy warriors shall endure my favors, and show their loyalty unto me in the presence of their flesh”

—VLAG the Plague Lord

The sorcerer priest begins his career exploring the gifts of his lord along both arcane and divine paths. While he usually chooses one path or the other once he is blessed by Vlag, he never completely forgets the other. Sorcerer priests of Vlag are not chosen lightly, for with the powers given them by their god also come diseases of the flesh. Though not contagious, the effects upon the sorcerer priests is most unpleasant to the eye, and is feared in many societies.

Hit Die: d6

Requirements

To qualify to become a sorcerer priest of Vlag, a character must fulfill all the following criteria.

Craft (Alchemy): 5 ranks

Heal: 5 ranks

Knowledge (Religion): 5 ranks

Spellcasting: Ability to spontaneously cast 2nd level arcane spells. Ability to spontaneously cast 2nd level divine spells

Feats: Endurance

Alignment: Chaotic Evil

Special: Devout follower of Vlag.

Class Skills

The sorcerer priest of Vlag class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Religion) (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the sorcerer priest of Vlag prestige class.

Weapon and Armor Proficiency: Sorcerer priests of Vlag are proficient with all simple weapons. They are profi-

cient with all types of armor (light, medium, and heavy) and with shields. Armor of any type interferes with a sorcerer priest’s movements, which can cause his arcane spells with somatic components to fail.

Spells: At each level, the sorcerer priest chooses which of his spellcasting paths to follow. He may alternate between the two, completely forsake one path, or follow one path for the most part, with only a few levels of the other. Whichever is taken, he gains a caster level in that path (divine or arcane), gaining new spells per day, as well as spells known if appropriate. He does not gain any other benefits from gaining a level in that previous spellcasting class.

Vlag’s Will: The sorcerer priest of Vlag gains the feat Vlags Will for free.

Necrosis (Ex): Vlag bestows the gift of disease upon the worthy, and their bodies continually rot before their eyes.



Vlag also bestows minor healing abilities upon the sorcerer priest, keeping his body in a continual state of rot and heal. As the priest gains level, the disease advances as well. Each stage is cumulative in effect.

Stage 1: Bubbles and pustules appear randomly across the character's skin. The character takes 1 hp of damage for each day, and heals 1 hp each night. The character's maximum age is reduced by 5%.

Stage 2: The skin appears taut and ripped in areas. Anyone engaging in melee combat with the character must make a Will save DC 10 or else suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. The character takes an additional hit point of damage and gains an additional hit point of healing (now –2/+2), and reduces his maximum age another 5% (now 10%).

Stage 3: Eyes seem opaque, flesh seems moist to the touch. Anyone who fails the Will save (now DC 15) must flee as well as they can. If unable to flee, the creature suffers the usual morale penalty. Creatures over 6 HD do not flee, but must still save to negate the morale penalty. The character takes an additional 2 hit points of damage and gains an additional 2 hit points of healing (now –4/+4), and reduces his maximum age another 5% (now 15%).

Stage 4: The flesh seems to ripple slightly as if something is moving beneath its layers. Creatures must now have 8 HD to be immune to the fleeing effect. All other effects are as above. The character reduces his maximum age another 5% (now 20%).

The healing abilities detailed above are Supernatural in effect and as such are affected by anti-magic field.

Lord of the Flies (Ex): Starting at 2nd level, the priest may once per day hatch flies from his skin, which deals 1d4 damage to him. A swarm of flies hatches from the sorcerer priest, viciously attacking any creature the character targets. A creature in the swarm who takes no actions other than fighting off the swarm takes 1 point of damage on its turn. If the creature takes any other action, including leaving the swarm, he takes 1d4 points of damage +1 point per three levels. Spellcasting or concentrating on spells within the swarm is impossible. Damage reduction, being incorporeal, and other special abilities make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level. Certain area or effect spells, such as gust of wind and stinking

cloud, disperse a swarm immediately. The sorcerer priest can (as a free action once per round) direct the swarm to move up to 30 feet to attack another target.

Emit Stench (Su): The character exudes a decaying stench once per day. All within 15 feet must make a Fortitude save DC 15 or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves and skill checks for 1d6+4 minutes.

STRICTOR

While the normal inhabitants of Gothos know of and fear the Inquisition of the Pantheon, the clergy of the Pantheon have an equally terrifying organization that watches over their activities. The strictors are the inquisition of the church. While the inquisition investigates and fights against threats from outside the church, the strictors fight against threats from within the hallowed halls of the church. If a cleric strays from the path or begins to take advantage of his station, the strictors will discover the transgression and punish the offender.

While some of their powers would allow strictors to react to any threat, their main focus is on identifying fellow clerics of the Pantheon who have overstepped their bounds. The Vulgarim—those clerics who have not taken the Vow of Obedience—especially fear the strictors because of their severe scrutiny. In addition, a Vulgarim only has the power of a single deity to protect him from the might of the Pantheon.

Hit Die: d8

Requirements

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

Alignment: Lawful Neutral

Intimidate: 6 ranks

Knowledge (Pantheon): 6 ranks

Knowledge (Pagan): 6 ranks

Feats: Iron Will

Special: Strictors are a very special form of Inquisitor. The strictor investigates and safeguards the church from internal enemies. The Pantheon knows that some of its members will eventually stray. In order to qualify for the strictors, the character must be nominated by the High Inquisitor and approved by the archbishop of the region. This may be very political in certain areas.

Table 3-8. Sorcerer Priest of Vlag.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+0	+2	Necrosis Stage 1, Vlag's Will	+1 level in choice of existing spellcasting class
2 nd	+1	+0	+0	+3	Lord of the Flies	+1 level in choice of existing spellcasting class
3 rd	+1	+1	+1	+3		+1 level in choice of existing spellcasting class
4 th	+2	+1	+1	+4	Necrosis Stage 2	+1 level in choice of existing spellcasting class
5 th	+2	+1	+1	+4		+1 level in choice of existing spellcasting class
6 th	+3	+2	+2	+5	Emit Stench	+1 level in choice of existing spellcasting class
7 th	+3	+2	+2	+5	Necrosis Stage 3	+1 level in choice of existing spellcasting class
8 th	+4	+2	+2	+6		+1 level in choice of existing spellcasting class
9 th	+4	+3	+3	+6		+1 level in choice of existing spellcasting class
10 th	+5	+3	+3	+7	Necrosis Stage 4	+1 level in choice of existing spellcasting class

Class Skills

The strictor's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), and Speak Language (—).

Skill Points at Each Level: 2+ Int modifier.

Class Features

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

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

Detect Chaos (Sp): Beginning at first level, the strictor can detect chaos at will as the spell.

Detect Magic (Sp): One of the dangers that a strictor faces when he hunts for a rogue cleric is that the clergy can use magic. While the church believes that any cleric who has turned his back on the Pantheon will be cut off from the miracles the gods bestow, some of these dangerous individuals have made pacts with outsiders, or have reverted to their original god. Strictors, therefore, must be able to detect the use of magic. Beginning at first level, the strictor can detect magic as the spell.

Discern Lies (Sp): 3 times per day the inquisitor can detect whether an individual is telling the truth or not. This ability duplicates the effects of the spell discern lies, but only if the subject is a prisoner of the strictor.

Torture (Ex): Beginning at 2nd level, the strictor is the master of applying force to elicit confessions of guilt and misbehavior. While using torture, the inquisitor adds his class level to his Intimidate check. If the roll is a natural 1, he has applied too much force and the victim may pass out from the pain or possibly die (GM discretion). In addition, if the subject is helpless, the strictor may make up to 4 Intimidate rolls. If none succeed, the subject is beyond caring about his pain. The strictor must wait a full day before trying again.

Dispel Magic (Sp): The battle against those who betray the church is fraught with danger because of the divine and pagan magics that sinners employ. To fight this power, the strictor has been given the gift to dispel magic three times per day. The strictor adds his total character



level to the roll to dispel the effect.

Auto Particular (Ex): With this ability the strictor can make the target confess to any sins he has committed against the Pantheon. The strictor can only use this ability once per day and only if the subject is under his control (prisoner). The strictor and the subject make opposed Will checks. If the strictor wins, the subject will confess any sins he has committed. If the subject has not sinned against the church, he must make a Will Save versus the character level of the strictor or else he will create sins to appease the strictor.

Shunning (Su): This gift from Barticus and the Pantheon grants the strictor full immunity to any divine magic cast by the target of the shunning. Also, any believer within 10 feet is protected by this ability. The target of the shunning must have either broken the tenets of the Pantheon or attacked the strictor. The attack only counts if the individual attacked the strictor first.

Anathema: This is the most terrible of all of the strictor's powers. He can cut the target's ability to use divine magic. In effect, the gods can no longer hear or aid the target for the duration of the power. This ability can only be used against religious figures of the Pantheon and the Outcast gods.

Once per day, the strictor selects a target and names it anathema. The target must make a Will save (DC 10 + strictor level + strictor's Wis modifier) to negate. Those labeled anathema cannot use any divine spells for 7 days minus their Wisdom modifier (1 day minimum).

THE TAKEN (TIR'CHI ITHGRA)

Some choose a life of power, striving ever diligently toward greater self worth. Others find themselves forced into such a path. The taken are a horrid mix of both. Born from the merging of a devil spawn and an innocent, the taken are alternately tormented and empowered by the vile acts they perform.

Table 3-9. Strictor.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Detect Chaos, Detect Magic
2nd	+1	+3	+0	+3	Discern Lies, Torture
3rd	+2	+3	+1	+3	Dispel Magic
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	
6th	+4	+5	+2	+5	Auto particular
7th	+5	+5	+2	+5	
8th	+6	+6	+2	+6	Shunning
9th	+6	+6	+3	+6	
10th	+7	+7	+3	+7	Anathema

Devilish beings with grayed skin and pupil-less eyes, the taken look more like their demonic master than the innocent being they once were. A snake-like appendage extends out from the stomach of the creature, eventually merging with the spine, just below the tail.

The taken are creations of Ithganin's foul will. The process to create one is laborious and costly, but for Ithganin, the reward is a powerful and loyal servant that can be used for whatever the Emperor wishes. They serve as guards for the royal family and shock troops in wars, as well as other special missions for Ithganin.

Hit Die: 1d8

Requirements

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

It takes two candidates to be accepted as a taken. One sacrifices himself to call forth a devil spawn. The second, whose soul is yet uncorrupted, is "taken" over by physical invasion of the summoned spawn. The host gets a Will save DC 18 to avoid the effect. If the spawn is unable to find a suitable host within 10 rounds, it dies.

Alignment: Any Evil (sacrifice) and Any Good (host)

Base Attack Bonus: +5 (sacrifice)

Intimidate: 4 ranks (sacrifice)

Feats: Proficient in at least one martial weapon (sacrifice or host), Power Attack (sacrifice or host).

Special: A taken is created through a devilish ritual known as Tir'Ho Tar, which mates man with a spirit from the hells. The sacrifice knows he will be part of a greater being, but does not know his soul and his being are whol-

ly consumed by the devil spawn. It is the spawn, not the sacrificed, which then infests the innocent host.

Previous Abilities: Due to the nature of how taken are formed, the skills and abilities of the sacrificed and innocent merge into a single being. The taken gains all the skills, attributes, and class levels of the sacrificed (the devil "assumes" a physical manifestation of the sacrificed, complete with memories and abilities), but at first level gains 4 + Int modifier in skill points, distributed from the class skills of the host. Only skills the host had can have these points allotted to them. In addition, the next feat gained by the taken can be from any the host had, ignoring prerequisites.

For future levels, the taken's skill points revert to 2+ Int modifier and are chosen from the taken's standard list. In addition, he gains 2 additional skill points, which must be taken from skills known to the host.

Any feats that conflict with the taken's alignment, or are divinely inspired, are lost as a result of the taken's creation.

CONFLICTED

Sometimes, an especially strong-willed or lucky host overcomes aspects of the ritual and maintains his personality. In this case, the taken keeps the skills, attributes, and class levels of the host, gaining its first level skills from the sacrificed instead. A conflicted finds either the devil or host in control at any one time. While the host is in control, he may "turn off" any of his taken special abilities (Ganin's glare, etc.). The conflicted is in a constant struggle for control. The devil spawn lurks, always watching for an opportunity to re-establish control. This struggle provokes a Will save, with the DC reliant on circumstance.

- The conflicted uses or turns on a taken ability (DC = 20 + level of ability)
- He takes 50% or more of his hit points in damage (DC = total damage taken divided by 5)
- He is reduced to 10 or less hit points (DC = total damage taken divided by 5)
- During especially emotional moments (GM discretion)

Once the devil spawn gains control, the conflicted has a difficult time reasserting himself. The devil spawn can use his taken abilities as normal with no chance of losing control. Only damage (as described above) can jar the spawn's control loose.

Conflicted taken are an especially interesting roleplaying option for those who wish to live on the edge of darkness in good-aligned campaigns, or want inner turmoil in an evil-aligned campaign.

Class Skills

The taken's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (Nobility and Royalty) (Int), Knowledge (Religion) (Int), Knowledge (the Planes) (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points at First Level: 4 + Int modifier.

Skill Points at Each Level: 2+ Int modifier (+2 additional from host, see Mind Leeching below).

Class Features

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



Armor and Weapon Proficiency: The taken gain proficiency in light armor. They are proficient in all simple and martial weapons.

As You Were (Su): As a standard action, you may alter your physical form between your innocent (host), sacrificial, and devil spawn forms as per the spell change self. In addition, you gain the sight ability of your altered form (i.e., low-light vision, etc.). There is no limit to the duration of any one form. However, when unconscious due to injury or when slain, your devil spawn form is always manifested. When in your host or sacrificial forms, you do not have an aura; however, your devil spawn form has a lawful evil aura.

Obedience (Su): You take your commands from Ithganin and his family and must follow them to the letter. If you wish to disobey their commands, you must make a Will save DC 25 (DC 35 against Ithganin himself). If you are successful, you may disobey. You may always disobey a family member if the action would go against the best interests of Ithganin. Ithganin's clerics may rebuke/command you as though you were undead. Ithganin's personal orders override his family's and the clerics', and the family overrides the clerics. When two orders from clerics conflict, the higher level cleric must be obeyed.

Outsider (Ex): You are considered a lawful evil outsider, gaining all the advantages and disadvantages associated with this. A taken takes on the appearance of a mix of both the sacrifice and host, but also takes on a number of a number of devilish physical qualities, including horns, grayed skin, a tail, and pitch-black pupil-less eyes.

Ganin's Glare (Su): When you wield a metallic weapon, it develops an eerie orange-yellow glow. When the weapon touches or deals damage to an individual, it deals additional divine damage to those of non-evil alignment. It also deals this damage to those who harbor ill-will towards Ithganin or who Ithganin, his family, or his clerics declare heretics using the heretic spell. The amount of damage dealt increases with level.

Mind Leeching (Ex): Each level beyond first you gain 2 additional skill points, which must be spend on skills from your host (or sacrifice if conflicted).

Soul Wrenching (Su): The body of the tortured soul develops some internal resistance to its devilish controller and loses some of its integrity as time goes on. As of second level, the taken no longer gain additional hit points for high Constitution.

Spawn of Ithganin (Su): Your devil spawn manifests its natural resistances on its host body. You gain poison immunity, fire resistance 5 and cold and acid resistance

2. These increase to 10 and 5 (respectively) at 6th level, and immunity to fire, and cold and acid resistance 10 at 9th level (the resistances of a full devil).

Child of Ithganin (Sp): You can manifest the power of Ithganin. You gain access to the Power domain. This includes the special ability of the domain (use your character level for spell effects for clerical and sorcerer-based spells). Once per day as a free action, you may add your Charisma modifier to your level [or level +1 if a single-classed cleric] for purposes of spell effects). Also, you may cast the first level domain spell once per day. For each additional level you gain in taken, you gain the next level spell from the domain spell to cast as well (thus at 6th level you may cast the 1st and 2nd level spells from the Power domain, each once per day, etc).

Summon Spawn (Sp): The taken can, as a standard action, summon a devilish servant (barbazou at 7th, kyton at 8th level, osyluth at 9th level, and hellcat at 10th level) that serves him to the letter of his word for 1 round per level. This can be used once per day. A taken can always call upon a lower level devil if he so desires.

Infestation (Su): When the taken strikes a melee blow to a Medium humanoid that brings it to negative hit points (but does not kill it), they must make a Will save DC 10+ Charisma modifier + taken level. If it fails the save, its soul is consumed by Ithganin and its body erupts in violent convulsions. The following round it rises with 10+ taken level in hit points (new maximum hit points), gains the fiendish template, and follows your orders to the letter for 1 hour/taken level. While infested, their outer appearance does not change. A dispel magic or greater spell will instantly destroy this being.

Manifestation (Su): At 9th level, the taken's devil spawn can manifest its true presence. As a standard action, the taken gains the half-fiend template for 1 round per level of taken.

CROSSOVER

When looking at the abilities granted by divine feats, spells and prestige classes, from various spells and abilities, many from different gods overlap. For example, the ability to use Charisma as an AC modifier for rangers who take the Moon Maiden true path is the same as the ability granted by the Beauty domain. These similarities are intentional, designed to denote the ties between the pagans and the Pantheon, and to create common "sister and brother" concepts where if one (most often the pagans) have something nice, the Pantheon has in time caught on and granted the power themselves in some form.

Table 3-10. The Taken

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	As You Were, Obedience, Outsider
2nd	+2	+3	+0	+0	Ganin's Glare (+1d6), Mind Leeching, Soul-wrenching
3rd	+3	+3	+1	+1	Spawn of Ithganin
4th	+4	+4	+1	+1	Ganin's Glare (+2d6)
5th	+5	+4	+1	+1	Child of Ithganin
6th	+6	+5	+2	+2	Ganin's Glare (+3d6)
7th	+7	+5	+2	+2	Summon Spawn
8th	+8	+6	+2	+2	Ganin's Glare (+4d6)
9th	+9	+6	+3	+3	Infestation
10th	+10	+7	+3	+3	Ganin's Glare (+5d6), Manifestation

CHAPTER 4: FEATS

The Feats chapter is broken up into two sections. The first details a new type of feat: the Birth Sign. The Birth Sign can only be taken once, and only at first level, and grows with the character. The second section holds all other new feats.

CHILDREN BORN OF FAITH

“And he held up the naked babe to the star-filled sky. The constellation of the balance, sign of Barticus himself, shone down with the light of a thousand candles on the babe. He who offered the child up to the heavens begged for the All Father to bless this child under the sign of power. Lo, Barticus heard the call and cast his light onto the babe and blessed him to forever bear the mark and sigil of the lord of the gods.”

— taken from the Euphrenas codex, chapter 822, verse 12, and accounted within this Book of Faiths

Some children are born under powerful signs—some associated with specific gods, some with other powers. These birth signs are often a blessing. To be born under a sign is a magical thing, affecting the entire life of the child.

In game terms, Birth Signs are feats that can only be taken during character creation. These special feats mark the character as one who was born under a blessed and powerful constellation, granting him power. A character may only have one Birth Sign.

Characters who are born under a Birth Sign have a destiny, noted under each sign. The feat grows with the character, as does his destiny.

Just because a character has a Birth Sign does not mean he is beholden to the deity associated with it. The character may even be at odds with the deity, which would be a major source of roleplaying.

Not all signs are connected to a deity. In fact, most existed long before the gods appeared. The stars, it is said, are far older than the gods. This just means a character with such a birth sign will have a connection to some mysterious power that will influence his life.

BIRTH SIGNS

Birth Signs grant abilities that grow as the character gains level. Unless otherwise noted, a given benefit is gained once for each level range. For example the Bull gains a +2 circumstance bonus to all Fortitude saves from 1st to 4th level. This is a bonus applied once, it is not something he gains each levels (i.e., +2 at 1st, +4 at 2nd, etc.).

Apprentice [Birth Sign]

The constellation of the apprentice symbolizes the desire to learn a craft, and the crafts themselves. The apprentice represents the eternal motivation of mortal crafters.

Benefit: You are skilled at picking up new crafts.

1st to 19th Level: Every level you gain one extra skill point, which you must spend in a Craft or Profession. This point cannot be used to exceed maximum rank by level. To earn the skill point, you must spend a full week working under an expert in the skill. This person must have at least four ranks more than you (at your current rank). Note that at high levels, finding such an expert can become difficult.

Table 4-1. Birth Signs

Sign	Prerequisites
Apprentice	None
Aristocrat	Cha 12+
Bastard	None
Benevolent	Good alignment
Bull	None
Castle	Con 12+
Crone	Wis 13 +
Doomsayer	None
Howling Moon	Wis 10 or less
Jauqin (North Star)	None
The Joker	Chaotic alignment
Lord and Lady	Cha 14+
Magician	Int or Cha 13+, Con 11 or less
Maiden	Good alignment
Monster	Cha 10 or less
Mother	Female
Prey	None
Sun	Lawful alignment
Warmonger	Evil alignment
Zealot	Devout follower of a god

Epic: Your extra skill point can be placed into any skill, provided you find a trainer.

Destiny: You are destined to excel at crafts and professions. For every 5 levels you possess, you must have one of your craft or profession skills at maximum rank for your level or you will suffer a –2 circumstance penalty to your Will saves until you do. This effect is cumulative if multiple crafts are neglected.

Aristocrat [Birth Sign]

The Aristocrat is a fabled figure with no name, sex or face. The constellation resembles a podium with a human-like form standing behind it. Being born under the Aristocrat is a sure sign that the character will be a skilled diplomat and public speaker.

Prerequisite: Cha 12+

Benefit: You are skilled at dealing with people.

1st to 5th Level: The character gains a +1 insight bonus on all Diplomacy and Intimidate checks.

6th to 10th Level: If the character has the Leadership feat, his bonus (or penalty) based on reputation is doubled (as listed in the DMG under the table Leader's Reputation). The character gains a +1 bonus to a Charisma-based skill of his choice.

11th to 19th Level: The reputation bonus (or penalty) triples. The character gains a +1 insight bonus to a Charisma-based skill of his choice.

Epic: The reputation bonus (or penalty) quadruples. The character gains an additional +1 bonus to a Charisma-based skill of his choice.

Destiny: People of weaker personality flock to the character for guidance and leadership. It is his destiny to speak for a cause. When someone with a Charisma score of 9 or less encounters the character in a friendly situation, he must make an opposed Charisma check against

the character. Failure results in the NPC becoming a follower for up to four weeks (DM discretion). This does not mean the character in question will lay down all of his personal convictions or up and leave his family. This NPC will attempt to persuade the character to take up a cause requiring tact and diplomacy, or extol his virtues to others and enlist their aid in recruiting him to the cause. Destiny should, from time to time, get in the way of the character's plans.

Bastard [Birth Sign]

Many are the lords who have fathered base born children. The constellation of the Bastard represents all who have been cast aside for their illegitimate birth.

Benefits: You are more resilient to hardship.

1st-Level: Character gains +1 to all Fort saves and Intimidate checks.

2nd to 19th Level: Character gains 1 additional hit point per level.

Epic: Character gains 2 additional hit points per epic level.

Destiny: Those born under the sign of the bastard have no defined destiny. However, the character has an effective -2 to any Charisma-based skill check (except Intimidate) as he has an aura of being out of place or unwanted. Additionally, any aristocrats or nobles that encounter a bastard feel he does not belong. This equates to an additional -2 reaction roll.

Benevolent [Birth Sign]

Riding low and unassuming in the nighttime sky is the constellation of the Benevolent. It appears as a person in thick, full robes with arms spread in welcome. In the tale of this Birth Sign, the first Priest King of Kirkland was benevolent and kind. His people were happy and the land thrived under his rule. Mathus Antioch Smarten II was his name and it is said that he ascended to the stars before the gods could anoint him with Sainthood for his many kindnesses in the world.

Characters born under this birth sign are always of good and kind demeanor and try to help those less fortunate than themselves.

Prerequisite: Good alignment.

Benefit: A character with this Birth Sign is blessed.

1st to 4th Level: The character is surrounded by a bless spell in a 5 ft. radius, as though cast by a cleric of the same level. All in the area of good alignment are affected. If a person leaves the area the effect for them will fade at the beginning of the next round.

5th to 9th Level: This effect can be extended out to a 15 foot radius for a period of 1 hour, once per day.

10th to 19th Level: If the character is a cleric, he may cast one additional 1st level Domain spell per day. If the character is a paladin, he can add 6 hit points to his ability to lay on hands. All other classes gain the ability to lay on hands for their Charisma bonus only.

Epic: The character gains the ability to cast any cleric spell of second level or lower as a cleric of his level once per day.

Destiny: It is the destiny of those born under this sign to be the embodiment of good and right. This may be interpreted a little differently in different faiths. The



character is always of good alignment and is drawn to helping those in need. He gives up to 60% of his monetary wealth to the needy as he travels, and rarely passes an opportunity to help.

If he fails to live up to the Benevolent birth sign, he will suffer and be unable to use any of the abilities associated with it. In addition, he will likely be cut off from his god and lose Favor.

Bull [Birth Sign]

The constellation of the Bull represents courage and fortitude. One of the old, forgotten gods granted power to this constellation thousands of years ago. The Bull is bright in the night sky and easily spotted. When the Church United was formed, it tried to say that the Bull was part of the constellation of Guerriion, the God of struggles. The reason for this is it appears the Bull is challenging Guerriion, and well he might be, but those who try to combine the two in Birth Signs lose their power and influence. Many blame it on the stubborn bull wanting to stay his course. Others say the old faiths and new simply will not mix. Regardless of which is true, the faithful of the Pantheon quickly separated them once again.

Benefit: Those of this sign are able to shrug off pain and suffering.

1st to 4th Level: Those born under the sign of the Bull gain a +2 circumstance bonus to Fortitude saves.

5th to 9th Level: Once per game session a character born under this sign may automatically make a Fortitude save or morale check against fear or against breaking in combat. This acts as a supernatural ability.

10th to 19th Level: The character may choose to succeed after the check is made. For example, the character fails a Fortitude save DC 20. Using this ability, he can retroactively succeed.

Epic: The automatically made save can be of any type.

Destiny: It is the destiny of the Bull to charge, stand strong, and show the weak of will courage. To this end, if a character with the birth sign of the Bull ever tries to flee combat, he must make a Will save DC 10 plus his character level or he cannot flee until victory has been achieved. He may retry this save once every 1d4 rounds. Only magical effects can make a Bull flee combat. If he has not yet used his automatic save ability, he must do so now to resist such an effect.

Castle [Birth Sign]

The Birth Sign of the Castle is an old one. Riding near the pinnacle of the sky on most nights, it runs between the god signs of Barticus and his foul brother Chargrond. This has lent additional strength to the Birth Sign of the Castle. When the mighty look up into the starry sky and see this constellation they think of fortitude and resilience, hard walls and hard men. The Castle stands forever in defense, keeping two godly brothers from destroying the mortal realm with their conflict.

Prerequisite: Con 12 +

Benefit: Those born under the sign of the Castle exude an aura of safety and strength. They embody the castle that harbors defenders.

1st to 19th Level: You have an increased effect when you use the aid another action to defend someone in combat. A successful check (attack against AC 10), grants the defender the normal +2 AC. However, it also grants a +1 divine bonus to Will saves and 1 buffer (temporary) hit point for a DC 15 assist roll, +1 per every 5 points over the assist roll achieves (1 at 15, 2 at 20, etc). These buffer hit points last only until your next initiative, but are the first removed if damage is done to the defended (and thus if not completely removed, the defended takes no damage to himself).

Epic: The character may now extend assisted AC bonuses to every ally within 5 ft. with the assist other action. The bonus hit points still only go to one individual, but they gain 2 bonus hit points at DC 15, +2 for every 5 points over 15 of the check.

Destiny: The character must aid in the defense of his allies (through active participation, giving funds towards defense, or helping in the construction of defenses), especially for his country and countrymen abroad. Should a character fail in this, he must make a Will save each day he withholds his assistance. The DC is 18 +1 per day beyond the first. Each failure results in -1 to attack and saves (maximum -5). After one week the penalty fades, diminishing by 1 per day until gone.

Crone [Birth Sign]

The Crone is perhaps one of the oldest constellations in the Gothos sky. Those born under it are aged beyond their years, with the wisdom that age brings. Crones are shunned by the Pantheon for reasons unclear to most—even the crones and clerics themselves.

Prerequisite: Wis 13+

Benefit: The character's body and mind age unnaturally fast, but his lifespan remains unchanged. In return, he gains increasingly powerful Divination spells.

1st to 4th Level: The character gets the ability bonuses and penalties of the age category one step higher than his actual age. As his physical abilities drop as a result of this, he gains spell-like abilities. Wisdom determines DCs. Spell levels gained depend on how decrepit the character becomes.

Table 4-2. Crone Maximum Spell Level

Character Level	Max Spell Level	Spells of Each Level for Each Attribute Below 10								
		9	8	7	6	5	4	3	2	1
1st	0	1	1	1	1	1	1	1	1	1
	1	—	1	1	1	1	1	1	1	1
2nd-3rd	2	—	—	1	1	1	1	1	1	1
4th-5th	3	—	—	—	1	1	1	1	1	1
6th-7th	4	—	—	—	—	1	1	1	1	1
8th-9th	5	—	—	—	—	—	1	1	1	1
10th-11th	6	—	—	—	—	—	—	1	1	1
12th-13th	7	—	—	—	—	—	—	—	1	1
14th-15th	8	—	—	—	—	—	—	—	—	1

5th to 9th Level: The character ages another category, again gaining spell-like abilities based on stat losses.

10th to 19th Level: The character ages another category, again gaining spell-like abilities based on stat losses.

Epic: The character gains +1 Int, Wis, and Cha and -1 Str, Dex, and Con, again gaining spell-like abilities based on stat losses. If a character has a physical ability that qualifies him for a spell level he cannot currently cast, he does not gain the higher level spell until he can cast it.

The maximum age of the character is not reduced because of this aging effect, he effectively lives most of his lifetime as an old crone.

No ability can drop below 1 through this unnatural aging. The character gains the ability to cast Divination spells as a sorcerer of his character level. These are each cast spontaneously (as a sorcerer) 1/day and can be any Divination spell of the appropriate level from the sorcerer spell list.

Thus, a character with a 9 Str, 8 Dex, and 7 Con would have the ability to cast three 0-level divinations, two 1st level divinations, and one 2nd level divination spell each day. If she were only 1st level, she could not cast the one 2nd level spell until reaching 2nd level.

Destiny: The Destiny of the Crone is to live life old and decrepit, able to see things other cannot see, but at the cost of his physical body.

Doomsayer [Birth Sign]

Many see this birth sign as a dreaded curse. Loners see it as a benefit. The doomsayer speaks words of ill comfort to the other constellations. This sign embodies all those doomsayers who have walked in the world and told their prophecies of woe.

The constellation appears as a hooded and stooped figure pointing accusingly. Some claim the figure holds the book of ages—keeper of all secrets, even the secret ending of all things. Others claim he holds nothing.

Benefit: Those of this sign can bestow ill upon others.

1st to 9th Level: Each game month the character born under this sign may bestow an ill omen onto a target. At the beginning of each game month, roll 1d10. The result is the number of times this ability can be used

during that month. This ability may only be used once on the same target in a given month. The effect is a -2 circumstance penalty to attacks, damage, skill checks, saving throws, and opposed rolls for $1d4+$ character level in rounds. The target, who must be within 50 ft. of the character, gets a Will save DC $10 +$ the character level of the doomsayer. If the target makes his save, the effect switches to anyone within 50 ft., chosen at random, until someone fails the saving throw. Doomsayers cannot be targeted by doomsayer ill omens.

10th to 19th Level: The circumstance penalty increases to -3 .

Epic: The circumstance penalty increases to -4 .

Destiny: A character born under this sign has an unsettling aura. Creatures sensitive by nature can feel it. Animals and magical beasts feel uncomfortable, along with elves and fey creatures. The effect is twofold: the character has a -2 circumstance penalty to any skill check or reaction roll involving an animal or magical beast with Int 4 or less; he has a -1 circumstance penalty to skill checks and reaction rolls involving elves, fey and magical beasts with Int 5 or more.

The true burden of the Doomsayer birth sign, however, is the unnatural ability to see foul events before they occur. At the GM's discretion, a doomsayer can fall into a convulsive fit for $1d4+1$ minutes, after which his eyes glaze over and he spouts cryptic prophecy in a voice not his own. These prophecies always come true, but when, where, or how is left a mystery.

This can happen as often or as seldom as the GM desires.

Those born under the doomsayer sign are often misunderstood, even persecuted for their abilities. Religious zealots will sometimes see them as devil-possessed and put them to the stake to free them.

Howling Moon [Birth Sign]

Associated with Crittari, this sign causes havoc wherever it emerges. Unlike the other birth signs, this sign's effects do not manifest immediately; rather waiting until late puberty. Then, the poor victim of this sign becomes lost in the wilds of chaotic thinking as they descend into howling madness.

Prerequisites: Wis 10 or less

Benefit: Those of the howling moon become unnatural beings in puberty and often lose their humanity in the process.

1st to 4th Level: The character gains minor delusions and has horrid nightmares, but nothing more.

5th to 9th Level: The individual gains low-light vision if not already possessed. By this time, the character's mind has found its growing delusions easier to understand than the real world. The individual gains a moderate level insanity but is also no longer affected by Enchantment spells (for good or ill) and gains a $+4$ insight bonus to Will saves when disbelieving illusions.

10th to 19th Level: Cursed to forever howl at the moon, the being gains the lycanthrope (werewolf) hybrid form template when at negative hit points, and can use full-round or move and standard actions. He automatically stabilizes at negative hit points. He remains in hybrid form until dead or brought back to positive hit points.

Also, he may cast no spells during this time.

Epic: The character now dies at -20 instead of -10 .

Destiny: Those of the howling moon are destined to cause havoc and pain to all they love and hate. This sign is particularly interesting for roleplay purposes if taken by a good character, especially a paladin.

Jauquin (North Star) [Birth Sign]

The North Star gained prominence first in Warkistan, where they call it Jauquin. North Star's influence has spread throughout the world, though the Pantheon calls it North Star rather than by the original title given by the desert heretics of Warkistan.

The North Star holds the spirits of adventurous explorers who have guided others to discoveries hidden in nature and the wilds. As spirits of the explorers of the world are added to its power, the North Star grows ever brighter in the night sky.

In Warkistan, the most expensive and sought-after guides are born under the sign of the North Star and bear its mark.

Benefit: Those born under this sign are exceptional guides.

1st to 4th Level: The character always knows the way north. If he spends a full-round action orienting, the way north will always be revealed, just as the North Star is always a bright beacon in the night. In addition, the character gains $+1$ to all Survival checks.

5th to 9th Level: The character rarely gets lost. By holding a loadstone tied to a string and dangling it over a map, he can determine after 1 full minute where he is on the map and which direction he is facing.

10th to 19th Level: At this level the character never loses his way if he has even the vaguest idea where he is heading, unless befuddled by magic. In addition, he gains an additional $+1$ to all Survival checks and $+2$ to all other skill checks made in the wilds.

Epic: This character can never get lost, even by magical means, and knows his exact location at all times. In addition, he can never be taken by surprise while traversing wild lands. He automatically takes 10 on any Survival skill check, Tracking, etc.

Destiny: If the Jauquin dies and is not brought back to life within 48 hours, he fulfills his destiny and joins the North Star, adding to its power. The character's spirit will not go to his deity and cannot be brought back.

Joker [Birth Sign]

Associated with Lan, those of this sign find the joke in any situation. They enjoy breaking the rules, just to break them. They often become bards and rogues.

Prerequisite: Chaotic alignment.

Benefit: The smile and wiles of Lan swirl about inside of you.

1st to 4th Level: When you use a Perform skill in a comedic way, you gain a $+2$ insight bonus to your checks.

5th to 9th Level: You gain the ability to taunt others in combat using the Bluff skill. Doing so is a standard action that does not provoke attacks of opportunity. The victim must be able to understand what you are saying. They must make a Will save DC $15+$ your character level, or

focus their attacks on you for 1d10 rounds. This may be done 3 times per day. If they cannot reach you within 2 rounds of being taunted, or cannot find you, they may act as though not taunted until the duration ends or you become available. Your bonus to humorous Perform checks now applies to Bluff checks.

10th to 19th Level: The enemy no longer needs to understand what you are saying, and the taunt ability works on undead. Your bonus to Bluff and Perform checks increases to +4.

Epic: The taunt now works on anything animate, even constructs.

Destiny: Those of this sign are rarely taken seriously. They suffer a -2 circumstance penalty on all Diplomacy and Intimidate rolls.

Lord and Lady [Birth Sign]

The Lord and Lady hold hands in the sky. The lady smiles while the lord appears stern. To be born under this sign is to be born with the grace of nobility.

One born under this sign grows up with poise and confidence that cannot be mistaken.

Prerequisite: Cha 14+

Benefits: The character born under the lord and lady is always well received among nobility.

1st to 4th Level: The character receives a +1 circumstance bonus to any reaction roll when encountering any form of nobility.

5th to 9th Level: Once per day the character born under this sign may force his will on another. This works as the command spell cast as a sorcerer of the character's level.

10th to 19th Level: The character's ability to impose his will increases in power. He may cast a suggestion once per day instead of command, as a sorcerer of his character level.

Epic: The character can cast mass suggestion once per day instead of suggestion.

Destiny: Resentful enemy: between 10th and 15th (1d6+9) level, the character inherits an enemy from his childhood who is extremely jealous of the character. The enemy may appear at any time and should have some small advantage over the character for having known him in childhood. In addition, the enemy is immune to any mind-affecting spells cast by the character or any items he has. On rare occasions, two beings with this sign become enemies.

Magician [Birth Sign]

The magician is a powerful representation of arcane might. Resembling a magic caster of legend in flowing robes and lightning arcing between his fingers, the magician holds the gift of arcane strength.

Prerequisite: Int 13+ or Cha 13+, Con 11 or less.

Benefit: The character has a natural affinity for arcane spellcasting.

1st to 4th Level: The character gains a +1 circumstance bonus to the skills Concentration, Knowledge (Arcana), and Spellcraft.

5th to 9th Level: One time per day the character may pump up the power of a single spell of his choosing. The character must be able to cast the spell already.

Activating this ability is a free action, and increases the effectiveness of the spell by 2 caster levels (damage, DCs, duration, etc.).

10th to 19th Level: The character's circumstance bonus to Concentration, Knowledge (Arcana), and Spellcraft increases to +2.

Epic: The caster level increase can be used twice per day.

Destiny: The character is destined to practice the arcane arts. Any class that is not, in some way, an arcane (Int or Cha) spellcaster requires the character expend an extra 20% experience for each level increased in the non-spellcasting class. This includes prestige classes. In addition, the character is frail, taking a -1 hit point penalty with each hit die. The character always gets a minimum of 1 hit point.

Maiden [Birth Sign]

Pure and chaste is the sign of the maiden. A character born under this sign gains a boon from maintaining chastity. The maiden sits in the sky holding a bouquet of bright star flowers, and her clothing is simple and modest.

Prerequisites: Good alignment

Benefits: The Maiden is a strong birth sign with an equally strong side effect.

1st to 4th Level: The character chooses Strength, Dexterity, Wisdom, or Charisma. This ability gains a permanent +2 bonus.

5th to 9th Level: Once per day, the character gains a +2 circumstance bonus to any skill check or save based on the ability chosen for bonus at 1st level.

10th to 19th Level: The skill check or save bonus increases to +4.

Epic: The character gains +1 to Strength, Dexterity, Wisdom or Charisma. If different from the original increased attribute, he may exert a skill check or save based on either ability.

Destiny: The character exemplifies all that is chaste and pure. To maintain his bonuses, he must be of good alignment, never lie, and never have sex (or act lustfully) willingly. He cannot kill in cold blood, and must always show mercy. He must stay pure of body and cannot partake of alcohol or drugs. If he fails in any of this, he loses all his powers for one month, and is at -6 to his chosen ability. If he has sex, he loses the benefits of the Maiden birth sign forever.

Monster [Birth Sign]

Also known as the Beast, and the Thing, this birth sign represents all that is monstrous. The constellation appears as a nondistinct animal of great size, with human-like hands. This birth sign represents more of the monster within than monsters in general. There is a dark side in everyone and the Monster brings it out.

Prerequisite: Cha 10 or less.

Benefit: Ill-tempered and rough, those born under this sign are usually feared or at least distrusted. Their actions are unpredictable. Their intentions are unknowable. No one knows what might set them off.

1st to 9th Level: All characters born under the Monster can Rage as per the barbarian class ability once per day. However, unlike the barbarian, the Monster does not know friend from foe. Once his original target of attack under the



influence of the rage is killed or incapacitated, he will attack the next closest target, whoever that might be. If more than one target is equally close, choose randomly. When that target is dispatched, the Monster will attack another, and so on. The Monster cannot end his rage prematurely. It lasts 3+Con bonus in rounds later, or until there are no targets left. The Monster is subject to fatigue afterwards as normal.

10th to 19th Level: The Monster's rage is now treated as the greater rage ability of the barbarian.

Epic: The character now gains the tireless rage ability of the barbarian.

Destiny: The Monster has a trigger that automatically sets off his rage (even if used already that day). The trigger is something the character hates, fears, or envies. The GM must approve the trigger and it should never be something the character would encounter commonly (for example, "seeing a humanoid" as someone who lives in a city is not an acceptable trigger).

The trigger could even be something strangely good in nature. Perhaps the character hates to see women beaten and will fly into a frenzy at the sight. Or, he is afraid of fire and flies into a rage when in the presence of an uncontrolled fire.

A trigger can affect the character up to his Con bonus per day. This should be more a curse than a boon. Remember, once he rages, there is little to stop the Monster from attacking everyone around him.

Mother [Birth Sign]

Associated with Shea, those of this sign are natural nurturers. Often homebodies, these individuals find peace and solace in stable, uneventful lives. However, the wrath of the Mother when angered or betrayed is awful indeed.

Prerequisite: Female

Benefit: The mother's benefits extend along two paths: the path of calm and the path of wrath. The Mother gains the benefits of only one path at a time, and switching between them requires a specific situation.

1st to 9th Level: *Calm:* While calm, the character gains +2 to all Heal checks, and automatically succeeds in any assistance check.

Wrath: The character takes on this aspect whenever a party member, loved one, or other close associate dies in line of sight during combat (the mother knows the person is dead instinctively upon seeing them fall in battle). When this occurs, the character gains a +3 morale bonus to attack and damage rolls against the enemy who dropped the ally, as well as +3 caster levels when targeting that person. He cannot stop attacking the enemy until he is rendered unconscious or dead.

10th to 19th Level: *Calm:* The character gains a +2 morale bonus vs. fear and other emotion-based spells and effects.

Wrath: When attacking someone who has attacked and damaged an ally, the Mother gains a +1 morale bonus to attack, damage, and caster level. The character's death rage increases to +4 morale bonus to attack, damage, and caster level when targeting the killer (a cumulative effect of the +3 for the slain and +1 for just damage).

Epic: The Mother can automatically stabilize a comrade within 60 ft. as a free action. This is a supernatural ability. In addition, she can maintain her calm advantages while wrathful.

Destiny: The Mother is a homebody before all else. She tries to get folks to do their chores, settle down, etc. In addition, she teaches others new skills and calms people down. The Mother suffers a -1 to all rolls (and caster level) for the first 1d6 rounds of any combat in a strange location (as determined by the GM, but generally somewhere they have not occupied for at least one full day).

Prey [Birth Sign]

Associated with the Runner, it is said this sign was once pursued in the sky by another constellation known as the Hunter. The Hunter fell from the sky the day the Pantheon invaded the world. Of course, the Pantheon say the world did not exist before they came.

Benefit: The Prey is excellent at escaping and surviving.

1st to 9th Level: The Prey gains +1 to Escape Artist and Hide checks. When being pursued, he can increase his base speed by +10 ft. for up to 1d4 minutes.

10th to 19th Level: The increase to speed (now +20 ft.) can be used at any time for the listed duration.

Epic: The Speed increase is now +30 ft., and the bonus to Escape Artist and Hide checks is +2.

Destiny: The Prey is always followed, attacked, or hunted. These can be random occurrences, but long-term pursuit is a ready-made plot element for any campaign.

Sun [Birth Sign]

Associated with Baticus, those with this sign have only recently risen into prominence. The sun shines forth in all its glory, and those of the sign blaze strongly too. This sign has no constellation; it is represented by the flaming orb in the sky. Those opposed to the Pantheon often point out how the Sun outshines all the many stars with its brilliance.

Prerequisite: Lawful alignment

Benefit: Those of this sign have a direct link to fire and light.

1st to 4th Level: The Sun gains a +1 circumstance bonus to Spot and Search checks.

5th to 9th Level: The Sun is immune to blindness through magical means or from intense light sources.

10th to 19th Level: The Sun gains spell resistance to dark and chaos descriptor spells and effects equal to half his character level (rounded up) + his Charisma modifier.

Epic: The Sun's spell resistance extends to any spell cast by undead or evil outsiders.

Destiny: Those of the sun find chaos uncomfortable. The difference between light and dark is easy to see and define. All is Good vs. Evil, Law vs. Chaos—Black and White, with no grey areas. The path begins at dawn, peaks at prime, and ends at dusk, forever and unchanging. Those of this sign cannot be raised, or raise others from the dead. Nor will they animalte undead. They have an innate sense of who has been raised, and find such people disgusting (–2 to all rolls which would benefit the raised being). In the sunset of his career (old age), the character loses his immunity to blindness as darkness approaches.

Warmonger [Birth Sign]

Associated with Chagrond, those of this sign are destined to destroy. As they age, their minds fill with desire for power at any cost. These people often become soldiers or mercenaries. Those scarred with the sign of the Warmonger cannot be turned from their destructive nature.

Prerequisite: Evil alignment

Benefit: Those tied to this sign gain power at a supernaturally fast rate, but lose their scruples in the process.

1st to 4th Level: The character gains a +1 morale bonus to hit and damage in melee combat.

5th to 9th Level: The character gains power from those stricken down by his weapon. When a Warmonger takes an enemy with at least half his total hit dice to negative hit points, his morale bonus to attack and damage increases by +1 for 1 round per hit die of the enemy. The bonus cannot become greater than +3.

10th to 19th Level: The maximum bonus is increased to +5.

Epic: The Warmonger base morale bonus becomes +2.

Destiny: The Warmonger's quest for power consumes his other interests. He receives one less skill point each level (minimum 0 skill point per level). In addition, starting at 5th level, the Warmonger must kill at least one creature with 3 hit points per 5 levels they have acquired each day, or lose the bonuses of the sign. In addition, each day he fails to do this, he suffers a –2 penalty to all rolls (not cumulative). If he goes for more than one week without killing at least one creature, he suffers an additional –2 morale penalty to all rolls (–4 total).

Zealot [Birth Sign]

Those born under the sign of the Zealot find their destinies focused on the worship and pursuit of a single god. Personal choice often seems lost to these blindly faithful beings.

Prerequisite: Devout follower of a single god.

Benefit: A character with this birth sign is granted additional abilities by his chosen god.

1st to 4th Level: The character's maximum Piety

(Favor) is increased by 3. He begins the game with +3 Favor. If a check is failed using Favor, the Favor is not lost as normal.

5th to 9th Level: The character gains an additional +2 synergy bonus to his Piety checks. In addition, he can cast one 1st level cleric spell from one of the god's domains each day as a cleric of his level.

10th to 19th Level: The character gains the ability to cast one 2nd level cleric spell from one of the god's domains each day as a cleric of his level.

Epic: The character's Favor is increased to its maximum each time he attains a new level.

Destiny: The character's fate is increasingly tied to his god. He must be the same alignment as his god. In addition, he must keep his Favor total equal to half his current level (rounded up). For every point of Favor below this number, he has a –1 morale penalty to all rolls and his effective caster level. If he ever goes to negative Favor, he becomes cursed as per the bestow curse spell (GM choice of effect) once for each point below 0. Finally, whenever a cleric or paladin of the Zealot's chosen god makes a request or gives an order to the zealot, he must make a Will DC 10+ cleric/paladin level, or treat the request as a geas. The cleric or paladin determines the priority of the request: extreme (drop everything else to accomplish the task) to minor (get it done within a few years).

NEW FEATS

Animal Empathy [Special]

You are attuned to nature as well as the spirit world.

Prerequisites: Spirit Guide

Benefit: You gain the Wild Empathy ability of the druid, using your shaman level in place of the druid level.

Normal: Only Druids and Rangers gain the wild empathy ability.

Befuddle the Truth [Special]

Whisper clerics are able to keep the truth hidden better than most.

Prerequisites: Cast 2nd level spells, follower of Whisper, Cha 15+

Benefit: Once per a day as a free action, for 5 minutes per divine caster level, you can befuddle any attempt via spell, skill, or special ability to discern whether you are telling the truth. You can choose whether your words will be taken as truth or a lie. This ability cannot be detected when used.

Belt of Truth [Divine]

Prerequisites: Cha 13+, turn undead class ability, Divine Favor

Benefit: Enchantment spells cast upon you have their duration doubled or halved (rounded up) at your choice.

Blessed of Matuza [Cultural]

Prerequisites: Warkistan native, cast 2nd-level divine spells, follow one of the three primary Warkistani deities, Good alignment

Benefit: You have been permanently touched by the agent of Tristar. A character with this feat is under a permanent protection from evil and bless, as per the spells,

Table 4-3. General & Special Feats

Feat	Prerequisites	Effect
Animal Empathy	Spirit Guide	Wild Empathy class ability
Befuddle the Truth	Must be able to cast 2nd level spells, follower of Whisper, Cha 15+	Disrupt discernment of lies.
Belt of Truth	Cha 13+, turn undead class ability, Divine Favor	Increase/decrease Enchantment spell effects on you.
Blessed of Matuza	Warkistan native, must be able to cast 2nd level divine spells, follow one of the three primary Warkistani deities, Good alignment	Protection from evil & bless during the day.
Blessing of the Stag	Ranger level 1+, Gifts of Nature, Wis 15+	Cast at full level instead of half ranger level.
Breastplate of Righteousness	Cha 13+, Extra Turning, turn undead class ability, Divine Favor	Use piety to gain damage reduction 2/evil
Celerity	Improved Initiative, Dauntless, Dex 13+	Gain an additional 5 ft. step on separate initiative.
Child of Kari-Nortok	Chaotic alignment	Attributes rise and fall each day.
Constant Faith	Access to cleric domains, Knowledge (Religion) 12 ranks	Gain additional domain
Dauntless	Improved Initiative, Dex 13+	5 ft. step increases to 10 ft.
Devillian	Mir gami, Constant Faith, Knowledge (Religion) 8 ranks	Use Piety to gain fiendish template.
Devotion	Access to domain special abilities.	Spontaneously cast domain spells.
Divine Favor	Cha 13+, turn undead class ability.	Morale bonuses from Piety increase to +4.
Divine Intervention	Cha 13+, turn undead class ability, Divine Favor, Breastplate of Righteousness, Belt of Truth, Extra Turning, Helmet of Salvation, Shoes of the Gospel (Peace)	Use Piety to minimize or maximize a roll.
Elder Ally	Gifts of Nature, animal companion class ability	+2 levels for animal companions
Elemental Affinity	Warden [True Path], BAB 5+	Gain additional warden power.
Elemental Tempest	Warden [True Path], Elemental Affinity, Elementalist	Gain an elemental domain's spells cast as attack of opportunity.
Elementalist	Warden [True Path]	Gain an elemental domain's spells
Expanded Domains	Ability to cast clerical spells and domain spells.	Prepare and cast domain spells normally.
Faith	Access to cleric domains, Knowledge (Religion) 8 ranks	Exchange domains, even for sacred or secret.
Faith in Shadows	Able to cast divine spells, follower of Whisper.	Sacrifice spells for bonus to Hide checks.
Followers of the Divine	Knowledge (Religion) 5 ranks, Leadership, turn undead class ability, Good or Evil alignment.	Add outsider template to a follower.
Fury of Nature	Ranger level 3+, Gifts of Nature, Wis 11+	Sacrifice spells for extra attacks.
Gifts of Nature	Ranger level 1+, Wis 11+	Cast minor spells
Grace and Splendor	Cha 15+, ability to cast divine spells, follower of Illiana.	Use Charisma to cast divine spells.
Hand of Justice	Cleric of Barticus, cast at least two 4th-level divine spells, Knowledge (Religion) 6 ranks, made Hand of Justice by rector or higher, suffer a ritual of contrition.	Become a hand of justice, -1 Cha.
Helmet of Salvation	Cha 13+, turn undead class ability, Divine Favor	Gain bonuses vs. undead ability draining.
Improved Control Shape	Ritual of Lycanthros, Follower of Critarri	+4 bonus to Control Shape checks.
Improved Endurance	Endurance, Con 16+	Ignore failed endurance checks
Light of the Pantheon	Follower of a Pantheon god, Paladin level 1+, Wis 11+	Cast minor spells
Lucky	Follower of Inyx, Lan, Otto, Ferrella, or Marianna	Less likely to be targeted with random effects.
Lycanthropic	Ritual of Lycanthros, Evil alignment, Follower of Critarri, Extra Turning, Ravenous	Use Piety to become werewolf for short duration.
Mystical Ally	Animal companion, follower of Veratana	May gain a magical animal companion.
Only the Best	Nobility, Dwarven, or Elven	Gain 1,000 gold pieces.
Paragon of Virtue	Any True Path, Ability to cast 2nd level divine spells.	Restriction of True Path removed.
Pious	None	Max Piety increased.
Plague Blessed	Ritual of Plague Endemic, Follower of Critarri	Use Piety to cause disease in others.
Ravenous	Evil alignment, follower of Critarri, Extra Turning	Use Piety to gain bonuses to Str for downing foes.
Righteous Fury	Cast divine magic or smite (good or evil), BAB +6, Dex 13+	Add Dex bonus to damage, lose it from AC.
Righteous Power	Turn or rebuke undead class ability, two metamagic feats, cast divine magic	Use Piety to add +1d4 caster levels to a spell.
Sky Knight	Follower of Tristar, Ride 12 ranks.	Bonuses to flying mounted combat.
Shoes of the Gospel (Peace)	Cha 13+, turn undead class ability, Divine Favor	Use piety to negate attacks of opportunity.
Spirit Ally	Spirit Guide	Use Knowledge (Spirits) instead of Listen and Spot checks.
Spirit Strike	Wis 13+, Spirit Guide, cast 2nd level divine spells.	Have spirit guide strike enemies.
Spirit Spear	Spirit Guide	Weapon becomes magical.
Spirit Spear, Greater	Spirit Guide, Spirit Spear	Weapon gains special magical property.
Spirit Ties	Spirit Guide with Strength, Dexterity, or Constitution as its ability boon.	Spell bonuses based on physical attribute.
Spirit Sage	Spirit Sense	Reduced difficulty of talking to spirits.
Strength of One	Dwarven cleric or paladin of Krag, Wis 12+, Power Attack, Cleave	+1 to hit for every 2 foes in your threatened area.
Terrain Defender	Favored Enemy, Ranger level 3+	Gain bonuses in specific terrain.
True Path	Druid, Ranger, or Paladin. Other prerequisites based on path chosen.	Gain a True Path
Unholy Infusion	Mir gami, Faith, Knowledge (Religion) 6 ranks.	Gain bonus sorcerer spells from Ho Tar ritual.
Vlag's Will	Cast 2nd level divine spells, follower of Vlag, Evil alignment, survived contracting one disease, Con 14+	Become a carrier of a disease.
Whisper's Seeds of Deception	Divine spell caster, Evil alignment, follower of Whisper, Cha 13+	Can plant suggestions.

as cast by a cleric of the same level as the character. This is only in effect while the sun, Mатуza, is in the air, and will fade at dusk. Also, the character is compelled to help all followers of Trista if he encounters one in need, as though under a *geas* spell (no save).

Blessing of the Stag [Special]

You have a greater bond with nature than most.

Prerequisite: Ranger level 1+, Gifts of Nature, Wis 15+

Benefit: When casting ranger spells, your caster level is your full ranger level instead of half.

Breastplate of Righteousness [Special]

Prerequisites: Cha 13+, Extra Turning, turn undead class ability, Divine Favor

Benefit: As a standard action, sacrifice a point of Favor. You and any paladins, blessed, or clerics of your god within 20 ft. gain damage reduction 2/evil for your Charisma modifier in rounds. The damage reduction does not stack, so spending additional Favor has no effect.

Celerity [General]

You are quick to respond in combat situations.

Prerequisite: Improved Initiative, Dauntless, Dex 13+

Benefit: You roll two initiatives. Each round, you chose on which initiative you perform your normal action. On the other initiative, you may make a 5 ft. step that does not provoke an attack of opportunity and does not count toward your normal movement for the round. If you refocus, delay, or ready an action, you lose the use of the additional initiative for the duration of that combat.

Child of Kari-Nortok [General]

You have been tainted by Kari-Nortok, an ancient pagan god of chaos, change, evolution, and mutation. Long silenced and sleeping, only the remnants of his horror touch upon the mortal world. You have been struck by his glance.

Prerequisite: Chaotic alignment

Benefit: Your skin takes on a blue or purplish tint. Each morning you awake with an alteration (physical and mental) and the previous day's alteration goes away. You gain +1 per 4 character levels to a random attribute. This is a divine bonus. You also take a penalty equal to half the gained bonus (rounded up) to a random different attribute.

Constant Faith [Special]

Your faith has granted you additional access to the powers of your god.

Prerequisite: Access to cleric domains, Knowledge (Religion) 12 ranks

Benefit: You may take another domain of your god, including a secret or sacred domain. This feat can only be taken once. You gain the domain special ability and may choose from it for your domain spells.

FOLLOWERS

To be considered a follower of a god, you must have 1 or more Favor points with that god. A first level character with no Favor may still be considered a follower, but must commit to the god (only gaining Favor from that god for a one year period). If the character loses all Favor with the god, he loses the feat until he regains positive Favor (except at first level).

Dauntless [General]

You are abnormally quick and reactive in combat situations.

Prerequisite: Improved Initiative, Dex 13+

Benefit: You may take a 10 ft. instead of a 5 ft. step when using a full-round action, or make a 5 ft. step when a full-round action would normally not allow one. This movement does not provoke an attack of opportunity.

Devillian [Special]

You can manifest your master's power physically.

Prerequisites: Mir gami, True Faith, Knowledge (Religion) 8 ranks.

Benefit: You may use a point of Favor to gain the fiendish template for a number of rounds equal to your Charisma modifier.

Devotion [General]

You are so devoted to your god, he rewards you with more divine interaction.

Prerequisite: Access to clerical domains.

Benefit: You may spontaneously cast your domain spells as cure or inflict spells.

Divine Favor [General]

Prerequisites: Cha 13+, turn undead class ability.

Benefit: You must sacrifice a point of Favor (as a free action) to use Divine Favor. You, or a follower of your god within 60 ft. of you, gain a +4 divine bonus to a skill check. The sacrifice is made at the time of the skill check.

Divine Intervention [General]

Prerequisites: Cha 13+, turn undead class ability, Belt of Truth, Breastplate of Righteousness, Divine Favor, Extra Turning, Helmet of Salvation, Shoes of the Gospel (Peace)

Effects: As a free action once per minute, you can affect any attack, damage, skill, ability, opposed, stabilization, or save check (even those of someone else) by using a point of Favor. The affected die roll automatically becomes the maximum or minimum for the roll (your choice). This can be done at any time during a round (not just on your initiative).

Elder Ally [Special]

You are in tune with nature and the forces that work with it.

Prerequisite: Animal Companion, Gifts of Nature

Benefit: You are considered two levels higher for purposes of the power of your animal companion.

Special: This feat may be taken twice, with its effect stacking.

Elemental Affinity [Special]

You take one step closer to being the paragon of your elements.

Prerequisites: Warden [True Path], BAB 5+

Benefit: You gain either the Primary or Secondary Benefit not yet gained from your elements. For example, a Brimstone Warden with the fire primary benefit and earth secondary benefit could gain the earth primary benefit or fire secondary benefit when this feat is taken.

Special: This feat can be taken twice. Once done, the character has both the path and the charge of both elements.

Elemental Tempest [Special]

You can summon the forces of the elements with speed and full force.

Prerequisite: Warden [True Path], Elemental Affinity, Elementalist

Benefit: You may choose the extra spells gained through the Elementalist feat from either of your two domains, and cast these elemental spells as a caster of your ranger level. In addition, you may cast a spell of your elemental type in place of an attack of opportunity. This does not require you to make a Concentration check if engaged.

Elementalist [Special]

You have increased spellcasting potential in your element.

Prerequisite: Warden [True Path]

Benefit: You gain one additional spell per day per level of spell you can cast. This spell must be from one of the two domains that make up your warden type. The domain must be chosen when the feat is taken.

Expanded Domains [General]

You can memorize domain spells as if they were cleric spells.

Prerequisite: Cast clerical spells, access to domain spells.

Benefit: You can prepare domain spells from all of your chosen domains in your clerical spell slots. You may still only prepare domain spells in your domain spell slots.

Notes: If you wish, you can still lose domain spells memorized in regular spell slots to spontaneously cast cure spells.

Faith [Special]

Your faith allows you greater variety in developing your god's powers.

Prerequisite: Access to domain spells, Knowledge (Religion) 8 ranks

Benefit: You may change one of your domains to another domain of your god, including a secret or sacred domain.

Special: You may not give up a domain that has given you a feat on which you have built other feats (such as Weapon Proficiency, on which you have added Weapon Focus in that weapon). Also, you may not give up a feat that has made a cross-class skill into a class skill if you have exceeded the maximum ranks you could have in a cross-class skill. You may take this feat multiple times, changing out a single domain each time.

Faith in Shadows [Special]

Agents of Whisper can sacrifice a spell to better Hide.

Prerequisites: Cast divine spells, follower of Whisper.

Benefits: The agent of whisper may sacrifice a divine spell slot to improve his ability to hide. For every spell level sacrificed, the agent gains a +2 competence bonus to Hide. This bonus lasts for the character's Wis modifier in rounds.

Followers of the Divine [General]

You can bless your followers with a physical manifestation of your god's might.

Prerequisite: Knowledge (Religion) 5 ranks, Leadership, turn undead class ability, Good or Evil alignment.

Benefit: You may use Favor to grant your touched follower

or cohort the Celestial (if good) or Fiendish (if evil) template for a number of rounds equal to your Charisma modifier. The target must be a devout follower of your god.

Fury of Nature [Special]

You embody the fury of the wilds, swift by nature and harsh with your justice.

Prerequisite: Ranger level 3+, Gifts of Nature, Wis 11+

Benefit: You may channel divine energy into a burst of speed. You lose a prepared spell, or one gained from the Gifts of Nature feat, to gain a free additional attack at your highest bonus. You may only use this ability once per round and only on your initiative.

Gifts of Nature [Special]

Your ties with nature have granted you powers beyond those of most.

Prerequisite: Ranger level 1+, Wis 11+

Benefit: You gain cure minor wounds, create water, and purify food and drink as spell-like abilities. You may use them a total number of your Wisdom Modifier +2 per day. Save DC is 10 + Wis modifier. Caster level is half your ranger class level (rounded up). This is a divine spellcasting ability.

Grace and Splendor [General]

Iliana rewards your efforts to improve your physical form.

Prerequisites: Cha 15+, cast divine spells, follower of Illiana.

Benefit: You use Charisma instead of Wisdom to determine bonus spells and save DCs for divine spells.

Normal: Divine casters use Wisdom for determining bonus spells and spell DCs.

Hand of Justice [Divine]

Many are called, but few answer.

Prerequisites: Cleric of Barticus, cast at least two 4th-level divine spells, Knowledge (Religion) 6 ranks, blessed as "Hand of Justice" by a rector or higher in the church, suffer a ritual of contrition (lose 1 Cha permanently)

Benefit: The title of Hand of Justice is granted rarely, and then only in the more fanatical, remote churches of Barticus. If a character seeks the title and is accepted, or he is offered the position, he must go through a ritual that forever changes him. A ritual of contrition involves the cleric being beaten severely while he begs for forgiveness for any and all transgressions past, present or future. The ritual lasts twenty-four hours. At its end, the character should be at 1 hp, and suffers a permanent -1 to Charisma. The character is now a Hand of Justice. This means he is noted in the church and all clerics who run a local church and above are informed of his investiture in this secret position. All temple high priests can call on the character to exact, in secret, any justice they feel necessary. The character must let any parish priest of Barticus know that he is in the area and offer his service. He must accept any quest for justice asked by the priest (or higher-ranking cleric).

In return for his unflagging vigilance and devotion to duty, the Hand of Justice gains the following:

- One additional domain of those available from Barticus.

- The cleric may add his Str bonus to all divine magic damage. As an example, if Marcus the cleric casts inflict moderate wounds and he is 3rd level with a Str of 15, he would do 2d8 +3 (level) +2 (Str).
- Smite evil as a paladin. If the character already has smite evil, he can now do it twice per day.
- +1 hp per level in cleric or paladin class.

If the cleric chooses to step down from his position as a Hand of Justice, he can discard this feat, but he does not gain back the Charisma, and he loses favor with Barticus (cannot cast divine spells or use domain-granted powers and piety) until he makes an act of atonement as designated by a rector. The character cannot take a new feat to replace Hand of Justice even though he no longer benefits from it.

Helmet of Salvation [Divine]

Prerequisites: Cha 13+, turn undead class ability, Divine Favor

Benefit: Any ability damage to you caused by undead that would bring it below eight instead reduces it to eight. Any spell that simulates undead status or grants their abilities always fails if cast upon you.

Improved Control Shape [General]

Prerequisite: Subject to the Ritual of Lycanthros, follower of Critarri

Benefit: You have a +4 competence bonus to your Control Shape checks.

Improved Endurance [General]

You are almost never winded, and need less sleep.

Prerequisite: Endurance, Con 16+.

Benefit: You ignore the first three failed checks or saves each day in areas affected by the Endurance feat.

Special: This feat can be taken multiple times. Each time increases the Con prerequisite by 2. Its effects stack (six fail checks, etc). Rangers who worship the Runner may take this feat in lieu of any bonus feat or class ability (except favored enemy) gained from leveling as a ranger.

Light of the Pantheon [Special]

Your faith in the Pantheon has brought you additional magical gifts.

Prerequisite: Follower of a Pantheon god, paladin level 1+, Wis 11+

Benefit: You gain flare, disrupt undead, and light as spell-like abilities. You may use them a total number of times per day equal to your Wisdom modifier +2. The save DC is 10 + Wis modifier. Your caster level is one-half your paladin class level (rounded up). This is a divine spell-casting ability.

Lucky [General]

Things just turn out your way.

Prerequisite: Follower of Inyx, Lan, Otto, Ferrella, or Marianna

Benefit: When enemies randomly determine who to attack, take prisoner, make an example of, target for a joke or prank, etc., your chance of being targeted is reduced to 50% of everyone else. Creatures never perform a coup de grace upon you if there is anyone else to attack. Finally, once per day you may add +1 to any single check, before you roll the die.



Lycanthropic [General]

Prerequisite: Subject to the Ritual of Lycanthros, Evil alignment, follower of Critarri, Extra Turning, Ravenous

Benefit: As a full-round action, you may make a turn attempt (using Favor), provoking an attack of opportunity. If your turn undead check is 15 or greater, you gain the werewolf lycanthrope template for your Charisma modifier in rounds. A failed check still uses the Favor.

Mystical Ally [Special]

You are in tune with nature and natural forces.

Prerequisite: Animal Companion, follower of Veratana

Benefit: You may choose a magical beast as your animal companion. See details on animal companions in the PHB.

Table 4-4. Mystical Allies

Creature	Level Required	Level Penalty for Companion Progression
Blink Dog	4th level	Level -3
Eagle, Giant	7th level	Level -6
Griffon	10th level	Level -9
Hippogriff	7th level	Level -6
Krenshar	4th level	Level -3
Owl, Giant	7th level	Level -6
Pegasus	7th level	Level -6
Sea Cat	7th level	Level -6
Shocker Lizard	4th level	Level -3
Unicorn	10th level	Level -9

BARTICUS

Oh Lord Barticus, King of Kings, Ruler of the Gods,

Be my shield.

Protect me from the unjust and those who would whisper lies in my ear.

Oh Lord Barticus, King of Kings, Ruler of the Gods,

Be my Hammer.

Grant me the strength to smite my foes with rightful vengeance.

If I should come before thee in death, judge me that thou mayst, upon thy good grace, find me worthy to enter thy halls.

Battle Prayer of Barticus

Barticus leveled Dekaris against the sheer face of Mount Temprus (thought to be in St. Vincent's Teeth) and broke the pinnacle asunder. Where the shards fell great tablets appeared and these tablets held the ways of law and justice, and when touched, the natural laws were instilled in the very blood of man. When one man who had touched such tablets touched another he too passed on the natural laws set down by the Lord of the Gods.

Grandfather to grandchild, mother to son, brother to sister; the laws of man have been passed. Some have never been touched and these are lawless folk: beings of low character and born in lies. To these justice must be taught or served.

The Euphrenas Codex: History Prior to the Unification.

...And to my brother, Chargrond, I have only the end of my weapon and a swift death as a gift to you.

The Euphrenas Codex: The War of the Gods.

"Belarius Determeter, bishop of Venusia, asked of Barticus in Commune, "Lord of Lords, hear my prayers for I am confused. I have met brothers and sisters who dare to say they follow you, Justice Bringer: they claim to be the hammers in your hand. Their ways are so rigid that I can but see the innocent lambs falling beneath their feet in the guise of justice. Why, All-father, do you not strip them of your holy gifts?"

Barticus answered the prayer of Belarius with questions of his own and in those questions the first inquisitor of the Pantheon found truth and the path of his life for ever more.

"Do they not serve the law? Do they, in their harsh serving of justice, break my laws? Are those that fall beneath their hammers truly innocent? Do you believe I would let them do injustice to the just in my name? Are not the hammers true and pure children of mine?"

From the Canon of the Hammers of Justice.

Only the Best [General]

You always have a war horse or war pony and the best quality gear.

Prerequisite: Nobility, Dwarven, or Elven

Benefit: You start the game with 1,000 additional gold pieces in non-magical weapons, armor, shield, and eques-

trian equipment as your family or church gifts you with high quality gear. If this gear is destroyed or no longer needed, you have a contact who can replace it, upgrade it, or exchange it for new gear.

Paragon of Virtue [General]

Your dedication to your god has been rewarded with a lifting of restrictions.

Prerequisites: Any True Path, cast 2nd level divine spells.

Benefit: The restriction of your true path is removed.

Pious [General]

You are pious.

Benefit: Your maximum Favor is increased to 1 point per level. If you have one or more clerical or paladin levels, you gain +1 favor each time you level in lieu of the above benefit.

Plague Blessed [General]

Prerequisite: Subject to the Ritual of Plague Endemic, follower of Critarri

Benefit: You may use one point of Favor to force all within 5 ft. of you to make a saving throw with a DC equal to your turn undead attempt. Those who fail gain a random disease as detailed in the DMG. Using this ability does not provoke an attack of opportunity.

Ravenous [General]

Prerequisite: Evil alignment, follower of Critarri, Extra Turning

Benefit: Whenever you score a critical threat with a melee weapon, you may use one Favor as a free action to gain a +2 luck bonus to your Strength for a number of minutes equal to your Charisma modifier starting with the current attack. In addition, for each creature you kill during this time, you gain an additional +1 to your Strength for the duration. The benefits of this feat do not stack. If you are already ravenous, you may not spend additional Favor to gain additional benefits.

Righteous Fury [General]

Prerequisites: Cast divine magic or Smite (good or evil), BAB 6+, Dex 13+

Benefit: When a cleric or paladin with this feat takes a full attack action, he may remove all of his Dex bonus from AC and apply it to damage done by her melee weapon for every blow that round. This is an all-or-nothing offensive, as the character flies into an enraged frenzy. Righteous Fury must be declared at the beginning of the round and cannot be aborted. In other words, the character must stand his ground and make all of his attacks that round. This ability can be activated only once per combat. The character may choose to be in a Righteous Fury as long as the battle lasts and may end it at any time.

Righteous Power [General]

Prerequisites: Turn or rebuke undead class ability, any two metamagic feats, cast divine magic

Benefit: With Righteous Power, the cleric can pour all of his faith into spellcasting on the fly. This is a free action that can be performed for the cost of 1 Favor. When the character looks deep within to invoke his Righteous Power, he can raise the effective caster level on the spell

he is casting by 1d4 levels. This affects damage (as if the cleric were X levels higher), duration and range. He can also raise his effective level for purposes of turning or rebuking undead. Using Righteous Power is a taxing effort, as the cleric takes 1d3 points of non-lethal damage per bonus level gained.

Sky Knight [Special]

You join the ranks of the Sky Knights in Tristar's order of paladins.

Prerequisites: Follower of Tristar, Ride 12 ranks.

Benefit: You add your Charisma bonus as a divine bonus to Ride checks. You suffer no penalties for riding a flying mount. Finally, you (and any creature touching you) are considered under the effects of a constant feather fall spell, activated on your command (as a free action).

Shoes of the Gospel [Peace]

Prerequisites: Cha 13+, turn undead class ability, Divine Favor

Benefit: Sacrifice a point of Favor as a free action to gain the benefit of Shoes of the Gospel (Peace). A number of attacks of opportunity directed at you equal to your Charisma modifier are negated for this round. You may not take an offensive action this round. You must declare you are negating the attack before it is rolled.

Spirit Ally [Special]

Your spirit guide is unusually friendly to you, and often grants you special insights.

Prerequisite: Spirit guide class ability

Benefit: You may use your Knowledge (Spirits) skill in place of Listen and Spot checks.

Normal: Listen and Spot are independent skills.

Spirit Strike [Special]

Your spirit guide can act in a limited fashion in the mortal world.

Prerequisites: Wis 13+, spirit guide class ability, cast 2nd level divine spells.

Benefit: Your spirit guide can attack any enemy within your line of sight a number of times per day equal to 3+ the modifier of the ability score related to the spirit's boon. The spirit's physical presence lasts only

momentarily, making it visible as a glowing manifestation. The attack comes at your request, and requires a standard action that provokes an attack of opportunity. It does not flank or gain bonuses from flanking. The spirit uses your base attack bonus, using the modifier of the ability related to its boon. Since the attack is only partially material, it is resolved as a touch attack. The moment after the attack occurs, the spirit returns to being incorporeal. Success deals damage based on your spirit guide (see below). A successful critical (natural 20 only) doubles the damage die but not the shaman's bonus damage based on level.

TOTEMS

The Spirit Spear and Greater Spirit Spear feats grant additional abilities to shamans wielding spears. This is because in Rylonia the spear is the most common weapon, and the shaman can imbue a spear with his spirit guide's power. At the GM's option, other cultures offer other weapons that can be used this way, but the weapon should always be Simple. For example, the goblinoid shamans wield both spears and morningstars, while many cultures in other settings use staves.

Spirit Spear [Special]

Your spirit guide infuses your spear with its essence, granting it powers.

Prerequisite: Spirit guide class ability

Benefit: Any spear becomes a magical weapon (if not already) when in your hands (or when thrown by you for up to 1 round after you wielded it). The spear acts as a magic weapon for damage reduction purposes and grants a +1 enhancement bonus to attack and damage.

Spirit Spear, Greater [Special]

Your spirit guide infuses your spear with its raw essence to strike down foes.

Prerequisite: Spirit guide class ability, Spirit Spear

Benefit: In addition to becoming a magic weapon, any spear in your hand can be further imbued with your spirit's power as a free action, granting it additional powers based on spirit type.

Ancestor, Hyena, Raven: Ghost touch

Bear, Lion, Ox: Additional +1 enhancement bonus, for a total of +2.

Table 4-5. Spirit Strike Damage by Guide

Spirit Guide	Damage Die	Shaman Bonus Damage by Level	Damage Type: Description
Ancestor, Antelope, Goat, Horse, Lion	1d8	1/2	Force
Badger, Boar, Wolverine	1d4	1/2	Force: if a 4 is rolled, roll an additional 1d4 and add the result to the total. If the second 1d4 rolls a 4 roll an additional die. Continue doing this until a die rolls less than 4. The shaman's level is added only once.
Bat, Eagle, Hawk, Otter, Owl, Raven	1d6	1/2	Force: Can attack flying creatures (except otter, who can attack creatures underwater).
Bear, Ox	1d10	1/2	Force: the attack requires a full-round action on the part of the shaman instead of a standard action.
Cheetah, Coyote, Hyena, Wolf	1d6	1/2	Force: the attack scores a critical threat on 18-20.
Dragon, Scorpion	1d8	1/2	Fire
Mouse, Rat	1d4	1/2	Force: Attack gains an additional +2 to hit because of the spirit's small size and cunning.
Snake	1d2	1/5 shaman level	Constitution damage (Fort save DC 10+shaman level negates). This is considered poison.

Dragon, Scorpion: Flaming

Cheetah, Coyote, Wolf, Snake: Critical threat range increased by +1 (i.e., 20 becomes 19-20).

Antelope, Eagle, Hawk: Triple range increment (i.e., 20 ft. becomes 60 ft).

Badger, Boar, Wolverine: Cleave feat, or, if already possessed, one additional cleave per round.

Goat, Horse: The item cannot be sundered while in your hands (but gains no bonus to sunder other items).

Cheetah, Mouse, Otter, Rat: You can make 3 additional melee attacks each day with your spear as free actions, but only once per round.

Bat, Owl: Wielder takes no penalties to attack when fighting in darkness, even magical darkness.

Spirit Ties [Special]

Your essence is further bonded with your spirit.

Prerequisite: Spirit Guide with Strength, Dexterity, or Constitution as its ability boon.

Benefit: Your number of spells and their DC's are no longer dependant on your Wisdom, but on the physical ability of your spirit. Thus, a shaman with a lion spirit would now use Strength for determining bonus spells and saving throw DCs.

Spirit Sage [Special]

You are supernaturally gifted when talking to spirits.

Prerequisite: Spirit Sense

Benefit: Your Charisma check when speaking to spirits has a base DC of 10. In addition, your Knowledge (Spirits) and Knowledge (Local) skills each gain a +1 circumstance bonus.

Normal: Your Charisma check when speaking with spirits has a DC of 15.

Strength of One [Special]

You can consume yourself with the passion for your deity in the face of adversity, fueling strength from your god as you take on insurmountable forces.

Prerequisites: Dwarven cleric or paladin of Krag, Wis 12+, Power Attack, Cleave

Benefit: You gain +1 to hit for every 2 foes in your threatened area.

Terrain Defender [Special]

You are adept at survival in your chosen terrain.

Prerequisite: Ranger level 3+

Benefit: You gain a favored terrain. The ranger gains a +2

Table 4-6. Terrains

Arboreal: Forest/Jungle*
Desert: Desert/Badlands
Mountain: Hills/Mountains
Plains: Grassland/Scrub
Swamp: Marsh/Swamp/Jungle*
Water: Ocean/Lakes/Underwater

* Both of these terrain types cover jungles

bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and a +2 to weapon damage rolls. The damage bonus includes missile weapons against targets within 30 ft.

Special: You may take this feat multiple times for multiple terrains or to increase the bonus to a terrain by an additional +2, but can never have more terrains than favored enemies.

True Path [Special]

Your class abilities align more closely with the ideals of your god.

Prerequisite: Druid, Ranger, or Paladin. Follower of a specific god. Other prerequisites based on the individual path chosen. See Chapter 2: Core Divine Classes for additional details.

Benefit: You gain the Primary (Path) and Secondary (Charge) abilities of your true path.

Special: You gain the restriction of your true path. If you multi-class, you lose both the Primary (Path) and Restriction portions of the feat. You may take this feat only once and for only one path.

Unholy Infusion [Special]

You have a devil's blood flowing through your veins.

Prerequisite: Mir gami, Faith, Knowledge (Religion) 6 ranks.

Benefits: The Ho Tar ritual has had a greater affect upon you. Instead of its listed effect, you gain the ability to cast a 1st, 2nd and 3rd level sorcerer spell as a caster of your cleric level. Each spell is determined randomly and cannot be changed once selected.

Vlag's Will [Divine]

Prerequisites: Cast 2nd-level divine spells, follower of Vlag the Plague Lord, Evil alignment, must have survived contracting one disease, Con 14+

Benefit: Vlag's Will would be viewed as a curse by most intelligent beings, but the followers of the dark god of the plague consider it a gift. The character no longer gets any saving throws against diseases of any kind, magical or otherwise. However, as a terrible twist of fate, he will appear as though he has the disease in every way, though he suffers no ill effects. He is a carrier, spreading his disease wherever he goes. A character with this feat can contract and carry up to his Con bonus in diseases, and will look hideous.

Whisper's Seeds of Deception [Divine]

Prerequisites: Divine spell caster, Evil alignment, follower of Whisper, Cha 13+

Benefit: Through casual conversation, characters with this feat can attempt to plant a suggestion as per the spell cast at the character's level on a single target. The suggestion must be deceptive, bent on driving the target to commit a betrayal, murder, theft, or any other misdeed towards someone the target calls friend. This may be done once per day, and the target gets a Will save (DC 13 + Cha modifier). This power cannot be detected as magic. However, a Sense Motive check may reveal the character's real scheme.

CHAPTER 5: SPELLS IN GOTHOS

While most spells are of the standard variety, there are a number of special types of spells unique to Gothos, each with its own flavor or twist.

Bane and Hex Spells: These are Will-based Enchantment spells with save for half effects (instead of a save negating). They are the purview of the witch.

HALF-EFFECT ENCHANTMENTS?

Witches are renowned for their ability to hex and vex others. To simulate the inevitability of their curses, the bane and hex spells introduce Will saves for half. While you can temper these witch charms, you cannot defeat them entirely. Creatures immune to Enchantments are still immune to these spells.

Divine Mark Spells: Mark spells place a mark upon an individual's skin that remains dormant until activated. Once activated, the effects generally work for a few rounds. The duration for mark spells is in two parts: First is the time the mark can lie dormant before being used; second (after the comma) how long the effect lasts once activated.

PIETY, WITCHES, AND MARKS

If Piety is being used, the subject can use Favor to gain additional benefit from the mark. Piety can only be used in this manner if the subject follows the same god or allied gods. Pantheon gods are considered allies with each other. For other gods, it is the GM's choice whether the gods are allied or not. A mark cast by a witch is often called a boon. The target of a witch's boon need not worship her god. They instead take temporary Wisdom damage equal to the level of the mark to gain the additional benefit. Devout followers of the witch's god can still use Piety. You may only gain the additional benefit once per mark unless it says otherwise.

THE ORIGIN OF MARKS: A STUDY ON DIVINE CONFLICT

From the diary of Granith Wordseeker, cleric of Euphrenas:

My Lord has done it again. Taken the knowledge and power of the lost and overburdened pagans and turned it into a boon for the church! From the studies of the black magics, it was indeed determined these marks of burden were developed by the warlocks for a dark purpose. Lure the innocent through use and reliance on the marks, place the demonic follower into the innocent's good graces, and dampen the poor fool's mind to be further warped and controlled.

Now my lord has gifted the world, and indeed all the Pantheon with the knowledge of these marks. It appears Barticus has already taken heed, for I have seen our own divine marks now being placed on the faithful here in town. No longer a token of control, they instead allow a devout follower to further his efforts by asking for a minor blessing from his god!

The local rector has declared the town and its militia have already come to rely on these marks to boost spirits and defenses! All hail the Keeper!

EXCLUSIVE DIVINE SPELLS IN GOTHOS

The gods of Gothos are petty and stingy. They hoard knowledge and retain dominion over their creations. Many have

exclusive spells only their divine casters can cast. These spells are listed in italics, with the name of the god in parentheses next to the spell level. If an exclusive spell is available to an arcane caster, he must have at least 1 Favor with the god in question to be able to cast the spell.

NEW SPELLS

Bard Spells

0-Level

Hesitate: Decrease target's initiative by 1d4+1.

1st-Level

Protected Dreams (Barticus): +3 AC, +2 Saves vs. dream creatures.

2nd-Level

Glance the Blow: Minimize damage dealt to you by melee strikes.

Home Light Burning: Lights a candle that can be seen through walls and at distance.

Permanent Memory (Euphrenas): The caster remembers a moment in time witnessed perfectly.

3rd-Level

Detect Dream Rift (Barticus): Detect presence of Dream Rift.

Detect Nightmare (Barticus): Detects any nightmare creature born of Midnar's realm.

Cleric Spells

0-Level

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Mark of Discovery: Grant +2 divine bonus to knowledge skill of choice.

1st-Level

Bleeding Touch: Deal 1d6+bleed wound damage with successful touch attack.

Blood Itch: Discomforting itch to the skin and blood.

Detect Pregnancy: Detects new life or foreign life in an individual (such as a parasite).

Ears of Undeath: Hear through a nearby corpse.

Eyes of Undeath: See through a nearby corpse.

Gird for War (Guerrion): +4 armor bonus that works against incorporeal creatures.

Magic Motes: Mote of light prevents 1d4+1 damage to target.

Mark of Sight: Grants target low-light vision.

Protected Dreams (Barticus): +3 AC, +2 Saves vs. dream creatures.

Radiant Hope: As glimmer of hope; also heals 1 hp.

Voice of Undeath: Speak through a nearby corpse.

2nd-Level

Aim of the Eagle (Shar-Riel): Range increments for missile weapons double.

Coif of Damnation: Caster's type becomes undead for duration.

Corpse Decay: Destroy recently dead body.

Detect Dream Rift (Barticus): Detect the presence of a Dream Rift.

Detect Nightmare (Barticus): Detects any nightmare creature born of Midnar's realm.

Dread Alert: Detect opposite alignment danger

Healing Sleep (Illiana): Triples normal healing from a night's sleep.

Home Light Burning: Lights a candle that can be seen through walls and at distance.

Know thy Wicked Ways (Lan): Gain +4 bonus to Bluff, Gather, Information, Innuendo, Listen, Read Lips, Search, and Spot checks.

Mark of Reversal: Allows re-roll of a natural 1.

Morbid Relation: Gain skill or feat known once to touched corpse.

Pestilent Carrier (Vlag): Delay disease, but -4 to save against the disease once it sets in.

Preservation: Grants target item +1 per level to next save or +1 per level -3 to next two saves.

Sacrificial Speed: Sacrifice standard or move action to grant same action to target.

3rd -Level

Create Feast (Ferrella): Create gourmet meal for 3 people/level.

Control Flames (Mayra): Increase or reduce flames of a fire up to 10%/ level.

Mark of Renewal: Gain fast healing 1.

Speak with Stone (Torggan): Speak with natural formations.

Sword of the Spirit: Slashing weapon deals +1d6 force damage to undead.

Vacuum: Spherical void doing 2 points/level, stun and deafen.

4th -Level

Divine Battle Sense (Bellarius): Gain +4 bonus to Spot and Search checks and cannot be flanked.

Eyes of the Sun: Blind all in area and do 1d6 per round to undead.

Mark of Health: Grant +4 bonus to most Fortitude saves.

Seeping Wounds: Permanent hit point damage via touch attack.

5th-Level

Guard Dog (Agriol): Summons a guard dog.

Mark of Faith: Target automatically makes piety checks for duration.

Zealot: Gain temporary Favor equal to 1/4 levels of caster.

6th-Level

Mark of Invigoration: Grant fast healing 1/2 caster level.

Whispers (Shea): Control thoughts of others.

Zone of Protection (Shea): Sphere of +4 vs. spells, +3 to all other saves, +2 AC to target only.

7th-Level

Mark of Power: Grant +4 divine bonus to most rolls.

Misfortune (Lan): Target gains a -6 luck penalty to most rolls.

8th-Level

Cone of Divine Fire (Mayra): 1d4/2 levels healing, damage to undead.

Presevation, Greater: Item gains a bonus to saves equal to caster level.

9th-Level

Eye of the Storm: 50 ft. radius storm doing 1d6 /level with calm eye.

Justice (Grolm): Judges target alignment with possible alignment shift.

Mark of the Avatar: Grant use of 3rd level and lower spells and an outsider template.

Power of the Phoenix (Inyx): Target rises again as a phoenix, then raised.

Requirement: Caster changes meaning or effect of contracts or commands.

CLERIC DOMAINS

The gods of Gothos grant their clerics highly specialized domains. For a listing of which gods grant access to what domains, see Chapter 2: Core Classes in the clerics section. In addition to new normal domains, the Hunt: Rise of Evil also introduces two new types of domains:

- **Sacred Domains:** Sacred domains are only accessible to clerics who have the Faith or Constant Faith feats. They often augment the normal granted power of a standard domain.
- **Secret Domains:** Secret domains are specific to a god and usually unknown outside the faith.

Arcana Domain [Sacred]

Deity: Euphrenas

Granted Power: For both your divine and arcane spells, you use your total character level for determining spell effects (range, duration, damage, etc.). If you are a single-classed cleric, you are considered one level higher for purposes of spell effects. Also, once per day as a free action, you may add your Intelligence modifier to your level (or level +1 if a single-classed cleric) for purposes of spell effects.

Spells: The character chooses one spell from the sorcerer/wizard list in the PHB or this book for each level to use as his domain spell. Once chosen, it cannot be changed. The spell must be exclusive to the sorcerer/wizard list. So for example, magic missile is an acceptable first level spell, while endure elements or summon monster are not.

Agriculture Domain [Sacred]

Deity: Agriol

Granted Power: The cleric can purify natural water or raw food (uncooked or processed) of diseases, poisons and decay. The cleric can purify 20 pounds of food and 10 gallons of water, once per day as a supernatural ability. Handle Animal and Knowledge (Nature) are class skills.

Agriculture Domain Spells

1. *Detect animals or plants*
2. *Soften earth and stone*
3. *Plant growth*
4. *Command plants*

5. *Guard dog*
6. *Heroes' feast*
7. *Control weather*
8. *Control plants*
9. *Sympathy*

Annihilation Domain [Sacred]

Deity: Chargrond

Granted Power: Enemies you take to negative hit points lose 3 hit points per round instead of 1 from bleeding. Whenever you successfully critical (even with a spell or weapon created with a spell, like spiritual weapon), the critical multiplier is increased by 1.

Annihilation Domain Spells

1. *Inflict light wounds*
2. *Bull's strength*
3. *Keen edge*
4. *Divine power*
5. *Righteous might*
6. *Hex of sickness*
7. *Bull's strength, mass*
8. *Mark of power*
9. *Energy drain*

Beauty Domain [Sacred]

Deity: Illiana

Granted Power: Gain a +2 enhancement bonus to your Charisma. You add your Charisma modifier to your AC when wearing no armor while fighting humanoids, giants, fey, and animals. Once per day you may double your Charisma bonus to AC against beings of the above types who find you attractive (most often those of the opposite sex, and all fey). This bonus lasts for your cleric level in rounds. When using spells which alter your form, you may look highly attractive, instead of average.

Beauty Domain Spells

1. *Disguise self*
2. *Eagle's splendor*
3. *Alter self*
4. *Mark of health*
5. *Polymorph*
6. *Seeming*
7. *Eagle's splendor, mass*
8. *Power word stun*
9. *Mark of the avatar*

Celestial Domain [Sacred]

Deity: Tristar

Granted Power: As a standard action, you gain the celestial template for your Charisma modifier in rounds each day.

Celestial Domain Spells

1. *Chromatic spear*
2. *Magic notes*
3. *Sword of the spirit*
4. *Planar ally, lesser*
5. *Righteous might*
6. *Planar ally*
7. *Holy word*
8. *Planar ally, greater*
9. *Mark of the avatar*

Clockwork Domain

Deity: Otto

Granted Power: +2 to Clockwork Tinker skill. Rebuke or Command clockwork creatures and clockwork golems as an evil cleric commands undead. Use these abilities a total number of times per day equal to 3+ your Intelligence modifier. Disable Device and Open Locks are class skills.

Clockwork Domain Spells

1. *Confusion, lesser*
2. *Make whole*
3. *Dispel magic*
4. *Status*
5. *Minor creation*
6. *Summon monster VI*
(*clockwork beast or clockwork golem only*)
7. *Regenerate*
8. *Iron body*
9. *Time stop*

Commerce Domain

Deity: Josea

Granted Power: *True Value:* Once per day as a free action, you may add a +10 insight bonus to any Appraise roll to see through any attempt to mask the true value of the item. This can pierce nondetection or any spell that gives a false aura that would normally cause an adjustment of the item's overall value.

Commerce Domain Spells

1. *Comprehend languages*
2. *Make whole*
3. *Locate object*
4. *Discern lies*
5. *True seeing*
6. *Animate object*
7. *Refuge*
8. *Discern location*
9. *Disjunction*

Corruption Domain

Deity: Whisper

Granted Power: Once per month as a full round action, the cleric can attempt to instill a terrible envy in a targeted intelligent humanoid (Int 8+) within line of sight. The target gets a Will save DC 10 + caster level to negate. If the save fails, the character immediately envies someone close to him. This could be for an item, a piece of property, another person, or a trait (good looks, high strength). The character does everything he can to possess the object of envy, eventually destroying it if it seems there is no way he can get it. The target is temporarily neutral evil. After he has obtained his treasure, the powerful compulsion fades and the character now wonders why he went to such lengths. His actions may require an atonement.

Corruption Domain Spells

1. *Charm person*
2. *Enthrall*
3. *Suggestion*
4. *Geas, lesser*
5. *Tongues*
6. *Nightmare*

7. *Suggestion, mass*
8. *Symbol, Persuasion*
9. *Dominate Monster*

Decay Domain

Deities: Critarri the Devourer

Granted Power: Once per day the cleric can cause an item to rust and crumble away, like the touch of a rust monster. This requires a touch attack against the object. Non-magical items are destroyed immediately with no save. Magical items made of metal must succeed at a Ref save DC 18 or crumble away as well. This ability does not work on non-metal items such as wood or cloth.

Decay Domain Spells

1. *Inflict light wounds*
2. *Corpse decay*
3. *Animate dead*
4. *Poison*
5. *Inflict light wounds, mass*
6. *Harm*
7. *Destruction*
8. *Unholy aura*
9. *Horrid Wilting*

Dreams Domain [Sacred]

Diety: Kari-Nortok

Granted Power: You may use the detect dream rift and detect nightmares spells as spell-like abilities at will. Your type changes to extra-planar outsider.

Dreams Domain Spells

1. Comprehend languages
2. See invisibility
3. Speak to spirits
4. Dimensional anchor
5. Dream
6. Forbiddance*
7. Insanity
8. Maze
9. Gate

* Block Nightmares as well as other extra-planar creatures.

Druidic Domain [Sacred]

Deity: Caritas

Granted Power: Being a child of the ancients, the ancient ways come naturally to clerics with this domain. They gain Survival as a class skill and the woodland stride class ability.

Druidic Domain Spells

- 1) *Speak with Animals*
- 2) *Tree Shape*
- 3) *Speak with Plants*
- 4) *Control Water*
- 5) *Control Winds*
- 6) *Liveoak*
- 7) *Transmute metal to wood*
- 8) *Animal Shapes*
- 9) *Elemental Swarm*

Flight Domain [Sacred]

Deity: Shar-Riel

Granted Power: You speak Auran. Once per day, you may speak with a flying animal, as per the spell speak with animals and gain a +10 to your base speed when flying via any means.

Flight Domain Spells

1. *Feather fall*
2. *Levitate*
3. *Fly*
4. *Wind wall*
5. *Control winds*
6. *Wind walk*
7. *Reverse gravity*
8. *Whirlwind*
9. *Astral projection*

Guile Domain [Sacred]

Deity: Whisper

Granted Power: Your ability to influence others is now supernatural. You may attempt to implant a suggestion, as per the spell, a number of times per day equal to your level. This is an opposed Bluff/Sense Motive roll. Success indicates the victim falls to the suggestion. Failure by 5 or more allows the individual to know you tried to control them.

Guile Domain Spells

1. *Charm person*
2. *Enthrall*
3. *Suggestion*
4. *Geas, lesser*
5. *Tongues*
6. *Whispers*
7. *Geas/quest*
8. *Suggestion, mass*
9. *Demand*

Hearth Domain [Sacred]

Deity: Mayra, Ferrella

Granted Power: The cleric can bestow a resistance to cold upon another once per day. This grants the recipient a resistance bonus of +1 per level of cleric on saves vs cold effects. The protection lasts for one save, or one hour whichever occurs first.

Hearth Domain Spells

1. *Endure elements*
2. *Produce flame*
3. *Control flames*
4. *Secure shelter*
5. *Flame strike*
6. *Guards and wards*
7. *Repulsion*
8. *Cone of divine fire*
9. *Antipathy*

Homeguard Domain [Sacred]

Diety: Ferrella, Torrgan

Granted Power: When within 50 ft. of an ally of your same race or a domicile of a member of your race, you gain a +1 divine bonus to your AC, attacks, and damage with

missile and melee weapons. When within 5 ft. of an ally of your race that is wounded but still alive with your cleric level or less in hit points, this bonus increases to +4.

Homeguard Domain Spells

1. *Magic weapon*
2. *Mark of renewal*
3. *Magical vestment*** or *glyph of warding*
4. *Sending*
5. *Hallow*
6. *Blade barrier*
7. *Magnificent mansion*
8. *Dimensional lock*
9. *Refuge*

**Followers of Torrgan only

Ice Domain (Special, only gained through Ice Shard of the Northwind True Path)

Deity: Northwind

Granted Power: Rebuke or command cold type creatures as an evil cleric rebukes undead. You can do this a number of times per day equal to 3 + Cha modifier.

Ice Domain Spells

1. *Chill touch*
2. *Chill metal*
3. *Protection from elements**
4. *Snowball*
5. *Ice storm*
6. *Cone of cold*
7. *Blizzard*
8. *Ice prison*
9. *Ice meteors*

*Protection from fire or cold only.

Influence Domain [Secret]

Deity: Unknown

Granted Power: The cleric is a master of gaining trust and intimidating others. He receives a +4 morale bonus when making Diplomacy and Intimidation checks.

Influence Domain Spells

1. *Charm person*
2. *Enthrall*
3. *Suggestion*
4. *Lesser geas*
5. *Tongues*
6. *Whispers*
7. *Geas/quest*
8. *Suggestion, Mass*
9. *Demand*

Invention Domain [Sacred]

Deities: Otto

Granted Power: You add +2 to any Craft and Tinkering skill checks. Tinkering is a class skill.

Invention Domain Spells

1. *Lubricate*
2. *Make whole*

3. *Arcane lock*
4. *Minor creation*
5. *Major creation*
6. *Permanency*
7. *Perpetual motion*
8. *Instant summons*
9. *Polymorph any object*

Investment Domain [Sacred]

Deity: Josea

Granted Power: Gain a +2 circumstance bonus to Appraise and Bluff checks, and both are class skills. When investing or gambling, you gain a +4 circumstance bonus on any associated rolls.

Investment Domain Spells: You may pick any cleric spell as your domain spell for each spell level. This spell can not be changed once chosen. However, you may instead "invest" the domain slot, losing use of the slot for 2 or 4 levels (chosen at the time you gain the slot). Upon leveling up the 2 or 4 levels, you may then choose a cleric spell of your choice from a spell level 1 (for 2 levels of investment) or 2 levels (for 4 levels of investment) higher than the invested slot. You now treat the chosen spell as your domain spell and as though it was of the level invested. For example a 5th level cleric invests his 3rd level slot for 2 levels. At 7th level he chooses cure critical wounds (normally a 4th level spell) which now acts as his 3rd level domain spell and is treated in all ways as a 3rd level spell (for DC's, etc). At the option of the GM, players can not use the invest ability when creating higher level characters unless they actually play through the levels they must invest. Spells gained through investment can not be used with the Expanded Domains feat.

Itk-kic-Brut Domain [Secret]

Deity: Unknown

Granted Powers: Isshi-Kithis Annundis, Bur-Bur-Ikthsa, Vsifiahdl. Shiish, Shiiih, Shanvandfe Nother Issh.

Itk-kic-Brut Domain Spells

1. *Itk* (Lungmist)
2. *Itk-kic* (Lungwater)
3. *Itk-kic-Brut*
4. *Itk-Ki-No-Thiss*
5. *Itk-Kenathar*
6. *Burgg-Itk* (Lungflood)
7. *Burgg-Itk-Cik-Cik*
8. *Burgg-Ans-Itk-Vin-Kin*
9. *A-drownitk-Ishh-Sihh-Viss*

Justice Domain [Sacred]

Deity: Barticus, Grolm

Granted Power: Three times per day, you can perform a Sense Motive check with a +15 insight bonus. Once per day, you can rage as a barbarian of equal level, but only against someone who has lied to you in the last day

Justice Domain Spells

1. *Command*
2. *Hold person*
3. *Searing light*
4. *Discern lies*

5. *Mark of justice*
6. *True seeing*
7. *Dictum*
8. *Justice*
9. *Storm of vengeance*

Life Domain [Sacred]

Deity: Illiana, Shea, Veratana

Granted Power: You have no maximum rank in the Heal skill. When you spontaneously cast a cure spell, you may do so as a move equivalent action, or increase its potency by 1 additional point per 3 cleric levels you possess beyond the normal maximum for cure spells.

Life Domain Spells

1. *Cure light wounds*
2. *Restoration, lesser*
3. *Remove disease*
4. *Restoration*
5. *Cure light wounds, mass*
6. *Cure moderate wounds, mass*
7. *Restoration, greater*
8. *Cure critical wounds, mass*
9. *True resurrection*

Mining Domain

Deity: Torrgan

Granted Power: Search is a class skill. While underground, successful search checks reveal unsafe stone surfaces and shaky stone ceilings.

Mining Domain Spells

1. *Expeditious retreat*
2. *Soften earth and stone*
3. *Ask the earth*
4. *Miner's tunnel*
5. *Explosive charge*
6. *Passwall*
7. *Move earth*
8. *Ethereal jaunt*
9. *Repel metal or stone*

Mystical Beasts Domain [Sacred]

Deity: Dryaella

Granted Power: You gain the Mystical Ally feat. You gain an animal companion as per a ranger (at half your caster level), but it must be from the Mystical Ally feat list. If half your level would not allow you to take an animal companion from this list, you must wait until you qualify.

Mystical Domain Spells

1. *Summon nature's ally I**
2. *Summon nature's ally II**
3. *Summon nature's ally III**
4. *Summon nature's ally IV**
5. *Summon nature's ally V**
6. *Summon nature's ally VI**
7. *Summon nature's ally VII**
8. *Summon nature's ally VIII**
9. *Summon nature's ally IX**

* Any creature summoned with your domain spells may (at your option) gain the celestial template.

Passion Domain [Secret]

Deity: Unknown

Granted Power: You gain a +2 enhancement bonus to Charisma. You can engage in sexual activity without fear of disease or pregnancy, unless you wish it. You can always tell the general direction of the person you last kissed unless they are on a different plane

Passion Domain Spells

1. *Charm person*
2. *Rage*
3. *Geas, lesser*
4. *Dominate person*
5. *Mind fog*
6. *Geas/quest*
7. *Symbol of stunning*
8. *Discern location*
9. *Demand*

Peace Domain [Secret]

Deity: Unknown

Granted Power: Clerics with this domain have an aura of calm and peace around them. They can confer this peace on another once per day. This conferred peace bestows a morale bonus on the next saving throw against any Mind-Affecting spell equal to the cleric's level. The peace is an Abjuration effect that lasts one hour.

Peace Domain Spells

1. *Sanctuary*
2. *Calm emotions*
3. *Glyph of warding*
4. *Tongues*
5. *Dispel chaos*
6. *Forbiddance*
7. *Repulsion*
8. *Shield of law*
9. *Foresight*

Perversion (of summoning beings) Domain [Sacred]

Deity: Ithganin, Kari'Nortok

Granted Power: You gain a +2 luck bonus to Diplomacy rolls. You radiate an aura of corruption in a 20 ft. radius. Any non-celestial summoned creature that enters the area requires an opposed spellcraft roll between you and the summoner. The winner gains control of the summoned creature for its duration. If you win the contested roll, the creature gains the fiendish template if it did not already have it (and loses any other alignment based template it had previously). Your evil summoned creatures gains +2 hit die.

Perversion Domain Spells

1. *Summon monster I*
2. *Summon monster II*
3. *Summon monster III*
4. *Summon monster IV*
5. *Summon monster V*
6. *Summon monster VI*
7. *Summon monster VII*
8. *Summon monster VIII*
9. *Summon monster IX*

Plague Domain [Sacred]

Diety: Critarri

Granted Power: Immunity to all diseases, though can still be a carrier.

Plague Domain Spells

1. *Snake strike*
2. *Pestilent carrier**
3. *Contagion*
4. *Posion*
5. *Seeping wounds*
6. *Lunar blessing*
7. *Swarm of rats, mass*
8. *Create undead, greater*
9. *Horrid wilting*

* Normally exclusive to Vlag, Critarri priests with this domain can cast it as normal.

Power Domain [Sacred]

Diety: Ithganin

Granted Power: For your cleric and sorcerer spells, you use your character level for determining spell effects (range, duration, damage, etc.). If you are a single-classed cleric, you are considered one level higher for purposes of spell effects. Once per day as a free action, you may add your Charisma modifier to your level (or level +1 if a single-classed cleric) for purposes of spell effects.

Power Domain Spells

1. *Command*
2. *Magic missile*
3. *Imbue with spell ability*
4. *Force pulse*
5. *Command, greater*
6. *Force blast*
7. *Blasphemy/holy word*
8. *Power word blind*
9. *Power word kill*

Rage Domain [Sacred]

Diety: Garn, Guerrion, Krag

Granted Power: Once per day use the barbarian rage ability.

Rage Domain Spells

1. *Cause fear*
2. *Bull's strength*
3. *Rage*
4. *Confusion*
5. *Dispel law*
6. *Blade barrier*
7. *Word of chaos*
8. *Antipathy*
9. *Storm of vengeance*

Rebirth Domain [Sacred]

Diety: Inyx

Granted Power: When you die, you return to life 1d100 hours later (unless destroyed totally, or brought back to life early) as per the raise dead spell. When you arise, you take the form of a phoenix (as the shapechange spell) for 12 hours before returning to your normal form. This occurs a maximum of once per year.

Rebirth Domain Spells

1. *Cure light wounds*
2. *Mark of renewal*
3. *Mark of health*
4. *Imbue with spell ability*
5. *Raise dead*
6. *Heal*
7. *Resurrection*
8. *True resurrection*
9. *Power of the phoenix*

Reinforcement Domain [Sacred]

Deity: Ailieos

Granted Power: All your Aid other actions gain a +2 bonus to the result. Thus, when aiding an ally with an attack, the bonus for the aid is +4 instead of +2. Your Charisma modifier times per day you can add your Charisma modifier to any roll of an ally within 50 ft. of you. This is done as a free action, and can only be done once per round.

Reinforcement Domain Spells

1. *Mount; summon monster I*
2. *Shield other; summon monster II*
3. *Summon monster III*
4. *Planar ally, lesser; summon monster VI*
5. *Summon monster V*
6. *Planar ally; summon monster VI*
7. *Summon monster VII*
8. *Summon monster VIII*
9. *Planar ally, greater; summon monster IX*

Retribution Domain [Secret]

Deities: Unknown

Granted Power: You gain a +2 morale bonus to hit and damage against any individual who has previously damaged you in combat via spell, melee or missile weapon. This bonus never goes away.

Retribution Domain Spells

1. *Divine power*
2. *Badger's fury*
3. *Mark of renewal*
4. *Wolverine's fury*
5. *Mark of justice*
6. *Harm*
7. *Spell turning*
8. *Spell immunity, greater*
9. *Requirement*

Sacrifice Domain [Sacred]

Diety: Issh-Shih

Granted Power: If you successfully kill a target with a coup de grace, add the target's hit dice to your caster level for purposes of your next spell or ritual effects, provided it occurs within 1 hour.

Spells: No domain spells are gained. Instead, the individual can sacrifice 2 spells of a given level to spontaneously cast any spell known of that level or less.

Secrets Domain [Sacred]

Diety: Lan

Granted Power: Gain a +2 insight bonus to Bluff and Sense Motive, and both are class skills. You can uncover secrets once per day. This is a supernatural ability that acts like the bardic knowledge ability. You may spontaneously cast one of your domain spells each day as though it were a cure spell.

Secrets Domain Spells

1. *Hide from undead*
2. *Know thy wicked ways*
3. *Nondetection*
4. *Scrying*
5. *False vision*
6. *Invisibility, greater*
7. *Vision*
8. *Discern location*
9. *Time stop*

Shadow Domain [Secret]

Deity: Unknown

Granted Power: Move Silently and Hide are class skills. You gain low-light vision, if you do not already have it.

Shadow Domain Spells

1. *Darkness*
2. *Darkvision*
3. *Shadow form*
4. *Shadow conjuration*
5. *Shadow conjuration, greater*
6. *Shadow walk*
7. *Summon shadows*
8. *Shades*
9. *Eclipse*

Smithing Domain

Deity: Torggan

Granted Power: Gain the feat Craft Magical Arms & Armor. Get +2 to all Craft skills, such as armor, weapon, gold, or silver smithing, as well as +2 to associated Appraise checks.

Smithing Domain Spells

1. *Mending*
2. *Magic weapon*
3. *Shatter*
4. *Minor creation*
5. *Major creation*
6. *Fabricate*
7. *Analyze dweomer*
8. *Word of recall*
9. *Polymorph any object*

Strategy Domain [Sacred]

Deity: Bellarius

Granted Power: Once per combat, you can ask the GM for a tactical session. The GM allows you and your allies to discuss combat and formulate tactics (and possibly leaves the room for you to discuss things in private at his discretion). You get 1 minute per cleric level for your discussion time

Strategy Domain Spells

1. *Command*
2. *Sacrificial speed*
3. *Lion's mane*

4. *Shift of the scorpion*
5. *Prying eyes*
6. *Contingency*
7. *Scrying, greater*
8. *Shift of the scorpion, mass*
9. *Foresight*

Storm Domain [Sacred]

Deity: Issh-Shih, Marianna, Shar-Riel

Granted Power: Gain a +2 circumstance bonus to save versus electricity attacks. In addition, you and your mounts may air walk (as the spell) while outdoors in overcast or raining weather.

Storm Domain Spells

1. *Obscuring mist*
2. *Wind wall*
3. *Call lightning*
4. *Ice storm*
5. *Cloudkill*
6. *Chain lightning*
7. *Control weather*
8. *Whirlwind*
9. *Eye of the storm*

Temptation Domain [Sacred]

Deity: Whisper

Granted Power: You may cast imbue with spell ability three times per day. Your willing target is also subject to the effects of your choice of a charm person if you are level 3 or lower, suggestion if you are level 8 or less, and dominate person spell if level 9 or higher. In addition, the first spell imbued into an individual is not deducted from your spell list. Individuals may lose Wisdom instead of using Piety from mark spells you cast as though you were a witch.

Temptation Domain Spells

1. *Disguise self*
2. *Alter self*
3. *Nondetection*
4. *Crushing despair*
5. *Mind fog*
6. *Geas/quest*
7. *Mark of power*
8. *Limited wish*
9. *Miracle*

Undeath Domain [Secret]

Deities: Unknown

Granted Power: Rebuke or command undead as a cleric 3 levels higher.

Undeath Domain Spells

1. *Hide from undead*
2. *Desecrate*
3. *Animate dead*
4. *Vampiric touch*
5. *Unhallow*
6. *Create undead*
7. *Control undead*
8. *Create greater undead*
9. *Energy drain*

Weather Domain

Deity: Tristar

Granted Power: You can summon rain as a supernatural ability once a day. The rain lasts for 2 minutes a level and takes 1d4 minutes to arrive. During freezing conditions the rain becomes snow.

Weather Domain Spells

1. *Open clouds*
2. *Fog cloud*
3. *Call lightning*
4. *Sleet storm*
5. *Rainbow pattern*
6. *Offering of the rain*
7. *Control weather*
8. *Whirlwind*
9. *Storm of vengeance*

Wolf Domain [Secret]

Diety: Unknown

Granted Power: You may wildshape as a druid of your level 3 times per day. You may only take the form of a wolf. At 8th level, you may also take the form of a dire wolf. At 11th level and higher you may also take the forms of either a worg or a winter wolf.

Wolf Domain Spells

1. *Longstrider*
2. *Wolf's spirit*
3. *Summon nature's ally III**
4. *Summon monster IV**
5. *Wolf's spirit, mass*
6. *Lunar blessing*
7. *Animal shapes**
8. *Lunar blessing, greater*
9. *Lycanthropic curse*

*Wolf or dire wolf only

Druid Spells

0-Level

Detect Pregnancy: Detect new life or foreign life in an individual (such as a parasite).

Seedling: Increase growth rate of a plant from seed stages.

Spiking: Transform a seed into a minor weapon.

Shield of Spikes: Create a one-use shield that damages an opponent.

1st-Level

Open Clouds: Open a hole in the clouds, allowing sun to shine.

Snake Strike: Successful touch attack deals 3 points damage/level.

Stench of the Hyena: Make animals dislike target.

2nd-Level

Brachiation: Traverse through tree canopies at normal speed

Coat of Thorns: +2 natural armor, 2 points of damage to enemies per melee strike on you.

Danger Sense: Caster gains a free standard action at the beginning of combat.

Healing Sleep (Illiana): Triple normal healing from a night's sleep.

Tree Whispering (Dryaella): Send a message over vast distances when in contact with the Mother Tree.

3rd-Level

Animal Aspect: Grant recipient aspects of a single animal.

Bat's Sight: Grant blindsense.

Coat of Brambles: +3 natural armor, 4 points of damage to enemies per melee strike on you.

North Wind: 1d4 damage/3 levels over a medium range cone of cold air.

Forest Shot: Transform arrow or spear into a sprouting sapling.

4th-Level

Armor of Thorns: +4 natural armor, 7 points of damage to enemies per melee strike on you.

Sapwalk: Travel instantaneously from one tree to another within range.

South Wind: 1d4 damage/2 levels over a medium range cone of hot air.

5th-Level

Armor of Brambles: +6 natural armor, 10 points of damage to enemies per melee strike on you.

Path of Stone: Caster can move through stone as though air.

6th-Level

Lunar Blessing: Grant lycanthropy to target for duration.

Offering of the Rain: Rainstorm grants fast healing 1/2 caster level.

7th-Level

Bat's Sight, Mass: As bat's sight, targets one creature/level.

Forest Shot, Greater: Transform an arrow or spear into a sprouting tree.

8th-Level

Eye of the Storm: 50 ft. radius storm doing 1d6 /level with calm eye.

Lunar Blessing, Greater: Grant lycanthropy to target for duration.

9th-Level

Lycanthropic Curse: Curse individual with lycanthropy.

Paladin Spells

1st-Level

Aura of Hope: Grants damage reduction 5/magic so long as do not attack.

Chromatic Spear: Solid shaft of light doing 1d6/2 levels to non-good opponents.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Graceful Recovery: Negate one grapple, sunder, or trip against you per 2 levels.

Magic Motes: Mote of light prevents 1d4+1 damage to target.

Protected Dreams (Barticus): +3 AC, +2 Saves vs. dream creatures.

Shell of Impurity (Ailieos): Spell hides true alignment.

2nd-Level

Aura of Kindness: Grant damage reduction 5/evil as long as do not attack.

Preservation: Grant target item +9 divine bonus to next save or +6 to next two saves.

Radiant Hope: As glimmer of hope; also heals 1 hp.

Shield of Divine Grace: Grant +1 cover bonus/2 levels to shield wielder and allies within 5 ft. of shield.

3rd-Level

Aura of Grace: Grant target damage reduction 10/good as long as he does not attack.

Detect Dream Rift (Barticus): Detect presence of Dream Rift.

Detect Nightmare (Barticus): Detect any nightmare creature born of Midnar's realm.

Eyes of the Sun: Blinds all in area and does 1d6 per round to undead.

Sword of the Spirit: Slashing weapon deals 1d6 force damage to undead.

4th-Level

Aura of Peace: Grant target damage reduction 15/law or chaos as long as he does not attack.

Airwalk (Tristar): Subject treads on air as if solid (climb at 45-degree angle).

Martyr: If target dies, he makes a limited wish that cannot bring him back to life.

Shield of Divine Power: Grant a +1 cover bonus/2 levels to shield wielder and allies within 5 ft. of shield.

Ranger Spells

1st-Level

Bow of the Sapling: Create bow and arrows from sticks, reeds, or young trees.

Sticks to Swords: Create dagger or sword from sticks, reeds, or young trees.

Coat of Thorns: +2 natural armor, 2 points of damage to enemies per melee strike on you.

Glance the Blow: Minimize damage dealt to you by melee strikes.

Open Clouds: Open a hole in the clouds, allowing sun to shine in area.

2nd-Level

Brachiation: Traverse through tree canopies at normal speed.

Coat of Brambles: +3 natural armor, 4 points of damage to enemies per melee strike on you.

Danger Sense: Caster gains a free standard action at the beginning of combat.

3rd-Level

Animal Aspect: Grant recipient aspects of a single animal.

Armor of Thorns: +4 natural armor, 7 points of damage to enemies per melee strike on you.

Forest Shot: Transform arrow or spear into a sprouting sapling.

Hummingbird Alacrity: Grant multiple initiative rolls,

with caster choosing which he uses each round.

4th-Level

Armor of Brambles: +6 natural armor, 10 points of damage to enemies per melee strike on you.

Shaman Spells

0-level

Create Water: Create 2 gallons/level of pure water.

Cure Minor Wounds: Cure 1 point of damage.

Detect Poison: Detect poison in one creature or small object.

Detect Pregnancy: Detect new life or foreign life in an individual (such as a parasite).

Light: Object shines like a torch.

Know Direction: Caster discerns north.

Mending: Make minor repairs on an object.

Play of the Otter: Target rolls two dice for next d20 roll. You choose which die is used.

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

Ray of Frost: Ray deals 1d3 cold damage.

1st-level

Ancestor's Guidance: +1/level (+5 max), to next Knowledge (Arcana), Knowledge (Nature), Knowledge (Spirits), or Survival check.

Bane: Enemies suffer -1 attack, -1 on saves against fear.

Blood Itch: Enemy suffers -2 to all skill checks.

Calm Animals: Calms 2d4 +1/level HD of animals, beasts, and magical beasts.

Cause Fear: One creature flees for 1d4 rounds.

Charm Animal: Make one animal your friend

Chromatic Spear: Solid shaft of light doing 1d6/2 levels to non-good opponents.

Coyote's Guile: +1/level (+5 max), to next Bluff, Diplomacy, Sense Motive or Use Magic Device check.

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

Detect Animals or Plants: Detect species of animals or plants.

Detect Snares and Pits: Reveal natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Motes: Mote of light prevents 1d4+1 damage to target; +1 mote/2 levels above first.

Open Clouds: Open a hole in the clouds, allowing sun to shine in area.

Produce Flame: 1d4 +1/two levels damage, touch or thrown.

Raven's Call: Gain 1 hp per enemy that dies.

Remove Fear: +4 on saves against fear for one subject +1/four levels.

Stench of the Hyena: Cause animals to shun target.

Magic Missile: 1d4+1 damage; +1 missile/two levels above 1st (max 5).

Mount: Summon riding horse for 2 hr./level.

2nd-level

Animal Messenger: Send a Tiny animal to a specific place.

Animal Trance: Fascinate 2d6 HD of animals.

Badger's Fury: If damaged, the target gains a bonus to attack and damage.

Barkskin: Grant +3 natural armor bonus (or higher).

Bear's Endurance: Grants +4 Con for 1 min./level.

Boar's Tenacity: Subject gains +1d10 hit points and does not die until - (10+caster level).

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

Butt of the Goat: Target is knocked back 10 ft./level of caster, takes 1 damage per level.

Calm Emotions: Calm 1d6 subjects/level, negating emotion effects.

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

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

Danger Sense: Target gains a free standard action at beginning of each combat.

Delay Poison: Stops poison from harming subject for 1 hour/level.

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

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

Find Traps: Notice traps as a rogue does.

Fox's Cunning: Subject gains +4 Int for 1 min/level.

Hold Animal: Hold one animal helpless; 1 round/level.

Make Whole: Repair an object.

Mouse's Scamper: Target has no penalties for being prone or moving on all 4 limbs.

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

Remove Paralysis: Free one or more creatures from paralysis, hold, or slow.

Restoration, Lesser: Dispel magic ability penalty or repairs 1d4 ability damage.

Scorching Ray: Ranged touch attack, deals 4d6 fire damage, +1 ray/four levels (max 3)

Silence: Negates sound in 15-ft. radius.

Speak to Spirits: Caster speaks with spirits.

Speak with Animals: The caster can communicate with natural animals.

Sprint of the Cheetah: Run 10 times normal once, may charge moving up to x4.

Summon Swarm: Summons swarm of small crawling or flying creatures.

Wolf's Spirit: Target's speed increases by +10 ft., +5ft. per 5 levels.

3rd-level

Animal Aspect: Grant recipient aspects of a single animal.

Antelope's Poise: Grant limited combat and movement based bonuses.

Bat's Sight: Grant Blindsight

Call Horse: Summon any type of horse or mule with +10 speed and +2 AC.

Call Lightning: Direct lightning bolts (1d10/level) during storms.

Neutralize Poison: Detoxify venom in or on subject.

Lion's Mane: Grant bonus dice to allies to complete tasks. 1d6/2 levels.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Remove Disease: Cures all diseases affecting subject.

Snare: Create a magical booby trap.

ADDING NEW SHAMAN SPELLS

If you are interested in adding spells to the shaman list from other sources, use the following guidelines on what makes a good shaman spell:

Enhancement Spells

Shamans are primarily buffers (casters who improve other's physical and mental attributes with their spells). Indeed, the 3.5 shaman is the best buffer in the game. New buff spells should generally be animal-related and grant bonuses to speed, attacks, ability scores, or other physical abilities (excluding abilities to survive extra planar environments). They should not grant force or enhancement bonuses to AC, resistances to energy types (in general), or special effects like fire shield, or prismatic wall.

Healing & Soul Spells

Shamans heal roughly as well as clerics, except for the spontaneous casting ability. New spells should reflect this, but should not involve celestial or extra planar forms of healing or help. They are good at removing poisons and disease, but not blindness, deafness, or other imposed sensory loss. Shamans deal with spirits and souls.

Damage & Energy Spells

Shamans gain damage spells roughly appropriate to druids, most from fire and cold. The number of direct damage spells should be limited to a few spells per level. New damage spells should only rarely be added to the shaman spell list.

Animal, Plant, Summon & Weather Spells

Shamans revere wild creatures and plants, they do not impose their will upon them. Their spells reflect the ability to speak with the forces of nature, but very rarely control or summon them (except for horses). The weather is as freely controlled by shamans as druids.

Elemental & Transformation Spells

Generally, elemental spells are the druid's purview, and while there are a few on the shaman list, new ones should be rare. The same holds true for transformation spells.

Abjuration, Divination, Enchantment & Illusion Spells

Shamans gain Divination spells roughly as well as clerics, but do not gain spells that access other planes for their knowledge or that grant the ability to read or write. They rarely gain spells to find things or places, and when they do, the things are almost always natural in origin. Shamans do not have access to Illusion spells, and Enchantment spells are rare, usually limited to different types of curses. Abjuration spells usually only involve the protection of his physical self or a persons soul or spirit.

Create Food and Water: Feed three humans (or one horse)/level.

Cure Serious Wounds: Cure 3d8 +1/level damage (max +15).

Helping Hand: Ghostly hand leads subject to the caster.

Prayer: Allies gain +1 on most rolls, and enemies suffer -1.

Rage: Subject gains +2 to Str and Con, +1 Will saves, -2 AC.

Speak with Dead: Corpse answers one question/two levels.

Speak with Plants: Caster can talk to normal plants and plant creatures.

Spirit of the Ox: Remove restrictions for encumbrance +10 lb/level to its max.

Swarm of Rats: Summon a rat swarm.

Wind Wall: Deflect arrows, smaller creatures, and gases.

4th-level

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raise or lower bodies of water.

Cure Critical Wounds: Cure 4d8 +1/level damage (max +20).

Death Ward: Grant immunity to death spells and effects.

Dispel Magic: Cancel magical spells and effects.

Divination: Provide useful advice for specific proposed actions.

Flame Strike: Smite foes with divine fire (1d6/level).

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Imbue with Spell Ability: Transfer spells to subject.

Repel Vermin: Insects stay 10 ft. away.

Restoration: Restore level and ability score drains.

Spying: Spy on subject from a distance.

Shift of the Scorpion: Character may use delayed actions as readied actions

Sleet Storm: Hamper vision and movement.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

Spirit Pact: Return the dead to life for a period of time, at a cost.

Tongues: Speak any language.

Wolverine's Fury: If damaged, the target gains a bonus to attack and damage.

5th-level

Animal Growth: One animal/two levels doubles in size, **HD**.

Atonement: Remove burden of misdeeds from subject.

Awaken: Animal or tree gains human intellect.

Bear's Endurance, Mass: As bear's endurance, affects one subject/level.

Bull's Strength, Mass: As bull strength, affects one subject/level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.

Commune with Nature: Learn about terrain for one mile/level.

Control Winds: Change wind direction and speed.

Cure Light Wounds, Mass: Cure 1d8+1 level (max 25), affects one subject/level.

Dragon's Skin: Gain bonus to **AC** and resistance to an energy type.

Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.

Fox's Cunning, Mass: As fox's cunning, affects one subject/level.

Insect Plague: Insect horde limits vision, inflicts damage, and weak creatures flee.

Mouse's Scamper, Mass: As mouse's scamper, affects one subject/level.

Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.

Raven's Call, Mass: As raven's call, affects one subject/level.

Spell Resistance: Subject gains +12 +1/level SR.

Sprint of the Cheetah, Mass: As sprint of the cheetah, affects one subject/level.

Talon of the Hawk: Target ignores damage reduction for 1/2 caster level in strikes.

True Seeing: See all things as they really are.

Wall of Fire: Deal 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

6th-level

Blade Barrier: Blades encircling the caster deal 1d6 damage/level.

Cure Moderate Wounds, Mass: Cure 2d8+1 level (max 30), affects one subject/level.

Find the Path: Show most direct way to a location.

Geas/Quest: As lesser geas, plus it affects any creature.

Harm: Deal 10 points damage/level to target.

Heal: Cure 10 points/level of damage, all damage, diseases, and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Offering of the Rain: Rainstorm grants fast healing 1/2 caster level.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magical wood is strong as steel.

Spellstaff: Store one spell in wooden quarterstaff (or spear for shamans).

Stone Tell: Talk to natural or worked stone.

Wall of Stone: Create a stone wall that can be shaped.

Wind Walk: The caster and the caster's allies turn vaporous and travel fast.

Wolf's Spirit, Mass: As wolf's spirit, affects one subject/level.

7th-level

Antelope's Poise, Mass: As antelope's poise, affects one target/level.

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

Control Weather: Change weather in local area.

Creeping Doom: Carpet of insects attacks at the caster's command.

Cure Serious Wounds, Mass: Cure 3d8+1 level (max 35), affects one subject/level.

Dragon's Skin, Ancient: Gain bonus to **AC**, damage reduction, and resistance to an energy type.

Fire Storm: Deal 1d6 fire damage/level.

Insanity: Subject suffers continuous confusion.
Regenerate: Subject's severed limbs grow back.
Resurrection: Fully restore dead subject.
Scrying, Greater: As scrying, but faster and longer.
Spirit of the Ox, Mass: As spirit of the ox, affects one subject/level.
Sunbeam: Beam blinds and deals 4d6 damage.
Swarm of Rats, Greater: Summon one swarm of rats/caster level.

8th-Level

Anger of the Spirit: Inflict a terrible curse based on your spirit guide.
Animal Shapes: One ally/level polymorphs into chosen animal.
Antipathy: Object or location affected by spell repels certain creatures.
Command Plants: Plants animate and vegetation entangles.
Cure Critical Wounds, Mass: Cures 4d8+1 level (max 40), affects one subject/level.
Discern Location: Exact location of creature or object.
Earthquake: Intense tremor shakes 5-ft./level radius.
Finger of Death: Kill one subject.
Shift of the Scorpion, Mass: As shift of the scorpion, affects one subject/level.
Sunburst: Blind all within 10 ft., deal 3d6 damage.
Whirlwind: Cyclone inflicts damage and can pick up creatures.

9th-Level

Dragon's Skin, Mass: As dragon skin, affects one subject/level.
Elemental Swarm: Summon multiple elementals.
Foresight: Sixth sense warns of impending danger.
Heal, Mass: As heal, but with several subjects.
Implosion: Kill one creature/round.
Manifest Spirit Guide: Merge with your spirit guide, gain the ghost template, and a special ability based on your spirit guide.
Shapechange: Transform caster into any creature, and change forms once per round.
Soul Bind: Trap newly dead soul to prevent resurrection.
Storm of Vengeance: Storm rains acid, lightning, and hail.
True Resurrection: As resurrection, plus remains aren't needed.

Sorcerer/Wizard Spells

0-level

Hesitate: Decrease target initiative by 1d4+1.

1st-Level

Bleeding Touch: Deal 1d6+ bleed wound damage with successful touch attack.
Blood Itch: Discomforting itch to the skin and blood.
Chromatic Spear: Solid shaft of light doing 1d6/2 levels to non-good opponents.
Protected Dreams (Barticus): +3 AC, +2 Saves vs. dream creatures.

2nd-Level

Detect Dream Rift (Barticus): Detect presence of Dream Rift.
Detect Nightmare (Barticus): Detect nightmare creature born of Midnar's realm.
Dread Alert: Detect opposite alignment danger.
Ears of Undeath: Hear through a nearby corpse.
Eyes of Undeath: See through a nearby corpse.
Lungmist (Issh-Shih): Diminish spellcasting (20% failure chance) and vocal abilities of air breathers
Magic Motes: Mote of light prevents 1d4+1 damage to target; +1 mote/2 levels above first.
Morbid Relation: Caster gains a skill or feat known once to touched corpse.
Pestilent Carrier (Vlag): Delay onset of disease, but causes a -4 to saves against the disease once it sets in.
Preservation: Grant target item +9 divine bonus to next save or +6 to next two saves.
Voice of Undeath: Speak through a nearby corpse.

3rd-Level

Bat's Sight: Grant blindsense.
Corpse Decay: Destroy recently dead body.
Lungwater (Issh-Shih): Diminish spellcasting (40% failure chance) and vocal abilities of air breathers
Swarm of Rats: Summon a rat swarm.
Vacuum: Spherical void doing 2 points/level, stun and deafen.

4th-Level

Baleful Eye: Caster loses sight in 1 eye to paralyze any who engage him in melee.
Force Pulse: Force bolts deal 1d6+1 damage unerringly, plus knockback.
Permanent Memory (Euphrenas): Caster remembers a moment in time witnessed.
Seeping Wounds: Permanent hit point damage via touch attack.
Vampiric Kiss: Steal hit points through a kiss.

5th-Level

Force Blast: Cone of force missiles deals 1d6+1 damage to enemies in range.

6th-Level

Path of Stone: Caster can move through stone as though air.

7th-Level

Bat's Sight, Mass: As bat's sight, target 1 creature/level.
Lungflood (Issh-Shih): Diminish spellcasting (80% failure chance) and vocal abilities of air breathers.
Swarm of Rats, Greater: Summon one swarm of rats/caster level.

8th-Level

Eye of the Storm: 50 ft. radius storm doing 1d6 /level with calm eye.
Presevation, Greater: Item gains a bonus to saves equal to caster level.

9th-Level

Requirement: Caster changes meaning or effect of contracts or commands.

Witch Spells

0-level

Bane, Minor: Victim -1 to attack, damage, and save for 1d4 rounds.

Cure Minor Wounds: Cures 1 point of damage.

Dancing Lights: Creates torches or other lights.

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

Detect Poison: Detects poison in one creature or object.

Ghost Sound: Figment sounds.

Glimpse of the Evil Eye: Victim is slowed one round.

Guidance: +1 on one attack roll, saving throw, or skill check.

Hesitate: Decrease target initiative by 1d4+1.

Know Direction: You discern north.

Mark of Discovery: Grant +2 divine bonus to knowledge skill of choice.

Mending: Makes minor repairs on an object.

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

Ward Watch: Double range of telepathic bond with ward.

1st-level

Bane: Enemies take -1 on attack rolls and saves against fear.

Blood Itch: Discomforting itch to the skin and blood.

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

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

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

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

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

Detect Secret Doors: Reveals hidden doors within 60 ft.

Hypnotism: Fascinates 2d4 HD of creatures.

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

Mark of Sight: Grant target Low-light vision.

Message: Whispered conversation at distance.

Obscuring Mist: Fog surrounds you.

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

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

Sleep: Puts 4 HD of creatures into magical slumber.

Ward Link: Witch takes damage for the ward, up to 1 point/level each round.

2nd-level

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

Animal Messenger: Sends a Tiny animal to a specific place.

Athame Ward: Witch may cast spells through ward.

Augury: Learns whether an action will be good or bad.

Bear's Bane: -4 to Strength for 1 minute, Will save half.

Bull's Bane: -4 to Constitution for 1 minute, Will save half.

Cat's Bane: -4 to Dexterity for 1 minute, Will save half.

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

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle's Bane: -4 to Charisma for 1 minute, Will save half.

Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.

Find Traps: Notice traps as a rogue does.

Fox's Bane: -4 to Intelligence for 1 minute, Will save half.

Hold Person: Paralyzes one humanoid for 1 round/level.

Mark of Reversal: Allows re-roll of a natural 1.

Owl's Bane: -4 to Wisdom for 1 minute, Will save half.

Silence: Negates sound in 15-ft. radius.

Speak with Animals: You can communicate with animals.

Suggestion: Compels subject to follow stated course of action.

Whispering Wind: Sends a short message 1 mile/level.

3rd-level

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

Blindness/Deafness: Makes subject blinded or deafened.

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

Confusion: Subjects behave oddly for 1 round/level.

Contagion: Infects subject with chosen disease.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Divination: Provides useful advice for specific proposed actions.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Mark of Renewal: Revive target, granting fast healing 1.

Magic Circle against Chaos/Evil: As protection spells, but 10-ft. radius and 10 min./level.

Morbid Relation: Gain skill or feat known once to touched corpse.

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Speak with Dead: Corpse answers one question/two levels.

Ward of Burden: Transfer negative effects from you to your ward.

4th-level

Baleful Eye: Caster loses sight in one eye to cause paralysis to any who engage him in melee.

Water Walk: Subject treads on water as if solid.

Water Breathing: Subjects can breathe underwater.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Mark of Health: Grant +4 to Fortitude saves (vs. blindness, etc.).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Paragon Ward: Ward gains a bonus to Str, Dex & Con.

Planar Ally, Lesser: Exchange services with a 6 HD extraplanar creature.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration: Restores level and ability score drains.

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying: Spies on subject from a distance.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Tongues: Speak any language.

Vampiric Kiss: Steal hit points through a kiss.

5th-level

Atonement: Removes burden of misdeeds from subject.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Commune: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Darkside of the Moon: Mask true nature of terrain and affect Divination spells as misdirection.

Hallow: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Seeping Wounds: Permanent hit point damage via touch attack.

True Seeing: Lets you see all things as they really are.

Wall of Thorns: Thorns damage anyone who tries to pass.

Ward Link, Greater: As ward link; 2 points prevented per point you take.

6th-level

Banishment: Banishes 2 HD/level of extraplanar creatures.

Blade Barrier: Wall of blades deals 1d6/level damage.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Ethereal Jaunt: You become ethereal for 1 round/level.

Find the Path: Shows most direct way to a location.

Forbiddance: Blocks planar travel, damages creatures of different alignment.

Geas/Quest: As lesser geas, plus it affects any creature.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Hex of Clumsiness: Drop target Dexterity by 1/2 caster level, minimum 1.

Hex of Foolishness: Drop target Wisdom by 1/2 caster level, minimum 1.

Hex of Sickness: Drop target Constitution by 1/2 caster level, minimum 1.

Hex of Sorrow: Drop target Charisma by 1/2 caster level, minimum 1.

Hex of Stupidity: Drop target Intelligence by 1/2 caster level, minimum 1.

Hex of Weakness: Drop target Strength by 1/2 caster level, minimum 1.

Ironwood: Magic wood is strong as steel.

Mark of Invigoration: Grant fast healing 1/2 caster level.

7th-level

Changestaff: Your staff becomes a treant on command.

Destruction: Kills subject and destroys remains.

Mark of Power: Grant +4 divine bonus to most rolls.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restore dead subject.

Scrying, Greater: As scrying, but faster and longer.

Summon Ward: As teleport, but summons caster's ward.

Wind Walk: You and your allies turn vaporous and travel fast.

8th-level

Animal Shapes: One ally/level polymorphs into chosen animal.

Antimagic Field: Negates magic within 10 ft.

Discern Location: Reveals exact location of creature or object.

Fire Storm: Deals 1d6/level fire damage.

Heal, Mass: As heal, but with several subjects.

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells.

Mark of the Ancients: Grant wildshape.

Planar Ally, Greater: As lesser planar ally, but up to 18 HD.

Word of Recall: Teleports you back to designated place.

9th-level

Avatarion Ward: Ward gains special advantages based on god.

Darkside of the Moon, Eternal: As darkside of the moon but permanent.

Mark of the Avatar: Grant 3rd level and lower spells and outsider template.

Requirement: Caster changes meaning or effect of contracts or commands.

Shapechange: Transforms you into any creature, and change forms once per round.

Astral Projection: Projects you and companions onto Astral Plane.

Soul Bind: Traps newly dead soul to prevent resurrection.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Whirlwind: Cyclone deals damage and can pick up creatures.
Earthquake: Intense tremor shakes 5-ft./level radius.

ADDING NEW WITCH SPELLS

The following are guidelines on what makes a good witch spell.

Enhancement Spells

Witches rarely enhance others, and when they do, there is often a cost (such as with the mark spells). Spells that improve others are not the purview of the witch, except when creating potions (see potion brewing of the witch for more).

Hindering Spells (Enchantment)

Witches excel at hindering and enchanting others. They should get first pick of spells that hinder, hold, and control others.

Healing Spells

Witches heal as well as clerics, but do not cast spontaneously. When able to apply a new negative effect (such as curses or blindness) to another, the witch also gains the spell that removes the effect.

Damage & Energy Spells

Witches deal damage poorly at low levels. 1st-3rd level damage spells are rare. 4th-level and higher are more common, similar to the cleric.

Animal, Plant, Summon & Weather Spells

Witches have a number of animal-related spells, but most revolve around controlling or interacting with them, instead of unnatural perversion of their shape or size. They seldom summon, but often make deals to gain aid from other beings (such as planar ally spells).

Transformation Spells

Witches are famous for transforming themselves and others.

Abjuration, Divination and Illusion Spells

In all three of these, the witch gains spells as a cleric.

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon an ancestral spirit for guidance. The target gains a +1/level (+5 max) insight bonus to his next Knowledge (Arcana), Knowledge (Nature), Knowledge (Spirits), or Survival check. The spell ends once the roll is made, or after 1 hour/level.

Anger of the Spirit

Enchantment

Level: Sha 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Your spirit guide's fury wracks the target with a horrid fate. First, the target must roll twice for every initiative, attack, ability check, skill check, and save, taking the lower of the two rolls. Second, the spirit torments him, causing an additional effect based on the spirit:

Ancestor, Dragon, Snake: Roll twice for SR as well.

Bear, Goat, Horse, Coyote, Hyena, Lion, Wolf: Roll twice for damage each time he hits, taking the lower damage total.

Bat, Eagle, Hawk, Owl, Raven: Roll twice on all spell-related effects.

Mouse, Otter, Rat: Roll twice for all percentile rolls (miss chance, stabilization, fortification).

Antelope, Cheetah: Roll three times (rather than twice) for initiative. Target cannot refocus or delay.

Badger, Boar, Wolverine: Any special ability with a duration has its duration halved. Any positive effect of the special effect is halved, and the negative effect doubled.

Ox: Carrying capacity is halved. Decrease speed -5 ft. if wearing armor.

Scorpion: Take double damage from all energy attacks.

Animal Aspect

Transmutation

Level: Drd 3, Rgr 3, Sha 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One living being

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell attunes the target with an animal in such a way as to grant it aspects of the creature. For the duration of the spell the target gains special qualities as per the creature chosen. Other creatures than those listed below can be chosen, but the effects are left to the GM. The targets gains the Improved Unarmed Combat feat, a bonus to saves, a new base speed (if higher than his current speed) and additional abilities, as listed in Table 5-2.

SPELL DESCRIPTIONS

Aim of the Eagle (Exclusive)

Transmutation

Level: Clr 2 (Shar-Riel)

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target uncanny aim for ranged attacks for the duration of the spell. When a missile is launched, Shar-Riel guides it with the currents of the air, doubling its range increment. For example, if the target were using a shortbow, the range increment would be 120 ft. (normally 60 ft.). If the target of the spell has the feat Far Shot, the range increment is tripled for projectile weapons and quadrupled for thrown weapons.

Ancestor's Guidance

Divination

Level: Sha 1

Table 5-2. Animal Aspect Types and Bonuses

Animal	Fort	Ref	Will	Spd	Bonuses
Bear	+2	+0	+0	40 ft	Improved Grab, Scent
Boar	+1	+0	+1	40 ft	Ferocity, Scent
Cheetah	+0	+2	+0	50 ft	Scent, Sprint
Crocodile	+2	+0	+0	Swim 30 ft	Improved Grab, Scent
Leopard/ Tiger	+0	+2	+0	40 ft	Pounce, Scent
Shark	+1	+1	+0	Swim 60 ft	Keen Scent, Water Breathing
Snake	+0	+2	+0	Climb 20 ft	Improved Grab, Scent
Wolf	+1	+0	+1	50 ft	Ferocity, Scent

Material Component: A small piece of fur or scale from the animal.

Antelope's Poise

Transmutation

Level: Sha 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon an antelope spirit to imbue the subject with its grace. The subject may, as a free action, use the following abilities a total number of times equal to your caster level (maximum 10).

- **Bound:** A melee strike dealt to the subject deals minimum damage.
- **Dash:** The character may turn freely during a run, and does not lose his Dexterity bonus while running.
- **Leap:** The character does not provoke an attack of opportunity for moving through or out of up to four threatened squares this round.
- **Spring:** The character gains +4 to a Reflex save, Dexterity check, or Dex-based skill check.

Antelope's Poise, Mass

Transmutation

Level: Sha 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

This spell functions like antelope's poise, except it targets one creature per level and has a maximum number of times used equal to your caster level (maximum 20) per target.

Armor of Brambles

Conjuration (Creation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

Saving Throw: None (see text)

Spell Resistance: No

For the duration of the spell your torso grows a weave of green writhing thorns. Creatures striking you with natural weapons or hand held weapons take 10 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +6 natural armor bonus. The caster may will the thorns to move out of the way so he may safely receive

beneficial touch-based spells and spell-like effects. As a full-round action (does not provoke an attack of opportunity), the caster can have the vines strike out from his body, dealing 2d4 points of damage to all creatures within a 5 ft. long, 180° arc in front of him, or to all creatures within 5 ft. of him (Reflex save for half damage).

Armor of Thorns

Conjuration (Creation)

Level: Drd 4, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

Saving Throw: None (see text)

Spell Resistance: No

For the duration of the spell your torso grows a weave of green writhing thorns. Creatures striking you with natural weapons or hand held weapons take 7 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +4 natural armor bonus. The caster may will the thorns to move out of the way so he may safely receive beneficial touch-based spells and spell-like effects. As a full-round action (does not provoke an attack of opportunity), the caster can have the vines strike out from his body, dealing 4d4 points of damage to all creatures within a 5 ft. long, 180° arc in front of him, or to all creatures within 5 ft. of him (Reflex save for half damage).

Atheme Ward

Necromancy

Level: Wit 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: Ward

Duration: 10 min/level

Saving Throw: None

Spell Resistance: No

You and your ward's souls merge momentarily and a link forms between you. You may cast spells to originate from your ward instead of you (as though the ward were the caster). If the spell requires touch, the ward must touch the target. For example, you could cast cure light wounds through your ward, and he has one round to touch someone, or lose the spell to no effect. The witch can cast healing spells on the ward as though she were touching him. She may cast a number of spell levels in this manner equal to her caster level (maximum 10). 0-level spells count as half a spell level for this purpose.

Aura of Grace

Conjuration (Creation)

Level: Pal 3

As aura of hope, but the target gains damage reduction 10/good, and if cast on a paladin, the aura extends to allies within 10 ft. of the paladin.

Aura of Hope

Conjuration (Creation)

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 rounds/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, the target shines with a glow equivalent to that of a light spell. As long as the target does not attack in any way, he gains damage reduction 5/magic. If the target attacks, the spell ends immediately.

Aura of Kindness

Conjuration (Creation)

Level: Pal 2

As aura of hope, but the target gains damage reduction 5/evil, and if cast on a paladin, the aura extends to allies within 5 ft. of the paladin.

Aura of Peace

Conjuration (Creation)

Level: Pal 4

As aura of hope, but the target gains damage reduction 15/law or chaos (is removed by either lawful or chaotic weapons), and if cast on a paladin, the aura extends to allies within 20 ft. of the paladin.

Avatarion Ward

Transmutation

Level: Wit 9

As paragon ward, except there is no limit on the Str, Dex, and Con bonuses.

Badger's Fury

Transmutation

Level: Sha 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 2 rounds/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a badger spirit to imbue the subject with its fury. Whenever the subject is dealt damage by an opponent, his next attack gains an insight bonus equal to half the damage dealt (rounded down) (maximum bonus +1/level) to either its attack or damage roll (subject's choice). If the target is damaged multiple times before his action, he combines all damage dealt to determine the bonus. This bonus is only applied to one attack each round.

Material Component: Badger claw.

Baleful Eye

Evocation

Level: Sor/Wiz 4, Wit 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 2 rounds +1 round/2 levels

Saving Throw: Will partial

Spell Resistance: Yes

This is considered a bane spell for witches (and thus can be spontaneously cast). The caster's eye shines with a baleful blue white glow (caster's choice of eye). Each round an enemy attacks the caster in melee combat, he must first make a Will save or be paralyzed for 1d4 rounds by the gaze. Paralyzed opponents take 4 points of negative energy damage per round paralyzed. A successful save results in the enemy becoming shaken for the duration (though if they continue to attack, they must make new saves each

round, with a failed save taking precedence). The caster need not make eye contact, just see the individual, so attackers closing their eyes are still vulnerable.

For the duration, the caster loses sight in the baleful eye (20% miss chance, -1 AC). Each round the spell is in effect there is a 2% cumulative chance of permanent blindness in the chosen eye.

Bane, Minor

Enchantment

Level: Wit 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell curses an individual for a short period of time, causing a -1 circumstance penalty to attack, damage, and saves for the duration.

Bat's Sight

Transmutation

Level: Drd 3, Sha 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gains the extraordinary ability blindsense, which allows him to notice and locate invisible creatures within 20 feet. Invisible creatures still have 100% concealment against a creature with blindsense. The subject also gains +4 to Listen and Spot checks.

Material Component: Bat ears.

Bat's Sight, Mass

Transmutation

Level: Drd 7, Sha 7, Sor/Wiz 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As bat's sight, except it targets one creature per level.

Bleeding Touch

Necromancy

Level: Clr 1, Sor/Wiz 1

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One Living Creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes a sickly, bleeding wound to appear upon the victim with a successful touch attack, causing 1d6 points of damage. If the victim fails his Fortitude save, he takes 1 point of damage each round until he is bandaged with a DC 15 Heal check, or given one point of magical healing. A DC 10 Heal check slows the bleeding to 1 point per minute. Only targets with blood are affected by this spell.

Material Component: A needle or splinter.

Bear's Bane

Enchantment [Mind-Affecting]

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Constitution of the target with a -4 circumstance penalty. A successful save reduces the penalty to -2. If this reduces the character's Constitution to 0 or lower, the target dies. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Drop of moldy or otherwise spoiled honey.

Blood Itch

Necromancy [Death]

Level: Clr 1, Sha 1, Sor/Wiz 1, Wit 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The recipient feels his blood tickling and itching beneath his skin. He has a -2 circumstance penalty to any Concentration checks.

Boar's Tenacity

Transmutation

Level: Sha 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a boar spirit to imbue the subject with its tenacity. The subject gains +1d10 additional hit points. He is disabled at 0 hp, down to the caster's level in negative hit points, and does not die until - (10+ caster level). For example, a 3rd level caster places this on a fighter, who gains +1d10 additional hit points, is disabled from 0 to -3, and dies at -13 for the duration of the spell.

Note: Since the hit points are additional, they can be healed if lost for the duration of the spell.

Material Component: Any part of a boar carcass.

Bow of the Sapling

Transmutation

Level: Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The caster touches a stick, reed, or young sapling tree, which becomes a bow for the duration. The type of bow created improves with caster level. In addition, if the

caster takes a bow of lower level than he is due, he also gets 2 arrows/level. See Table 5-3 for type of bow by level.

Table 5-3. Type of Bow by Caster Level.

Caster Level	Bow
1st level	Shortbow
3rd level	Longbow
5th level	Composite shortbow
7th level	Composite longbow
9th level+	Masterwork bow

Material Component: Reed, sapling or stick.

Brachiation

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Brachiation allows the target to ascend and traverse between trees at his normal speed. In addition, he gains +10 to Jump checks. He must have bare hands and feet to climb in this manner, and though he needs a successful Jump roll to leap between trees over 10 feet apart, success means he automatically clings to the target tree. If his hands or feet are covered, he can still move through the trees, but at half speed.

Material Component: Piece of vine.

Bull's Bane

Enchantment [Mind-Affecting]

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Strength of the enemy with a -4 circumstance penalty. A successful save reduces the penalty to -2. If this reduces the target's strength to 0, he becomes immobile. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Scrap of red cloth.

Butt of the Goat

Evocation [Force]

Level: Sha 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or item

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your spirit guide calls upon a goat spirit to focus its force, ramming an enemy. When this spell is cast, the caster and the target make opposed rolls. The caster's roll is 1d20 + level + spellcasting ability modifier, the target's roll

is 1d20 + Str modifier + size modifier (–8 for Tiny, –4 for Small, +4 for Large, +8 for Huge, etc.) +1 for each leg the target has beyond 2. If the caster wins, the victim is forced back 5 ft./level (in a direct line away from the caster) and takes 1 point of force damage per 5 ft. pushed. If he hits a wall or other immobile object big enough to stop movement, he takes an additional 2 points of force damage for every 5 ft. he could not move. If he impacts another creature, he stops and the smaller of the two is knocked prone, taking 2 points of damage for every square the target could not move. Finally, if the target moves through squares with obstacles (tables, chests, etc.), he must make a Reflex save DC 15 or fall prone, taking 2 points of damage for each 5 ft. square he was unable to move.

For example, an orc is targeted by a 7th level caster. The orc loses the opposed roll and is knocked back 35 ft. Unfortunately, the orc's path sends him over a chest, forcing him to make a Reflex save DC 15. He makes his check and continues backwards, hitting a wall after a total of 20 ft., where he stops. He takes 4 points of damage from the knockback (20 ft.), plus 6 points of damage for the 15 ft. he was stopped from moving back by the wall, for a total of 10 points of damage. Had he failed his save after moving back only 10 ft., he would have taken 2 points of damage from the knockback plus 10 points of damage from the remaining 25 ft. not moved, for a total of 12 points of damage. He would also be prone.

Call Horse

Conjuration (Summoning)

Level: Sha 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: Yes

You summon a horse (any type) to your side. This horse is in its prime and has maximum hit points, +20 speed, and a +2 Dodge bonus to **AC**. The horse, while not sentient, understands your desires and commands, and will fulfill them to the best of its ability. Anyone riding the horse gains a competence bonus (or penalty at your choice) to their Handle Animal and Ride checks equal to half your caster level. At the end of the spell, the horse returns to its home in the plains. A specific horse can be called, allowing supplies to be left on the horse, only to be summoned at a later date. Living creatures on the horse when it is dismissed remain. The horse can be summoned with a saddle and bit (which disappear at the end of the spell).

Cat's Bane

Enchantment

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Dexterity of the target with a –4 circumstance penalty. A successful save reduces the penalty to –2. If this reduces the subject's Dexterity to 0, he becomes immobile. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Wolf fur.

Coat of Brambles

Conjuration (Creation)

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

For the duration of the spell your torso grows a weave of green writhing thorns. Creatures striking you with natural weapons or hand held weapons take 4 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +3 natural armor bonus. The caster may will the thorns to move out of the way so he may safely receive beneficial touch-based spells and spell-like effects.

Coat of Thorns

Conjuration (Creation)

Level: Drd 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

For the duration of the spell your torso grows a weave of green writhing thorns. Creatures striking you with natural weapons or hand held weapons take 2 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +2 natural armor bonus. Unfortunately, beneficial touch-based spells and spell-like effects also incur this damage.

Coif of Damnation

Necromancy [Evil]

Level: Blackguard 2, Clr 2, Evil 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level

The caster's skin becomes pale and his type becomes undead for the duration. He may be turned and controlled, but gains all the advantages of undeath, including darkvision 60 ft., immunity to poison, sleep, paralysis, stunning, disease, death effects, mind-affecting spells, critical hits, nonlethal damage, ability drain, death from massive damage, and energy drain.

Cone of Divine Fire (Exclusive)

Evocation [Fire]

Level: Clr 8 (Mayra)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The cleric projects a cone of warm breath from his mouth. The cone releases positive energies that heal living, good-aligned creatures and inflict damage on the undead. The breath does 1d4/2 levels of the cleric (maximum 10d4), and can affect a total number of living crea-

tures and undead equal to caster level.

Note: This spell may only be cast once per day. If a cleric tries to cast cone of divine fire a second time in one day, Mayra sears his flesh and withholds her blessing. The cleric takes 1d4/2 levels fire damage as he burns from within, and nothing emerges from his mouth.

Material Component: Pinch of diamond and ruby dust worth 50 gp.

Control Flames (Exclusive)

Evocation [Fire]

Level: Clr 3 (Mayra)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A flame source

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to control fires, increasing or reducing the size of fire sources up to 10%/level. The controlled fires must be and remain within the range of the spell. For example, a 10th level cleric casting this spell could double the size of a bonfire, as long as the flames did not extend beyond 50 feet (25 ft. + 25 ft.) from the cleric. In another example, the same cleric comes across a raging forest fire. While he cannot extinguish the entire fire, he can extinguish the flames in a 50-ft. radius from his position.

Corpse Decay

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: No

Corpse decay could only have been developed out of cruelty. If cast on the recently departed, it causes such rapid decay that all flesh falls off the bones and internal organs shrivel to nothing in seconds.

If cast on a creature that has died within 1d8+1 rounds, the spirit of the creature still has ties to the body. This affords a Will save to negate the quick decay of its body. Beyond this timeframe, no save is allowed and the corpse suffers the immediate effects.

Once decayed, nothing will bring the creature back short of a resurrection. In addition, if the remains are animated, the best that can be achieved is a skeleton.

Coyote's Guile

Divination

Level: Sha 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a coyote spirit for guidance. The touched creature gains a +1/level (+5 max) insight bonus, to his next Bluff, Diplomacy, Sense Motive, or Use Magic Device check, within 1 hour/level.

McFalls 03



Create Feast (Exclusive)

Conjuration (Creation)

Level: Clr 3 (Ferella)

Components: V, S

Casting Time: 10 min

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A feast for three people/ level

Duration: See text

Saving Throw: None

Spell Resistance: No

This spell is similar to create food and water, but instead of some bland fare, the spell creates a gourmet meal, complete with appetizer, main course and dessert. The food is of the highest quality and flavor, although all may not enjoy the cuisine. The meal must be eaten soon after the spell is cast as it begins to cool and lose its quality. When cast, the appetizer appears. The main course waits until those present have eaten the appetizer (up to 30 minutes) before appearing. The desert waits until the main course is eaten (up to 2 hours) and may be eaten at leisure.

This spell does not create any beverages other than water, as there are too many combinations of wine and beers suitable for the different meals. The cuisine of the feast depends on the caster but should reflect the highest culinary art.

Note: Ferella wants food and drink to be enjoyed for its own sake. Feasts are special and should feel that way. A cleric who casts this spell every day defeats the purpose, and may lose access. As a guideline, only cast this spell once per week (extenuating circumstances apply).

Chromatic Spear

Conjuration [Creation, Good]

Level: Pal 1, Sha 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates a single object
Duration: 1 round/level
Saving Throw: Will partial
Spell Resistance: Yes

This spell casts forth a shimmering arrow, bolt, or javelin of magical light. The shaft can be fired on the same round it is created, but otherwise lasts for one round per level or until fired (it can be handed off to another creature). This shaft of positive energy reacts with negative and evil energies, with varying results. Generally, the more positive (brighter color) the energy, the more powerful the effect.

The shaft deals 1d6 force damage per two caster levels only if the target is neutral or evil (plus the caster's strength bonus if applicable) to a maximum of 5d6. In addition, undead, non-good outsiders, and evil clerics must make a Will save or suffer the shaft's special power. The spell has no effect on good creatures.

Table 5-4. Chromatic Spear Effects by Caster Level.

Caster Level	Color	Damage	Special Power
1 st	Violet	1d6	Faerie fire & -1 to attacks
3 rd	Turquoise	2d6	Faerie fire & -1 to attacks
5 th	Lime	3d6	Faerie fire & -2 to attacks
7 th	Amber	4d6	Faerie fire & -2 to attacks
9 th +	White	5d6	Faerie fire & -3 to attacks

Faerie fire of the color listed outlines the creature for 1 minute/level. Outlined creatures shed light as candles and do not benefit from concealment caused by darkness, blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures, but does hinder the creature's actions, causing a -1 circumstance penalty to all attack rolls and skill rolls (this penalty increases by caster level, as shown in Table 5-4). If the shaft can be retrieved, it can be reused for the duration.

Material Component: Light of any kind.

Danger Sense

Abjuration
Level: Drd 2, Rgr 2, Sha 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

You gain a free partial action at the beginning of encounters. This is before initiative is rolled. If you would normally be surprised, you instead roll initiative during the surprise round. In addition, you are not considered flat-footed before you act.

Darkside of the Moon

Illusion (Glamer)
Level: Wit 5
Components: V, S, F
Casting Time: 15 min
Range: Long (400 ft. + 40 ft./level)
Area: One 40 ft. cube/level
Duration: 2 hours per level
Saving Throw: Will disbelief
Spell Resistance: No

The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden

or changed in appearance. The area also has the effect of a misdirection spell upon it. Anyone attempting to divine the location of anything within the area will only find trees.

This spell cannot be cast during a full moon.

Focus: A moonstone pendant (50 gp) anointed by moonlight and kept in darkness.

Darkside of the Moon, Eternal

Illusion (Glamer)

Level: Witch 9
Duration: Permanent

As darkside of the moon, except where noted above. Also, this spell's function is interrupted by the night of the full moon, revealing the true nature of the terrain until the next morning.

Detect Dream Rift (Exclusive)

Divination

Level: Brd 3, Clr 2, Pal 3, Sor/Wiz 2 (Barticus)

Components: V, S

Casting Time: 1 standard action

Range: 1/2 mile per level.

Area: Circle emanating from the caster.

Duration: Concentration, up to 10 min/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to detect the presence of a Dream Rift within range. The amount of information revealed depends on the time devoted, as follows:

1st round: The presence or absence of a dream rift can be felt within range.

2nd round: The caster can determine how many dream rifts exist within range.

3rd round: The general location of the most powerful rift within range.

4th round: The specific location of each dream rift within range.

No line of sight needs to be established to determine the exact location of the dream rift.

Detect Nightmare (Exclusive)

Divination

Level: Brd 3, Clr 2, Pal 3, Sor/Wiz 2 (Barticus)

Components: V, S

Casting Time: 1 standard action

Range: 1/2 mile per level

Area: Circle emanating from the caster.

Duration: Concentration, up to 10 min/level (D)

Saving Throw: None

Spell Resistance: No

You can detect any nightmare creature born of Midnar's realm. The amount of information revealed depends on the time devoted, as follows:

1st round: Presence or absence of the nightmare creature within range.

2nd round: Number of individual nightmare creatures range, and the condition of the healthiest specimen.

3rd round: The location and condition of each individual nightmare creature present within range. Unlike other detection spells, if the creature is out of sight you still know its exact location within range.

Detect Pregnancy

Divination [Life]

Level: Drd 0, Clr 1, Sha 0

Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One Living Creature
Duration: 1 min
Saving Throw: Will negates
Spell Resistance: Yes

This spell tells the caster if the subject is pregnant. This includes natural and unnatural, such as might be done by a monster. The caster also knows the day of conception, stage of pregnancy, estimated day of birth, and gender (if any) of the child.

Divine Battle Sense (Exclusive)

Divination [Mind-Affecting]

Level: Clr 4 (Bellarius)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Living creature touched

Duration: 10 rounds/level of caster

Saving Throw: None

Spell Resistance: No

This spell grants the target preternatural awareness during combat. The spell can only be used on or after the first round of combat. If cast when the target is not in combat, the spell fails. Once cast, the target has the equivalent of all-around vision. He gains a +4 bonus to Spot and Search checks and cannot be flanked.

Dragon's Skin

Abjuration

Level: Sha 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a dragon spirit to imbue the subject with its hardiness. The subject's skin appears tattooed with scales. The ink forming the outline of the scales is colored by dragon type. The subject gains a +4 natural armor increase (stacks with other natural armor) and resistance to an elemental energy type equal to the caster level (maximum 30). The dragon called upon is dependant on the caster's alignment.

Table 5-5. Dragon Skin Resistance by Type and Caster Alignment.

Dragon Type	Alignment	Resistance
Black	CE	Acid
Blue	LE or NE	Electricity
Brass	CG or NG	Fire
Bronze	LG or LN	Electricity
Copper	CG or N	Acid
Gold	LG	Fire
Green	LE or NE	Acid
Red	CE	Fire
Silver	LG or NG	Cold
White	CE or CN	Cold

Material Component: Ink made from natural herbs and dragon blood of the right type (150 gp).

Dragon's Skin, Ancient

Abjuration

Level: Sha 7

As dragon's skin, except it grants immunity to the energy type and damage reduction 10/magic.

Material Component: Ink made from natural herbs and dragon blood of the right type (350 gp).

Dragon's Skin, Mass

Abjuration

Level: Sha 9

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As dragon's skin, except it targets one creature per level.

The material component must be supplied for each individual.

Dread Alert

Enchantment

Level: Clr 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: 0

Area: Circle radius 10 ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The caster becomes aware of danger in his immediate vicinity.

In effect, he detects those of opposite alignment to him. Casters of neutral alignment must choose an opponent at the time of casting. This spell only detects creatures with more HD than the caster. He becomes shaken by their presence for a number of rounds equal to 1d10 – level, with a minimum of 1 round.

The spell does not determine how powerful the foe is, only that it is more powerful than the caster, nor does it discern the exact direction of the threat.

Eagle's Bane

Enchantment

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Charisma of the target with a –4 circumstance penalty. A successful save reduces the penalty to –2. If this reduces the subject's Charisma to 0, he becomes immobile, in a coma-like state. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Drop of tar.

Ears of Undeath

Necromancy

Level: Clr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

The caster can hear through a corpse, zombie or skeleton, animated or not. The caster must be able to under-

stand a language the corpse spoke before its death, and the corpse must have understood any language it hears.

Material Component: The target corpse, zombie or skeleton.

Eye of the Storm

Evocation [Chaos]

Level: Chaos 9, Clr 9, Drd 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. +10 ft./level)

Area: 50-ft.-radius, 200 ft. high cylinder spread centered on caster.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A raging storm of power encircles the caster, leaving him and the area around him in perfect peace. The caster can define up to a 15 ft. radius area around him where the storm does not rage, and the air is instead still. The spell damages surrounding enemies, vegetation, structures, etc., dealing 1d6 damage per caster level to all in the area (maximum 20d6). Damage is divided equally between two damage types of the caster's choice: physical (earth), lightning (air), ice (water), fire (fire).

Eyes of the Sun

Transmutation

Level: Clr 4, Pal 3, Sun 4

Components: V, S, DF

Casting Time: instantaneous

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/3 levels

Saving Throw: Will negates

Spell Resistance: Yes

The caster's eyes burn nearly as bright as the sun. All in the area who fail their save are blinded permanently. Those who make their save close their eyes in time, but fight at -4 circumstance penalty due to the intense light.

Eyes of Undeath

Necromancy

Level: Clr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

The caster can see through a corpse, zombie or skeleton. The head must be intact but need no longer have eyes, whether animated or not. If the caster possesses special sight, such as Darkvision, he retains that ability through the corpse.

Material Component: The target corpse, zombie or skeleton.

Force Pulse

Evocation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: 1 force bolt/level

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates a number of force bolts, similar to the magic missile spell. However, these bolts deal 1d6+1 damage. Failure of the Fortitude save pushes the target back as per a bull rush (but 10 ft.) for each bolt that strikes the target. If the save is failed by 5 or more, the target falls prone as well. The caster need only see some portion of an individual to target him. If the target hits another individual, wall, or other obstacle when pushed back, he automatically falls prone and is considered to have initiated a bull rush against any creature struck.

Force Blast

Evocation

Level: Sor/Wiz 5

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

As force pulse; however, it sends a single missile to each target in the cone (thus the caster may avoid allies). If multiple targets knock into each other, those closest to the caster fall back first, with an effect like dominoes out to the far range of the spell.

Forest Shot

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One arrow or spear

Duration: 1 min/level

Saving Throw: Fortitude negates

Spell Resistance: No

This spell imbues an arrow or spear such that when it strikes a target, it sprouts into a sapling. If a rope or string is tied to the weapon, it can be used as an impressive grappling hook (supports up to 100 lb./level). If used to strike an enemy, the weapon deals an additional 1d6 points of damage per level (maximum 10d6 points) unless the target makes a Fortitude save.

Note: The sapling created by this spell is permanent, but can die as normal if not planted.

Material Component: Arrow or spear.

Forest Shot, Greater

Transmutation

Level: Drd 7

As forest shot, but the weapon turns into a full-grown tree when it strikes, most often killing the target if striking an enemy. If used as a grappling hook, it can hold up to 1,000 lb./level. If used to strike an enemy, the weapon deals an additional 1d6 points per level (maximum 20d6 hit points).

Fox's Bane

Enchantment

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Intelligence of the target with a -4 circumstance penalty. A successful save reduces the penalty to -2. If this reduces the subject's Intelligence

to 0, the target becomes immobile, in a coma-like state. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Hound fur.

Gird for War (Exclusive)

Abjuration

Level: Clr 1 (Guerrion)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until dismissed

As mage armor, except as noted above.

Glance the Blow

Abjuration

Level: Brd 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

For the duration, any melee or missile attack that strikes the caster deals minimum damage. The maximum number of strikes that can be reduced in this fashion is 1 per every two levels of the caster (maximum of 3).

Glimmer of Hope

Divination

Level: Brd 2, Clr 0, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell comes into effect if the target is reduced to less than 0 hit points. His chance to stabilize is increased by +10%.

Glimpse of the Evil Eye

Enchantment

Level: Wit 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell curses an individual for a short period of time, causing them to be slowed for 1 round. They may only make 1 standard or move equivalent action on their next round and have a -2 AC and -2 to attack rolls for the duration.

Graceful Recovery

Enchantment [Compulsion]

Level: Pal 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level



McFalls 03

This spell grants the caster unbelievable grace in combat. The caster may negate one disarm, grapple, sunder, or trip per 2 levels (maximum 5). In addition, the first time he rolls a natural 1 on an attack, he may re-roll; however, if the re-roll is also a 1, the spell ends immediately and cannot be cast again that day. The caster does not suffer additional effects for rolling a 1 on an attack if optional rules are used.

Guard Dog (Exclusive)

Conjuration

Level: Clr 5 (Agriol)

Components: V, S

Casting Time: 10 min

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned guard dog

Duration: 1 hour/level or until dismissed

Saving Throw: None

Spell Resistance: No

This spell summons a guard dog that guards an area measuring 100 ft. by 100 ft. Within this area, the dog protects any creature the caster names during casting. The dog summoned is a monstrous shepherd that viciously attacks any intruder; any creature not specified "friend" during casting is an intruder.

The guard dog has the following statistics:

Large Animal: HD 6d8+18 (45 hp); **Init** +2 (Dex); Spd 50 ft.; **AC** 14 (-1 size, +2 Dex, +3 natural); BAB +4; Grapple +15; Single Atk +10 melee (1d8+1, crit. 20/x2, bite); **Space/Reach** 10 ft./5 ft.; **SA** Trip; **SQ** Scent; **AL** N; **SV** Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +1.

Healing Sleep (Exclusive)

Conjuration (Healing)

Level: Drd 2,Clr 2 (Illiana)

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One living being

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target heals at an incredibly fast rate while sleeping. Upon gaining a full night's rest, the creature gains triple the normal hit points. If the day was particularly restful, or a healer tended the target, the amount is quadrupled. In addition, any curative spell cast on the target while it is sleeping cures an additional 1 hit point per spell level (this still does not exceed maximums). The creature must be able to sleep naturally (thus this spell has no effect on elves).

Material Component: Sheep wool.

Hesitate

Enchantment [Compulsion]

Level: Brd 0, Sor/Wiz 0, Wit 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell slows down the target's reaction time. His initiative is reduced by 1d4 + 1. If he acted already this round, this spell does not allow an additional action, so his new initiative does not come into play until the following round.

Hex of Clumsiness

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Dex score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Dex score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Lard made from an obese creature.

Hex of Foolishness

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Wis score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Wis

score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Tongue of a child or jester.

Hex of Sickness

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Con score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Con score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Eye of someone who died of sickness.

Hex of Sorrow

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Cha score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Cha score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Rotting flesh from a corpse deformed in life.

Hex of Stupidity

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Int score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Int score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Brain of a corpse that died from disease.

Hex of Weakness

Enchantment [Mind-Affecting]

Level: Wit 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell reduces the target's Str score by the caster's level (save for half). This cannot reduce the score below 1. It stacks with bane spells, which can reduce the Str score below 1.

Hex spells can only be removed by break enchantment or higher level magics.

Material Component: Bone of a venerable person.

Home Light Burning

Abjuration

Level: Brd 2, Clr 2, Protection 2

Components: V, S, M

Casting Time: 2 rounds

Range: Touch

Target: Candle

Duration: 4 hours/level

Saving Throw: None

Spell Resistance: No

The caster lights a candle within a desired location. The effects of the spell enable the candle to burn for the duration. The candle can be extinguished by any normal means, and is extinguished if moved from the location. The caster can see the flicker of the candle from any distance and through any obstacle, giving her a direct line back to where she cast the spell.

Hummingbird Alacrity

Level: Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

For the duration, any time you roll initiative, you roll twice, plus an additional time for every 5 caster levels. Each round for that combat, you choose which of the initiatives represent your normal action. On the other initiatives, you may make a 5 ft. step that does not provoke an attack of opportunity. If you delay, refocus, or ready an action, or some other effect alters your initiative, the spell immediately ends. If you possess the Celerity feat, this effect supersedes (does not stack).

Justice (Exclusive)

Divination

Level: Clr 9, Justice 8 (Grolm)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature per Wis bonus

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

The caster must first cast true seeing to initiate this spell (not necessary if caster has Justice domain).

All within range are judged by Grolm on their deeds over the past 24 hours. If they have drifted from their chosen alignment, Grolm may actually change their alignment.

Know thy Wicked Ways (Exclusive)

Divination

Level: Clr 2, Secrets 2, Trickery 2 (Lan)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration, up to 10 min/level (D)

Saving Throw: None

Spell Resistance: None

The cleric becomes more in tune with the ways of rogues and underworld types. For the duration, he gets a +4 circumstance bonus to Bluff, Gather Information, Listen, Search, and Spot. Clerics use this spell most often to counter the activities of rogues.

Lion's Mane

Divination

Level: Sha 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level (D)

Your spirit guide calls upon a lion spirit for guidance. You gain a number of d6s equal to half your level (rounded down) (maximum 10d6). You may enhance any of your "pride" (allies) within 50 ft. of you by rolling one or more of these dice and adding their total as a circumstance bonus to any physical check the ally makes. This includes initiative, attack, damage, Str-, Con-, or Dex-based skill checks, Str, Con, or Dex checks, and Fortitude or Reflex saves. This ability can be used even after the ally has rolled, in an attempt to help them reach a target DC.

Lunar Blessing

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living human, half-elf, elf, or half-orc

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell instills the lycanthrope blessing (or curse) upon the target for the duration. The target turns into the hybrid form of a wererat, weretiger, or werewolf, gaining all the characteristics as per the template for an afflicted lycanthrope. The target cannot change form, and retains his alignment. At the end of the spell, the creature reverts to its normal form.

Material Component: A piece of fur from a dire rat, dire tiger, or dire wolf.

Lunar Blessing, Greater

Transmutation

Level: Drd 8

Target: One living humanoid or giant

Duration: 10 min/level

As lunar blessing, except as noted above. The target can switch between the forms at will (normal form, hybrid, animal form).

Lycanthropic Curse

Transmutation

Level: Drd 9

GROLM:

Death Walker, Master of the Ghost Realm, watch over my everlasting soul. Let it not be taken to a place most foul. For this I beg you. Hear my prayers.

Euphrenas Codex: A Grolm battle prayer pre-unification.

Grolm, watcher of souls. If I should die I beg you to protect my faithful spirit and deliver it to the halls of my fathers. Grolm, Keeper of Spirits, I pray you: guard me against the evils that might consume me. Take me to a better place when, soon, you come for me.

Cannon of Grolm battle prayer

The God of death leaned heavy on his might scythe, his cold eyes on the black wolf that is Critarri.

"Bitch Goddess, these fallen are mine. You must come through me to get them!"

Critarri padded a slow circle around the Lord of Souls and where her black paws touched the ground beneath withered and died. "I will take what I please. I eat the dead and spit them out to serve me. Perhaps I will eat you brother and see you dead?"

Beneath his black hood Grolm glared at his sister. "I am the ruler of death, I command that realm. How can you kill me unless I will it so?"

An excerpt from the War of the Gods written by the Scholar Magnus Argento.

And Grolm told his faithful "I give this prayer unto you. To protect the souls of the departed, and call my servants to see the spirits of man taken to my halls and to their rest. I command that all who serve me know this prayer and never let a servant of the god's soul go unguarded into the realm beyond.

I give you this prayer and it is no small thing: no small responsibility: for it is in your hands to call on me for protection and it is on your head if you fail to do so when one dies.

The Euphrenas Codex: A History of Grolm.

Range: Medium (100 ft. + 10 ft./level)

Target: One living humanoid or giant

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As lunar blessing, except as noted above. The target can switch between forms, but at the whim of the moon or caster. The afflicted is not under control of the caster, and their alignment shifts to that of the lycanthrope chosen. In essence, he becomes an afflicted lycanthrope.

Lungmist (Exclusive)

Conjuration

Level: Sor/Wiz 2, Itk-kic-Brut 1 (Issh-Shih)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell fills the lungs of the target with a thick, watery mist. Aquatic creatures are considered underwater and do not suffer dehydration for the duration.

Air breathers lose lung capacity and have a 20% failure chance to all verbal spells and abilities.

Lungwater (Exclusive)

Conjuration

Level: Sor/Wiz 3, Itk-kic-Brut 2 (Issh-Shih)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2levels)

Duration: 1 hour/level

As lungmist except where noted above, and the spell failure chance increases to 40%.

Lungflood (Exclusive)

Conjuration

Level: Sor/Wiz 7, Itk-kic-Brut 6 (Issh-Shih)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Duration: 1 day/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

As lungmist, except where noted above. Spell failure chance increases to 80% with a failed save, 40% otherwise.

Magic Motes

Abjuration [Force]

Level: Clr 1, Pal 1, Sha 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close 25 ft. + 5 ft./2 levels

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Magic motes creates a number of motes of light around the target, one plus one for every two levels of the caster beyond first (maximum five motes). The motes move to intercept any physical or energy attacks. Each mote reduces the damage from such attacks by 1d4+1 points, then winks out. The motes intercept damage from directed and area attacks.

Manifest Spirit Guide

Transmutation

Level: Sha 9

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Permanent (D)

Your essence merges with your spirit guide and the two become one until dispelled. During this time you (and your equipment) gain the ghost template and have your hit points increased to 12 per level (but you have no Constitution score). In addition, you gain all the special qualities of your spirit guide (young adult dragon for dragon, no special bonuses for ancestors), such as scent, sprint, etc. You may become invisible at will. You may cast spells at non-ethereal creatures as normal, but your physical attacks only affect ethereal creatures.

Mark of the Ancients

Enchantment

Level: Wit 8

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. When activated, the character becomes a force of nature, gaining the wild shape ability of a druid of their character level (including number of uses per day, and what forms they may take).

Pious: One Favor or 8 Wisdom damage: The subject instead gains shapechange for the duration.

Mark of the Avatar

Enchantment

Level: Clr 9, Wit 9

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The individual is infused with the raw power of his god. Each round, he may cast any 3rd level or lower cleric (or witch) spell as though they had prepared it (using original Wisdom score). In addition, he gains either the celestial or fiendish template (good vs. evil) for the duration. If the god is neutral, he gains instead of a template 1 temporary hit point per character level and +2 to attack, damage, spell DCs, skill checks, opposed rolls, and saves.

Pious: One Favor or 9 Wisdom damage: The target gains 4th-level spells

Two Favor or 18 Wisdom: The target gains 5th-level spells.

Mark of Discovery

Enchantment

Level: Clr 0, Wit 0

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

The touched gains a +2 divine bonus to checks with the knowledge skill of his choice. The knowledge skill is determined when the mark is activated.

Pious: One Favor or 1 Wisdom damage (heals in 1 hour): The bonus increases to a +4 divine bonus.

Mark of Faith

Enchantment

Level: Clr 5

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark can only be activated through use of piety.



Pious: One Favor: The target gains one of the advantages of piety without need of a Charisma check. Using the re-roll pious action requires 2 Favor instead of 1.

Mark of Health

Enchantment

Level: Clr 4, Wit 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark can be activated as a free action. For the duration, the individual gains a +4 circumstance bonus to saving throws against disease, poison, blindness, deafness, or enfeeblement.

Pious: One Favor or 4 Wisdom damage: If the target has already fallen victim of one of the above effects, he may make a new saving throw with the +4 bonus. The problem cannot have existed before the mark was placed on the target.

Mark of Invigoration

Enchantment

Level: Clr 6, Wit 6

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark is activated once the target takes hit point damage. Once activated, the target gains Fast Healing 1 per 2 levels.

Pious: One Favor or 6 Wisdom damage: Fast healing 1 per level.

Mark of Power

Enchantment

Level: Clr 7, Wit 7

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark can be activated as a free action. The individual gains a +4 bonus to all attack, damage, initiative, skill check, opposed rolls, spell DCs, and saves.

Pious: One Favor or 7 Wisdom damage: Also add +2 to all ability scores except Wisdom.

Mark of Renewal

Enchantment

Level: Clr 3, Wit 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level (maximum 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark can be activated by the target only if he drops to below 1 hit point. Once activated, the user gains Fast Healing 1.

Pious: One Favor or 3 Wisdom damage: Fast Healing 2, or can activate the mark without going below 1 hit point.

Two Favor or 6 Wisdom damage: Gain both effects.

Mark of Reversal

Enchantment

Level: Clr 2, Wit 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark is activated the first time the target rolls a natural 1 on an attack, opposed roll, skill check or saving throw. It immediately allows the target to re-roll and take the second result. It then allows one re-roll of a natural 1 per round for the duration.

Pious: One Favor or 2 Wisdom damage: The character can re-roll any one roll each round for the duration. He must accept the second roll.

Mark of Sight

Enchantment

Level: Clr 1, Wit 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One being

Duration: 1 day, 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell places a holy rune/mark upon the target's skin. The mark can be activated by the target as a standard action. Once activated, the target gains low-light vision for the duration.

Pious: One Favor or 1 Wisdom damage: Increase duration to 1 hour/level, or gain darkvision instead of low-light vision.

Two Favor or 2 Wisdom damage: Gain both effects.

Martyr

Transmutation

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

The paladin imbues his body with the divine power of his god. If he dies while the spell is up, he may make a limited wish as cast by a sorcerer of his character level. This effect cannot bring the paladin back to life, though it can bring back other fallen comrades through mimicking raise dead or other spells.

Misfortune* (Exclusive)

Transmutation

Level: Clr 7 Luck (ill-omen), 7 (Lan)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 week/level

Saving Throw: Will negates

Spell Resistance: Yes

The spell inflicts a streak of bad luck on the target. For the duration the creature suffers a -6 luck penalty to all attack and damage rolls, skill checks, and saves.

Mouse's Scamper

Transmutation

Level: Sha 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a mouse spirit to imbue the subject with its nimbleness. The subject chooses between its Dexterity and Strength for Climb and Swim checks. Attackers gain no bonus to hit if the target is prone, and he suffers no penalties. Also, he can stand up as a free action that does not provoke an attack of opportunity. Finally, the target may move at full speed (up to 3x as a run action) while prone or otherwise on all four limbs.

Mouse's Scamper, Mass

Transmutation

Level: Sha 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As mouse's scamper, except it targets one creature per level.

Morbid Relation

Necromancy

Level: Clr 2, Death 2, Sor/Wiz 2, Wit 3

Components: V, S, M, F/DF

Casting Time: 1 full round

Range: Touch

Duration: 10 min/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell allows the caster to gather a skill or feat from a dead corpse and use it for the duration. The corpse must still have some flesh on its bones, and be 50% or more intact.

The caster gains 1 feat or skill that the dead corpse could use when it was alive. He ignores any prerequisites.

He may request a specific skill or feat if he knows the target corpse had it in life; otherwise he gains one at random. Skills have a base rank equal to the caster's level. If the caster already has the skill, he adds this as a bonus to his ranks for the duration.

Material Component: Bone chip.

Focus: Corpse.

North Wind

Conjuration (Summoning) [Cold]

Level: Drd 3

Components: V, S, DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: No

This massive blast of cold air deals 1d4 points of cold damage per 3 levels to all in the area. In addition, those who fail their save are knocked prone. This spell may only be used outdoors. The maximum size of creature that can be knocked prone is determined by caster level, as shown in Table 5-6.

Table 5-6. Maximum size of creature knocked prone.

Caster Level	Size
5-6	Small
7-8	Medium
9+	Large

Offering of the Rain

Conjuration (Healing)

Level: Drd 6, Sha 6

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 0

Area: 100 yard radius sphere centered on the caster

Duration: 1 round/level

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

This spell only works outdoors during a rainstorm. All

living beings who are touched by the falling rain in the area of effect gain Fast Healing 1 per four caster levels.

Focus: The storm clouds.

Open Clouds

Transmutation

Level: Air 2, Drd 1, Rgr 1, Sha 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Area: 10 ft. radius cylinder

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is centered on a touched creature or object. The effect creates an opening in otherwise closed cloud cover, allowing the sun (or moon) to shine down upon the area. This also stops rainfall and lightning within the area; however, it has no effect on wind or other weather effects.

Owl's Bane

Enchantment

Level: Wit 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will half

Spell Resistance: Yes

This spell hexes the Wisdom of the target with a -4 circumstance penalty. A successful save reduces the penalty to -2. If this reduces the subject's Wisdom to 0, the target becomes immobile, in a coma-like state. Multiple castings of this spell, or a combination of this and hex spells, stack.

Bane spells can be removed by remove curse, in addition to dispel magic, break enchantment, wish, miracle, etc.

Material Component: Drop of alcohol.

Paragon Ward

Transmutation

Level: Wit 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ward

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You infuse the raw power of your god into your ward. He gains 1 point of Str, Dex and Con for every 3 caster levels you possess (to a max of +5 in each). This is a divine bonus.

Path of Stone

Transmutation

Level: Drd 5, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 2 rounds/level

This spell allows the caster to travel through stone. The caster can move and breathe within stone and earth as though they were air. He cannot see and can become disoriented if he strays from the edge of the stone. While

in this form, the caster may place some or all of his body in the stone. He may keep his face outside to see where he is going. Without some form of magical compensation, the caster will neither hear nor see anything while he is embedded in the stone.

The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals you 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Focus: Carved stone ring made of multi-layered stone (1,000 gp).

Permanent Memory (Exclusive)

Divination

Level: Brd 2, Knowledge 3, Sor/Wiz 4 (Euphrenas)

Components: V

Casting Time: 1 standard action (see text)

Range: Personal

Target: You

Duration: Permanent

By means of this spell, the caster creates a permanent image in his mind. He may recall this image at any time. This is the equivalent of photographic memory. To activate the spell, the caster need only decide to memorize what he sees. This spell may be used in conjunction with scrying devices, and spells such as clairvoyance and wizard eye. The caster may only have as many scenes in his memory as he has points of Intelligence. Once that number is exceeded, the caster must lose one of the previous scenes. This spell may be cast as though it were quickened (as per the feat). A successful feblemind spell will erase all stored scenes from memory.

Pestilent Carrier (Exclusive)

Abjuration

Level: Clr 2, Sor/Wiz 2 (Vlag)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

A disease present in the target's body may be sent into slumber, doubling the incubation period. The drawback is that the disease fights back all the more when it awakens, increasing its DC by +4.

Kelmore's priests developed this spell to ensure their plagues were spread as far and wide as possible.

Play of the Otter

Divination

Level: Sha 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One animate being touched

Duration: 1 round (see text)

Saving Throw: Will negates

Spell Resistance: Yes

With this spell you glance at fate and dance with its results. The target rolls two dice for his next d20 roll. You

choose which die is used. The spell ends once the roll is made, or after 1 round. It can only be used on a given individual once per day.

Power of the Phoenix (Exclusive)

Necromancy

Level: Clr 9 (Inyx)

Components: V, S, M, DF

Casting Time: 10 min

Range: Touch

Target: One Living Creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

If the target is killed while this spell is in effect, 1d100x10 hours later the creature's soul emerges from his corpse as a phoenix. He retains all spells, memories, and personality traits while in this form, but otherwise gains the statistics and abilities of a phoenix. After 1d20+ 2 hours per level of the caster, the creature lands and reforms into his original form, without blemish or scar, retaining any metal equipment from his corpse. This effect mimics the resurrection spell. Any non-metal equipment on the body must make a Fort save or be destroyed.

Material Components: Feather of a phoenix dipped in platinum and covered in gems (5,000 gp).

Preservation

Abjuration [Force]

Level: Clr 2, Pal 2, Protection 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 min

Range: Touch

Target: One non-living or animated object, weighing up to one pound/level

Duration: 1 day/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell allows the caster to create an invisible magical barrier surrounding one item, which increases its chance to survive. The item gains +1 per level of the caster (maximum +10) to its next save or opposed roll that would sunder/destroy it. The caster may choose to split this into two saves, but loses three points of bonus on each. For example, a 9th level wizard casts the spell on a staff. He could choose to give the staff a one-time bonus of +9, or two bonuses of +6 each. Through multiple castings, the caster may protect up to 1 object/4 levels at any one time.

Material Component: Gem (5 gp).

Preservation, Greater

Abjuration [Force]

Level: Clr 8, Sor/Wiz 8

As preservation, but the maximum bonus to the saves increases to +20, and the number of multiple saves per casting can be up to the caster's level.

Material Component: Gem (50 gp).

Protected Dreams (Exclusive)

Abjuration

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1 (Barticus)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from all attacks by creatures that originate from within Midnar's realm. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First: The subject get a +3 deflection bonus to AC and a +2 resistance bonus to saves. Both bonuses apply against creatures of nightmare or dreams.

Second: The barrier blocks any attempt to possess the warded creature (as by a magic jar) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to dominate person). The protection does not prevent the domination itself, but prevents the vampire from mentally commanding the protected creature. If the protected dreams spell ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier will keep out a possessing life force but will not expel one if it is in place before the spell is cast.

Third: The spell prevents bodily contact with creatures who are conjured or summoned from Midnar's realm via spells. This causes natural attacks to fail and the creature to recoil if such attacks require touching the warded creature. The protection against summoned or conjured nightmares ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Material Components: A handful of white sand used to trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Radiant Hope

Divination

Level: Clr 1, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell comes into effect if the target is reduced to less than 0 hit points. His chance to stabilize is increased by +5% per level (maximum +25%). If he stabilizes, he makes a recovery roll each round (with the same percentile chance). If this roll succeeds, the individual gains 1 hit point (magical healing). If this returns the individual to 0 hit point, he regains consciousness and is disabled as normal. At this point the spell ends.

Raven's Call

Necromancy

Level: Sha 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a raven spirit to harness the souls of the dead. Whenever a being of 1 or more **HD** dies (goes to -10 or lower hit points) within 30 ft. of the

target, he gains 1 point of healing as the passing soul's energy is converted. If the target is at full health, the healing has no effect. This spell will cure a maximum of 15 hit points + 1 hp/level (maximum +5).

Material Component: Raven feather.

Raven's Call, Mass

Necromancy

Level: Sha 5

Target: One living creature/level

As raven's call, except it targets one creature per level and heals up to 15 hit points + 1 hp/level (maximum +25).

Requirement

Divination

Level: Clr 9, Sor/Wiz 9, Wit 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

This spell is cast as though it were quickened. The caster can alter the meaning or effect of some command or contract. It enables him to add or subtract clauses in order to manipulate the outcome. It cannot change the basic premise of the event. The spell may be cast even after the event. For example, the caster has pulled the Donjon card in a deck of many things. By use of this spell, he could determine that his place of imprisonment was with a friendly power, or that the effect was temporary. However, he could not negate the effects of imprisonment.

No creature or spell can negate a requirement, although anyone can add additional requirements to the situation.

The spell can be cast only once per year, and once per situation. The spell is effective on any plane but Limbo, and may be cast in an antimagic field.

Sacrificial Speed

Transmutation

Level: Clr 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The caster establishes a subtle divine link with the target creature. For the duration, each round the caster can forgo a move-equivalent or standard action to grant the target a like action on the caster's initiative. The target must be in sight for the caster to grant this. The granted action cannot be used to delay, refocus or otherwise change initiative. The action must be taken immediately or it is lost.

Material Component: Piece of paper with holy writing of your god upon it.

Sapwalk

Level: Drd 4

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 100 ft./level)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character instantly teleports from his current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing

the area or by stating direction. After using this spell, the character cannot take any other actions until his next turn.

The character must be within 10 ft. of a tree upon casting, and the desired final location must be within 10 ft. of another tree.

Seedling

Transmutation

Level: Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One seed

Duration: 1 month/level

This spell increases the growth rate for a single plant to 7 times normal (a week's worth of growth each day). It does not increase the maximum size of the plant, only the speed at which it matures initially.

Seeping Wounds

Necromancy

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

A touch from you causes the blood of the victim to thin. This has two effects: First, the victim permanently loses 2 hit points per caster level (maximum 30 hit points). Second, any damage sustained from weapons causes the target to bleed 2 points/round until it is bandaged (Heal DC 15).

This affliction can only be cured with restoration, restoration, greater, dispel magic, greater, limited wish, or wish. The victim must have blood and be living for this spell to affect him.

Material Component: Sharpened bone.

Shield of Spikes

Conjuration (Creation)

Level: Drd 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: 2 rounds/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell covers the target in a thin shield of spiky thorns over his body. It grants a +2 circumstance bonus to **AC** against melee attacks for the duration. Upon the first successful strike against the target by a melee attack, the shield drops, dealing 1 point of damage +1/2 levels (maximum +5) to the enemy who struck the target. This ends the spell.

Shell of Impurity (Exclusive)

Illusion (Glamer)

Level: Pal 1 (Ailieos)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 hours / level

Saving Throw: Will negates (harmless)

Spell Resistance: None

The caster creates an aura around the individual that

masks his alignment to others. Good beings seem neutral, and neutral beings seem evil. Starting at 5th level, the caster can halve the duration to allow a good being to appear evil. While under the effects of this spell, any paladin aura abilities of the recipient are not useable.

Shield of Divine Grace

Transmutation

Level: Pal 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One shield

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell calls upon the spirit of a follower of your god to infuse a shield with his divine grace and knowledge. For the duration of the spell, the item is considered blessed. It grants a cover bonus equal to your Charisma plus your caster level (maximum +5 total). In addition, allies who are devout followers of your god gain a cover bonus equal to your Charisma modifier if within 5 ft. of you (maximum +5).

Focus: Shield.

Shield of Divine Power

Transmutation

Level: Pal 4

Duration: 2 rounds/level

As shield of divine grace, except as noted above, and the maximum cover bonus is increased to +10 at 20th level.

Shift of the Scorpion

Divination

Level: Sha 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a scorpion spirit for guidance on when it is best to strike. The subject may use a delayed action to interrupt another's action (as though a readied action).

Shift of the Scorpion, Mass

Divination

Level: Sha 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As shift of the scorpion, except it targets one creature per level.

Snake Strike

Conjuration (Summoning)

Level: Drd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 rounds + 1 round/level (maximum 12 rounds)

Saving Throw: Fortitude half

Spell Resistance: Yes

A touch from you causes a dark green venom to seep into

the enemy. This deals 3 points of damage to the target each round on your initiative. A successful Fortitude save reduces this damage to 1 point per round. Delay poison or neutralize poison negates the recurring damage. As this is poison, it will not affect creatures immune to poison.

Material Component: Snake fang.

South Wind

Conjuration (Summoning) [Fire]

Level: Drd 4

Components: V, S, DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: No

This massive blast of hot air deals 1d4 points/2 caster levels of fire damage to all within the cone. In addition, those who fail the Reflex save are dazed, losing their next action. This spell may only be used outdoors.

Speak to Spirits

Divination

Level: Sha 2

Components: V, S, M

Casting Time: 10 min

Range: Personal

Target: You

Duration: 1 min per level

With this spell, the caster can communicate with spirits. The caster must meditate before an open, smoky fire for 10 minutes. After that, he may attempt to contact the spirits of the area. The spirits must be willing to communicate with the shaman for this ability to work. At times, the spirits are eager to visit with the shaman, while at other times they may not wish to communicate at all. In game terms, the caster makes a Charisma check DC 15 to determine whether the spirits are willing to communicate. If a spirit is willing, the caster can ask simple questions. The spirits may be able to provide any useful information to the shaman, or not. Spirits are not omniscient entities. They are familiar with the overall mood of the region and the magical essences of its inhabitants. If a shaman were trying to locate an army, the spirits may not know of the existence, but may sense a body of hostility moving a certain direction. The shaman may ask one question per class level.

This ability does not mimic the speak with dead spell. The caster is communicating with the essences of the spirits, not an individual ghost.

Material Component: Open, smoky fire.

Speak with Stone (Exclusive)

Divination

Level: Clr 3 (Torggan)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

As stone tell, but this spell only permits the cleric to speak with natural stone and rock formations. These formations can be hewn as long as the stones have not been moved from their natural location. Even the most dedi-

cated earth mage or Torggan cleric will admit that stones are difficult to understand. The caster must make a Diplomacy check DC 15 to communicate with the stones. Stones are not very aware of living creatures, but they are aware of any passages, both natural and artificial, within 100 feet. Also, stones never forget what has happened to them, although time scales are vastly different. Thousands of years to a stone may seem but an instant.

Casters using this spell will learn of any passages, even if magically hidden, that are cut in the stone.

Spiking

Transmutation

Level: Drd 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One seed

Duration: Instantaneous

This spell instills a seed with the ability to quickly mature. The caster throws the seed at an enemy, and it quickly spouts into a sapling with thorns. It flies at an enemy as a ranged attack, doing 1d8 points of damage (piercing) if it strikes.

Material Component: Seed of any thorned plant.

Spirit of the Ox

Transmutation

Level: Sha 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon an ox spirit to imbue the subject with its stamina. The subject ignores penalties to speed due to load and armor. In addition, his maximum load increases by 10 lb./level (maximum +150 lb.). The load must still be physically small enough to be carried.

Spirit of the Ox, Mass

Transmutation

Level: Sha 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As spirit of the ox, except it targets one creature per level and the maximum load increase is now +350 lb.

Sprint of the Cheetah

Transmutation

Level: Sha 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a cheetah spirit to imbue the subject with its speed. When using the charge action for the duration of this spell, the subject may move at up to x4.

Once during the spell for every 6 levels of the caster,

the subject may use a run action to move ten times its speed. When using this ability, it can also charge.

Sprint of the Cheetah, Mass

Transmutation

Level: Sha 5

Target: One living creature/level

As sprint of the cheetah, except it targets one creature/level.

Spirit Pact

Necromancy

Level: Sha 4

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One corpse

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You make a pact with your spirit guide to hold the soul of the fallen to its body, returning it to life with 1 hit point. The spell must be cast within 1 day of death. All body parts must be present, though the body can be brought back with lost limbs and still live (without the limb). The risen and the shaman both act as one level lower for the duration of the spell.

Material Component: Rare oils (300 gp) and blood of the same animal as your spirit guide.

Stench of the Hyena

Enchantment [Compulsion]

Level: Drd 1, Sha 1

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster must make a successful touch attack. This spell causes the victim to be offensive to animals with Intelligence 1 or higher for the duration. Horses shy or buck, dogs bark, bulls charge, etc. Note that animals with close association to the victim will not do anything to hurt the victim; they will simply treat him like he smells horrible.

Sticks to Swords

Transmutation

Level: Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The caster touches a stick, reed, or sapling, which becomes a dagger, rapier, short sword, scimitar, longsword, or bastard sword for the duration. For every 4 levels of the caster, an additional sword can be made. The swords are wood, they simply assume the shape of the sword and the hardness of steel.

Material Component: Stick, reed or sapling.

Summon Ward

Conjuration

Level: Wit 7

Components: V, S

Casting Time: 1 standard action

Range: 100 miles/level

Target: Ward

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You summon your ward to your side if he is within range. He appears within 10 ft. of you. This does not work if he is on another plane. This spell is blocked by 1 inch of lead. Your ward must appear in your line of sight.

Swarm of Rats

Conjuration (Summoning)

Level: Sha 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned swarm

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon a rat swarm (as described in the MM) that appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability and disappears at the end of the spell.

Swarm of Rats, Greater

Conjuration (Summoning)

Level: Sha 7, Sor/Wiz 7

Effect: One summoned swarm/level

As swarm of rats, except it summons one swarm/level (maximum 20).

Sword of the Spirit

Transmutation

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Duration: 1 min/level

Saving Throw: Fortitude negates

Spell Resistance: No

For the duration, each strike the caster makes with a slashing weapon against undead deals +1d6 force damage. In addition, if the undead fails its save it has a -1 penalty to saves, skill, and attack rolls. The following day, the undead must make an additional Fortitude save or permanently lose one hit dice.

Talon of the Hawk

Transmutation

Level: Sha 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 10 min/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a hawk spirit to imbue the subject with its precision. The subject's weapons act as magical, cold iron, adamantite, and your alignments (both aspects) for half your caster level in successful attacks.

Tree Whispering (Exclusive)

Divination

Level: Drd 2 (Dryaella)

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Area: 10-foot-radius spread

Duration: No more than 90 minutes/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

This spell is only available to elven druids who have been in contact with the Mother Tree.

The caster sends a message or sound through the trees to a designated spot. Provided it can find a way to the location through a tree line, the message may jump up to 5 miles per level to cross bodies of water and such. Tree whispering is unnoticed until it reaches the location, where it delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

The caster can send a message of up to twenty-five words, or cause the spell to deliver other sounds for 1 round, or merely have the wind seem a faint stirring of the air. The character can likewise cause tree whispering to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it speaks out from the tree. Tree whispering cannot be used to speak verbal components, use command words, or activate magical effects.

Vacuum

Conjuration (Summoning)

Level: Clr 3, Sor/Wiz 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Medium: 100 ft. + 10 ft./level

Area: 5 ft. radius spread + 5 ft./5 levels (maximum 15 ft. radius)

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

By means of this spell the caster displaces the air within the area of effect, causing outside air to rush in with a thunderous clap. All those in the area who fail their save take 2 points of damage per caster level (maximum 30 points), and must make an additional Fortitude save or be stunned for one round and deafened for ten minutes.

Material Component: Hollow glass sphere crushed in the casting.

Vampiric Kiss

Necromancy

Level: Sor/Wiz 4, Wit 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes

The caster must kiss the desired target within 2 rounds of casting the spell. Two rounds after the kiss, the target will start to lose 1d2 hp each round, while the caster gains the lost hp. Any hit points above the caster's maximum are considered temporary and fade after 1 hour.

Once the kiss is administered, the caster need not stay near the target and may make good his escape should he wish.

Voice of Undeath

Necromancy

Level: Clr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster can speak through a corpse, zombie or skeleton, whether animated or not, as though it were affected by the ventriloquism spell. The caster can speak in any language he understands, though the voice emitting from the corpse will be slower and of a lower tone.

Material Component: The target corpse, zombie or skeleton.

Ward Link

Transmutation

Level: Wit 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Ward

Duration: 10 min/level

Saving Throw: None

Spell Resistance: No

A mystical link forms between you and your ward. Each round the ward is damaged, you may take the damage in his stead. The type of damage (fire, force, etc.) does not change. You may take up to your level in damage for the



ward each round (maximum 10 hit points). Any spells you cast on the same round you take damage require a Concentration check.

Ward Link, Greater

Transmutation

Level: Wit 5

As ward link, but for every two points of damage you only actually take 1 point of damage. You may block 2 points per level (maximum 40 points) each round.

Ward of Burden

Necromancy

Level: Wit 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ward

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may transfer blindness, deafness, disease, or poison effects to your ward. As an alternative, you can transfer up to 1 point of ability damage or 10 hit points of damage per caster level (maximum 10 and 100, respectively). Any transfer that would bring the ward below 3 in any ability or 0 hit points, fails. Each casting of the spell transfers one effect or amount of damage from you to them.

Ward Watch

Divination (Mind-Affecting)

Level: Wit 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ward

Duration: 1 day

Saving Throw: None

Spell Resistance: No

You and your ward's connection is increased in intensity. Ranges for all telepathic effects between you and your ward are doubled.

Whispers (Exclusive)

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6 (Shea)

Components: V, S, M

Casting Time: 1 hour

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell is reserved for those clerics who understand the secrets of Shea and her level of manipulation.

With this powerful spell the spell caster can quietly and subtly control the thoughts of others. The caster must have a personal object or piece of the target (such as clothing, hair, fingernail clippings, etc.) with which to channel the spell. In addition, the caster must remain within the range for the duration of the casting. At the beginning of the enchantment, the caster names the target and from then on, uses the second person to refer to the target, as if talking directly to the target. The target begins to hear incessant, unintelligible whispering that wears down his defenses. Nothing stops the whispering, not even a silence spell, because the effect is in the target's mind. Mind blank stops the effects of the spell, but not the bother of the whispering.

During the casting, the cleric must specify how the target will be affected:

Emotions: There are five emotions that the spell can create: fear, anger, peace, hate and love.

- **Fear:** The target feels an overriding sense of fear and dread. This fear cannot be defined and is not specific to any one thing; however, it wears away at the target, causing a -3 morale penalty to all skill checks based on Intelligence, Wisdom and Charisma.
- **Anger:** An intense sense of rage and anger invades the thoughts of the target. He is liable to lash out at friends and foes alike. Those things that are normally just slight irritants become enormous obstacles. This rage of emotion interferes with logical thought. NPCs who are angered have an unfriendly attitude. The best reaction such an NPC can have is indifferent. In addition, anger clouds judgment, imposing a -2 morale penalty to all skill checks based on Intelligence, Wisdom and Charisma.
- **Peace:** The target feels a sense of calm and peace. While in this state, he is unable to initiate aggressive action. The attitude of an affected NPC will begin with indifferent, and any character who behaves positively toward the NPC receives a +5 bonus to determine the new attitude. However, while under the influence of the spell, the target is reluctant to attack anyone, even if defending herself. The target suffers a -2 morale penalty to attack and damage rolls while thus affected.
- **Hate:** The target is filled with antipathy toward the



world in general and anyone who dares cross his path. This consuming hatred can cloud his decisionmaking ability. His initial NPC attitude toward others begins as unfriendly, and all attempts to influence him suffer a -5 penalty for the duration of the spell. In addition, hatred interferes with logical decisionmaking, imposing a -2 morale penalty to all skill checks based on Intelligence, Wisdom and Charisma.

- **Love:** Friendship and love dominate the mind of the target. While she will be more amenable and friendly, the love of others can interfere with daily decisionmaking. The initial NPC attitude toward others begins as friendly, and any character who behaves in a positive manner receives a +5 bonus to reaction rolls. Those she considers friends are to be guarded and protected. If any attack her friends, the target receives a +3 morale bonus to attack and damage rolls to defend them. However, if those the target considers friends attack her, she gets a -2 morale penalty to attack and damage rolls against her friends.

Emotions last as long as the caster can remain within earshot of the target and maintain her concentration. Once the casting ends, the spell effects remain for 1 round/level of spell caster.

Decisions: If the cleric chooses to affect the target's decisions, he can alter what the target has already been thinking, but cannot plant completely new ideas in the target's mind. For example, if a kindly lord was considering trade negotiations with a neighboring city, the caster could guide the lord to accept or reject the offer. However, the target cannot be forced into doing something completely against her morals. In the example above, the caster could not cause the kindly lord to abandon all negotiations and kill the ambassadors.

Wolf's Spirit

Transmutation

Level: Sha 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spirit guide calls upon a wolf spirit to imbue the subject with its swiftness. The subject increases its land speed 10 ft., +5 ft./5 levels. This spell has no effect on burrow, fly, swim, or other types of locomotion.

Wolf's Spirit, Mass

Transmutation

Level: Sha 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level

As wolf's spirit, except it targets one creature/level.

Wolverines Fury

Transmutation

Level: Sha 4

As badger's fury, except the bonus is applied to both attack and damage. The damage received is split equally between the next attack and damage rolls.

Material Component: Wolverine claw.

Zealot

Divination

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

The caster envelops the target with the power of his god, mimicking the effects of Piety. The individual gains 1 Favor per 4 levels of the caster (maximum +5). Favor used during the spell is first drawn from pool. This spell may only be cast on a follower of the cleric's god.

Zone of Protection (Exclusive)

Abjuration

Level: Clr 6 (Shea)

Components: V, S, DF

Casting Time: 1 standard action

Range: 0

Area: 20-ft. radius centered on spell caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell creates a spherical zone of protection that emanates from the caster. For the duration of the spell, the zone of protection moves with the caster. If the caster is somehow killed, the zone of protection is immediately extinguished. The spell offers the protection of Shea to all of the caster's allies within the zone. The caster and allies receive a +4 resistance bonus to all saving throws against spells and spell-like effects, and a +3 circumstance bonus to all other saving throws (poison, disease, fear, etc.). In addition, the caster receives a +2 sacred AC bonus.

Since this is a specialized Shea spell, the GM can decide whether the allies receive the protection or not. For example, if an ally of the caster has somehow angered Shea, the All Mother may not extend her protection to that individual.

SHEA:

Great Mother, cradle me in the warmth of your bosom. Watch over the children of the world and grant them long, good lives.

May we serve you well and always.

Pantheon book of sermons

Shea, highest lady and mother of the earth, we give thanks to you for the blessed bounty we have before us. May you grant such blessings on all those in need.

Meal time common prayer
from the Euphrenas Codex

"Do it not, sister, for you know not what this being may do to you," Lan called to Shea as she reached out to touch the sleeping giant's arm.

"If we are to save my beloved husband and all that is right and good I must," she replied. The trickster smiled warmly at her.

"You are truly brave and I will stand by thee though Midnar's power is unknown to us."

An excerpt from a tale of the creation of the 10 Umbrae Dekarum from an unknown work

CHAPTER 6: SAINTS AND SAINTHOOD

The Pantheon has discovered the power and glory that can be gained from honoring its heroes. Saints can be canonized and granted a special place in the worship of the Pantheon. Pagan faiths would call these elevated heroes demigods, but the Pantheon does not even jest with the idea. Instead, these are mortal heroes, sanctified by Barticus and Shea, and they are considered truly blessed.

Currently, there are no living saints on Gothos as all have been elevated to the heavens to assist the gods and guide mortals faithful to the Pantheon. The most recent living saint was Justin Trueblood, and his elevation led to what some consider a dubious end (see below). Because of this situation, it is the current policy of the church that only the dead can be raised to the status of sainthood, though the living can still be nominated. If a proper candidate meets all qualifications, he can quickly be raised to sainthood status upon death.

For a potential saint to be nominated, a ranking follower of the Pantheon—at least a cleric—must witness a miracle of the gods, something that goes clearly beyond the powers of the clerics. The witness who brings it up for petition is subject to an initial inquiry of the Senatorum. If the event is deemed worthy, then the Senatorum designates a chronicler of The Euphrenas Codex, who is charged to catalog all aspects of the miracle and record the tales of all those who witnessed it. The chronicler (usually a cleric) must be ranked as a rector or higher, and cannot have been one who witnessed the miracle. The chronicler forms a vigilant council (numbering 4–6 clerics of priest rank or higher) who accompany him on the quest for truth. The council follows the lead of the Senatorum member in charge of the codex and assists in the discovery of the saintly miracle.

Once all evidence is brought forward by the vigilant council (and written into The Euphrenas Codex), the full Senatorum convenes to study the findings. Should the miracle be proven true, the nominee is entered into the codex as a saintly candidate. This event could take years and many, many sessions. If the prospective saint is still alive, his life is recorded for another year and a day. If another miracle occurs that cannot be disputed, the candidate is put through the ritual of canonization and elevated under the eyes of the gods to a saint of the Pantheon. If the candidate dies before being elevated, then a ritual is performed that reveals the final truth to the Archpriest of the Pantheon and the candidate is elevated to sainthood or given the title of Immaculate of the Pantheon (a man or woman considered most holy). If a still-living candidate fails to uphold church tenets under the eyes of the vigilant council, he is reduced to an Immaculate and removed candidacy sainthood.

TAKING A PATRON SAINT

Anyone can take a patron saint. This grants the character additional abilities in return for devout worship. However, he must also follow an additional stricture that is a cornerstone of the saint's beliefs. A stricture will never go against the requirements of the gods and the Pantheon as a whole.

GIFTS OF THE SAINTS

Saints can be called on for guidance or assistance in a number of ways.

Call for Assistance: As a free action, anyone can call for assistance from a given saint. A saint can only be called upon once per day, and will only heed a call once each week. The chance for assistance is (5% + 1% per rank in Knowledge (Religion)) if the saint is your patron. Otherwise, it is 1% plus 1% for every 10 ranks in Knowledge (Religion) (+1 at 10, +2 at 20, etc.). The assistance given differs for each saint.

Use of Favor: This invokes the assistance of a saint for the cost of one Favor from a Pantheon god. This can only be done if the character is following the strictures of his patron saint. It requires no roll and is a free action; however, this still counts as the one time per week that a given saint will heed a call.

Devoted Sect: A number of saints have special followers who act on their behalf. These followers gain abilities based on their individual prestige classes.

PATRON SAINT

You are a true and devout follower of the Pantheon. Your efforts have attracted the attention of your patron saint, who always hears your call.

Requirements: Devout follower of the Pantheon, consistent follower of a Patron Saint.

Benefit: You gain the ability to use your patron saint's ability once per week, without using piety. This feat can be taken up to three times.

THE SAINTS

Saint Bathipus—Patron Saint of Dreams

Description: Bathipus Dekaln founded an order of knights gifted by the gods with prophetic dreams. Bathipus himself was given dreams that directly saved the eternal Queen Katharine of Gildor on several occasions. Strangely enough, Bathipus and his dream prophecies stemmed from the powers of vitus, the will of the spirit, which is deemed heretical by the Pantheon. Over the years, Bathipus managed to create a devoted order of knights that could tap into their dreams. These knights serve the Pantheon and the Queen of Gildor without fail. After Bathipus died, he was beatified and given the title St. Bathipus. The nature of his mystic knights order changed, forever becoming the Holy Knights of Saint Bathipus. It is said that the spirit of Bathipus guides his knights still on behalf of the All Father and the Pantheon.

Stricture: Honor Thy Dreams. A character who takes Bathipus as his patron saint must honor any dreams that seem prophetic in nature or give instruction. This does not give a dreamer license to go against his basic alignment or break the codes of the church.

Assistance Granted: You may use the spell dream as a spell-like ability, as cast by a 10th-level sorcerer.

Devotional Sect: Knights of Saint Bathipus (described in the book *Mystic Warriors*).

Saint Vincent—Patron Saint of Knights and Warriors

Description: Saint Vincent Detori was a Romanus paladin of the Pantheon who rose to greatness in the first struggling days of unification. Following the will of Bellarius, God of War, Vincent rose up against the evil cults that attempted to destroy the Pantheon even as it was forming. His deeds were so valorous and marked by such miracles that the stories survive to this day history books as well as the annals (The Euphrenas Codex) of the Pantheon. Vincent also led paladins of the Pantheon against the mighty Ithgan Prince known only as “Fire Eyes the Eternal.” This half-fiend fielded massive armies in an attempt to invade the farthest reaches of the vast Romanus Empire. Vincent drove back and slew not only Fire Eyes, but also the horde of infernal creatures that the Ithgan summoned against the Romanus army. He died of terrible, festering wounds after the battle, but he likely saved all of Romanus. He was granted sainthood nearly twenty years after his death. During the investigation of his sainthood, a strange order of mystic warriors grew out of reach of the Pantheon in isolated regions of the vast kingdom of Gildor. This order, called the Brotherhood of Moving Stone, is made up of extremist warriors who claim devotion to the Pantheon. They claimed Vincent as their patron before he was beatified.

Stricture: Honorable Fighter. A character who takes Vincent as his patron must always fight with honor. He will never strike from behind, always grant quarter to a defeated enemy (the only exception to this is an enemy who has proven false before), always assist the weak or defenseless, etc. In addition, the character must spend at least one skill point per level on the skill Ride.

Assistance Granted: A character who takes Vincent as his patron can call on him for guidance in combat. For 1d4 + the character's level in rounds, he gains +1 attack, +1 damage, and +3 Ride (all insight bonuses). The character must call out to Saint Vincent for this ability to take effect.

Devotional Sect: Brotherhood of the Moving Stone (described in the book *Mystic Warriors*).

Saint Orin Baldwheren (also known as Saint Orin the Sightless)—Patron Saint of the Afterlife/The Journey of the Soul

Description: Saint Orin was among the first to serve Grolm as a warrior of the many eyes. A cleric and a mystic warrior, his deeds were legendary. Only the highest-ranking members of the Grolm faithful ever knew of his transition to a heretical mystic warrior, and that knowledge has been lost to the ages. In some dusty Grolm library there may be a record of it, but it would require extensive searching to find. Orin was most certainly closest to Grolm and even though he never rose in the order above the ranks of a normal cleric, he was certainly among the most blessed.

Orin was actually a Grolm cleric before the unification of the Pantheon and its institution in the lands of Dunreth. He was old during the unification, but one of his last great acts was to find and deliver the soul of a Pantheon archbishop who died in battle with a great demon. The bishop's soul was snatched away by the demon to the lower planes. Old as he was, Orin traversed the lower hells and got the bishop's soul back, deliver-

ing it unto Grolm for safe passage to the afterlife. Orin believed he was instructed by Grolm himself to undertake this quest and had no fear of failure, as his faith was so strong. It was his last miracle.

Stricture: Honor the Dead. Anyone who claims Saint Orin as his patron will take the utmost care with those who die to make certain their souls move on to the afterlife. Even non-clerics must take at least two ranks in Knowledge (Religion) to claim Orin as their patron, so that they can always perform last rites. A character who claims Orin as his patron must always see that last rites are given to the fallen and never knowingly let the terrible blasphemy of undeath befall anyone. If a character that follows Orin fails in this, the saint will abandon him entirely until he has atoned and done penance.

Assistance Granted: Protection of the Soul. This effect costs no Favor to gain and does not require a call for assistance. As long as you are a true follower of Grolm and Saint Orin, your soul is protected. This means that the faithful will, if slain by an undead that spawns, be immune to such effects that would make him undead. The character can never have his soul taken by a demon, devil or magical artifact. There is a downside (if a high level of soul protection can be perceived as a downside). A character who holds Orin as his patron saint can only be raised or resurrected (or brought back from death by any other means) twice in his lifetime, even if he forsakes Orin later. Also, if the character is not raised or resurrected (or brought back by some other means from death) before a 48-hour period, his soul will never return as it has been personally escorted to Grolm by Saint Orin himself.

Devotional Sect: None

Saint Elennoar Margrave—Patron Saint of Home and Family

Description: Elennoar, a cleric of Mayra, was part of the political machine of the Pantheon eighty years ago. She



attained the rank of high priestess of Gildor in record time, less than ten years after becoming a cleric of the church. She was a favored member of Mayra's following, even though she had gone through the Ritual of Obedience and sworn to the All Father himself. While she strove to end corruption within the political body of her beloved church, she battled hard against the Inquisition, especially the order of the Strictors, whom she hated with a passion. She was, at that time, nearly toppled from power and declared a heretic. Only the Queen of Gildor, a great friend to the high priestess, stood between her and excommunication from the church she so loved. That was until her miracle came to light. It rose with no fanfare or amazing, glorious light. It was the most subtle of miracles but was, after investigation, undeniable. Her constant striving for personal purity and purity of her beloved church brought her closer to Mayra than Elennoar believed possible. Her goddess saw her work as an attempt to protect and purify the great home that was the Pantheon. Elennoar struggled through tremendous adversity and Mayra rewarded her efforts.

The miraculous power was discovered while Elennoar was visiting her friend and ally, Queen Katherine the Eternal at the queen's country estate. A cowardly duke attacked the estate with a mass of brigands, with the intent of slaying the Queen. It would have been successful, but for the strange problem that none of the attackers could enter the home of the Queen, repulsed by a powerful magic. They tried to fire the estate, cast terrible magic against it—nothing worked. The Queen's home was impervious. Everyone believed the wizards and sorcerers of the Queen were responsible. Upon further investigation, however, it was discovered that no house that Elennoar was in could be harmed in any way.

Elennoar was one of very few to be given the title of saint while still alive. Her power stayed true throughout her life.

Stricture: Defend Hearth and Home. A character who takes Elennoar as his patron must always defend the homes of the innocent. He may never walk away from this duty.

Assistance Granted: Blessings of Mayra. A character who has Elennoar as his patron gains the ability to offer Mayra's Blessings on the home of a family. This could include the "home" of a brotherhood or enclave. The blessing lasts for one month and confers the following effects as though cast by a 15th-level cleric: protection from evil, prayer, and protection from elements. Also, permanent residents of the building will not contract a disease of any kind and heal all damage taken after a standard, eight-hour rest in the location. They must have been resident for at least six months to be considered permanent. Those with Elennoar as their patron saint can offer this blessing twice per month. They may not

affect the same location again until the previous blessing has lapsed. The structure must be the permanent home of any non-evil humanoids for the blessing to take effect.

Devotional Sect: None

Saint Argonair of Sheena—Patron Saint of Seafarers

Description: Argonair was a priest of Marianna and spent his life in service to various families of Sheena's island kingdoms. He was very ordinary as far as the Vulgarim go. He was not overly courageous and would never be called foolish and overall was fairly unassuming. He had a true fondness for the open seas, rain, and storms and would often be found standing on deck to watch even the most violent lightning come crashing down from the heavens onto the open seas. On one such day, while in the service of the dread pirate Nosta Tuturro, Argonair was struck down by a terrible lance of lightning. His body lay smoldering on the deck, but to the surprise of all, as they dragged him off he moaned. The cleric was, to everyone's amazement, still alive.

From that day forward Argonair would never be called ordinary again. While the lightning blast disfigured him, it also seemed that Marianna had touched him and given him a miraculous gift. Not only did the cleric always know the coming weather conditions, he could control it while on the sea as if he were a god himself. Argonair was a cautious and thoughtful man, and never used his gift without thinking of the impact. He was never particularly good, or particularly evil, but he was wise. More than once Argonair used his powers to turn the weather in order to stop either a bloody civil war between the fleets of Sheena's families or a full-scale war between the fleets of Sheena and Gildor. He was given the title of saint some fifty years after his death.

Stricture: Honor the Sea. A cleric who claims Argonair as his patron must be at sea at least four months out of the year.

Assistance Granted: Touch of Argonair. A character who claims Argonair as his patron can predict the weather 24 hours in advance. He can instead cast control water as a cleric of his character level.

Devotional Sect: None

Saint Bradford Rhys—Patron Saint of Law, Justice and the Just

Description: A pilgrim from Mirak to Romanus, Bradford Rhys always walked the straight and narrow. Obsessed with what was right and fair, he argued his way into the all-Romanus court system and was known for calling out wrongs. Sent to Ithganin in "exile" by a senator for a crime most said he did not commit, Bradford worked within Ithganin law to free not only himself, but a group of shipwrecked Romanus. Bradford returned to Romanus with many saying his ability with the law was divine. His name later cleared, Bradford Rhys became one of the premier judges in Romanus. A retributionist, Bradford believed the sentence should fit the crime; no more, no less. Repentance counted for reductions, while repeat offense counted for an increase in sentence. His devotion to the church of Barticus was well known, and he offered every decision up to the god.

Bradford's talents quickly became famous within the

LAN:

The trickster himself has picked our pockets today

A common saying meaning you have had bad luck recently

You have the Uncles own luck

A common saying meaning you are very lucky.

Prayers & Quotes

realm. His fairness and principles are now the foundation for “modern” law in Romanus. While later killed by an assassin (who most say was hired by the senator who had him exiled), his followers have grown to number thousands. The Inquisition often finds them foiling their plans.

Stricture: Be Fair and Just. Each individual must be punished only for the crimes he has committed, not for future crimes or because of race, sex, or nationality. The punishment must fit the crime; no more, no less. This stricture is incredibly difficult for adventurers to maintain, because they often make decisions on the go. The first time a goblin horde is killed for a raid, those following this stricture have disobeyed it. The proper thing to do would be to find out which goblins did the raiding, and have each judged for individual crimes.

Assistance Granted: For a duration of 24 hours, the individual’s Knowledge (Law) or Knowledge (Nobility and Royalty) is increased by +7 ranks. This can increase the score above the normal maximum rank for the character.

Devotional Sect: Notaries of St. Rhys are loremasters dedicated to the investigation of crimes, both against the church and otherwise. This group works parallel to the inquisition, and at times actively against it.

Saint Kevicus Mull—Patron Saint of Merchants

Touted as a man who could make something from nothing, Mull was a financial genius. A cleric of Josea, Mull brought the greater church out of debt with his innovative steps towards building a more stable economy within Romanus and Kirkland. Large in both stature and mind, Mull could find a way to make most any situation benefit both himself and the church. While he was alive, some suggested he was not mortal, but rather Josea walking the lands in human guise (though this proved to be untrue). His financial miracles number in the hundreds according to church records, and included rebuilding the institution of a vault (bank) system throughout Romanus, and “finding” a gold deposit directly underneath a local parish of Josea. Mull’s ascent to sainthood upon his death (at 108 years of age) was the fastest in the church’s history.

Stricture: Give to the Church. One who holds Saint Mull as his patron must tithe 20% of his profits to the church. This is addition to any other tithing they are required or desire to do.

Assistance Granted: Mull inspires the character. He gains 5 additional ranks in Appraise, Bluff, and Diplomacy for 24 hours. These bonuses can increase a skill’s rank above its normal maximum.

Devotional Sect: None

Saint Walis Cor—Patron Saint of Sacrifice and the Elderly

Description: Saint Walis was virtually unknown until late in his life. His efforts came to the attention to the church when he was found able to transfer the pain, disease, and poisons of others into himself. Never describing how he had come about this ability, he was asked to speak at the church of Illiana, where the clerics planned to cure him of all his ills. He explained that if he was cured, all the

ills would return to those he had cured, so they refrained from healing him. During the 10 years he stayed in the public’s eye, he brought attention to the needs of the sick and elderly, reminding people of the importance of their elders, and the short time they had to garner knowledge from the aged. He then spoke to the elderly about the honor of carrying the burden for their children as often and long as possible.

Stricture: Protect those who are younger to allow them full and rich lives, sacrificing yourself, if required, to save those younger than yourself. Assistance from following this stricture only can occur if the individual is middle-aged or older.

Assistance Granted: This ability costs 2 Favor once and cannot be gained through normal prayer (call for assistance). The recipient must be middle-aged or older. The character gains immunity to non-natural aging. When he falls dead, he may grant a heal spell as cast by a 15th level cleric to any single person. If the character dies within one hour of seeing someone younger than him die, he can grant a raise dead instead of the heal spell.

Devotional Sect: Holy Order of the Last Stand. Knights of the last stand are most commonly retired knights or paladins from other sects. They enter the order as defenders of their children and of the land and church they hold so dear.

Saint Rilio Damanicus—Patron Saint of the Lost and Lost Things

Rilio Damanicus was a flighty noble, living in his own little world. He got lost on journeys, or even in large towns. A kind and gentle man always devotedly praying for guidance from his god Eupherenas, Rilio never seemed to mind getting lost. On one occasion he was asked by another noble (in a sarcastic fashion) to find his lost cat and return it. Rilio, not recognizing the jest, went in search for the animal, and was never seen again publicly. However, the cat was returned in a box by a carrier whose hometown was 50 miles away. The box had a message that read “return this cat, thanks, Rilio” followed by directions to the noble’s home.

Soon after, stories started up in taverns of a nice man coming to their home asking where he was, and if they had lost anything. If they did not shoo him away, and told him about a lost item, person, or pet, it would turn up by courier some short time later, with a note: “Thank you, here is your lost friend (or item). Rilio.” The courier would always claim the item/person was left on his doorstep. Rilio’s efforts became the stuff of legend, with people rescued from dragons and horrors, or large sums of money recovered. A church investigator tracked the man down, part of his recently deceased corpse found at an ogre camp. When a lone ogre was charmed by the cleric and asked of Rilio, the ogre replied “He ask if we lost things, we said lunch.” The priest started a petition in Rilio’s name, and eventually he was raised to saint status. It is the one recorded instance of a saint becoming so without the direct visual account of a cleric witnessing a miracle.

Stricture: Help others find things. If asked for help in this manner you may not refuse, and must be willing to use all of your resources to help those who ask for it, without request of reward.

Assistance Granted: The character acts as though he

has a minimum of 5 ranks in Survival, and the Track feat for 24 hours. If he already possesses the Track feat, the Survival check DCs for tracking decrease by 5. Alternately, he can cast locate object as a 7th level caster.

Devotional Sect: There is believed to be an order devoted to St. Rilio, but knowledge of their location is unknown.

Saint Arrena Calisus — Patron Saint of Courtesy, Friendship and Friends

Description: Arrena Calisus was the sweet and caring wife of a traveling merchant named Festgin Calisus. Arrena was unremarked until her death. Knowledge of her accomplishments grew in the circles of nobility and in the senate of Romanus. Arrena was a master of compromise. In numerous discrete incidents, the charmingly large lady saved a noble or senator from disgrace or danger, always asking only that they speak with one of her friends in return. Her friends were invariably people of the senator's precinct who had needs not yet heard by the senator. Through the years, she developed a quiet network of friendships among the elite of Romanus, calmly guiding them to positive actions for the people under them or the church. When her actions became known more widely (late in her life), it was discovered that she was reported in multiple places at the same time on several occasions. As a result, a church watcher was sent to follow her. When he found her saving both his own life and that of another simultaneously, as though she were two people for a moment, he nominated her for canonization.

Stricture: Develop Friendships. Those who follow the stricture of Arrena must always attempt to talk with any humanoid they encounter, trying to have a positive interaction before resorting to violence. If the follower is attacked, he may respond. He may never deny entry or aid to another who requests it.

Assistance Granted: All Charisma-based skills are increased by +3 ranks for 24 hours, or you can cast tongues as a 10th level sorcerer.

Devotional Sect: Friends of the Divine. While not imbued with any special divine power, this group is very large. It acts as a "civilian" hand of the church, working with clerics to help those in need in the community, and build a better, more unified world. The political and financial power of the friends should be underestimated, as they regularly "suggest" how followers should vote, act, and think. Many not involved with the group say Arrena would be upset to see her name and ideals become so warped.

GWEN

Let us honor her with dance and song (and endless expressions of Beauty)

Praise to Gwen

Three times the moons shall pass

Three times shall we feel her presence

Three times our mother will show herself

Three in one being, shall her self be

Praise to Gwen

Saint Justin Trublood—Patron Saint of Dignity and Nobility

Description: Justin Trublood was a noble's son. Born with great strength of mind, body, and spirit, Justin grew up with all his desires met, and all his actions greeted with praise. Loved by his province and considered the finest example of humanity, Justin became a great warrior and paladin for the church. Despite his spoiled upbringing, Justin was kind and generous to his people, chivalric and just. His first divinely inspired action found him killing a raging reptilian beast, some 100 ft. long, with but a simple glaive. As he grew older, Justin performed no fewer than four miracles, all done in plain site of hundreds of witnesses. Upon reaching middle age, Justin was asked by the church to teach others to be ... more like him. Schools opened, and throngs of people started to "follow him" and his preachings. He offered power, grace, dignity, and understanding. While still walking the world, he was granted sainthood by the church, and continued to perform miracles around the realm. However, late in life a group suggested Justin was not as he seemed, and in fact was the cause of most of the horrors he had vanquished. The group was put down, and high ranking members of the church denounced the accusations as false.

Stricture: Gain in popularity and power. Work hard towards gaining fame, power, and control of yourself and others, such that you can offer them better lives. When offered a chance to shine, you must always take it. Those who follow this stricture determine for themselves who or what is cause for them to "shine."

Assistance Granted: Those following Justin gain the ability to cast any 1st through 3rd level paladin spell as a paladin of their character level +2. Justin is more likely to help than the other saints, granting a 25% base instead of 5% chance for his help. Favor cannot be used to gain Justin's assistance, as such should be reserved for the gods, not a simple saint.

Devotional Sect: Knights of the Rising Star. This group works hard toward increasing their power by doing wondrous acts for the populace. They are mostly fighters and wizards.

SOPHISTS

Sophists (deceivers) are detested by all but the most villainous people. Sometimes known as "fallen saints," these beings are "blessed" of the Outcast gods and Ithganin. They conceived or performed acts so horrid they are held up as examples of what true power can accomplish by the darker gods. Sophists are not canonized; instead, they are declared by the high priests of the darker gods upon their death. Sophists and their mimickers are a constant source of grief and pain for the average man, reminding them of evils made manifest upon the realms.

Sophist Loaned Power

Sophists do not grant gifts to their followers; instead, offering loaned power for which the evil-doer must pay.

Request for Power: Anyone can call for assistance from a given Sophist. A sophist can be called once per day, but will heed daily calls. The chance for power is (25% + 1% per rank in Knowledge (Religion)) if the sophist is your liege. Otherwise, it is 10% plus 1% for every 10 ranks in Knowledge (Religion) (+1 at 10, +2 at 20). The power

differs from sophist to sophist. Each sophist requires a different sacrifice to repay the loan.

Use of Favor: Use of Favor grants power for the cost of one Favor from an Outcast god or Ithganin. This can only be done if the character is following the strictures of his liege sophist. It requires no roll.

Devoted Sect: All sophists have sects that follow them.

Justin Trublood—Sophist of Temptation and Deception

Description: Some believe Justin was the cause of all the horrors he vanquished. It seems when Justin had destroyed all the great evils he could find, he made more to continue his image as a great and famous person. They believe Justin epitomizes the term “power corrupts.” They believe he and the Knights of the Rising star crave power, and enjoy watching it corrupt those too weak in spirit to heed warnings of its abuse.

Stricture: Gain in popularity and power: Work hard towards gaining fame, power, and control of yourself and others, such that you can twist them to your ends. Preach that when offered a chance to shine, you must always take it, but personally flee when overpowered; allow those who heed your words to pay the price. Those who follow this stricture determine for themselves who or what is cause for them to “shine.”

Loaned Power: Those following Justin gain the ability to cast any 1st through 3rd level paladin spell as a paladin of their character level +2.

Repayment: Whenever a power is loaned, the user must make a Will save DC 15+ spell level + total number of times this power has been loaned before. Failure means the victim has his alignment permanently altered one step towards evil or chaos (DM choice). If already chaotic evil, a human sacrifice (either killed in a ceremony, or tainted to be a follower of Justin) must occur before the power can be invoked again.

Devotional Sect: Knights of the Rising Star. This group works hard toward increasing power by doing wondrous acts for the populace.

IS JUSTIN GOOD OR EVIL?

It is left for the DM to decide if Justin is a saint and wrongfully accused, or truly a sophist. Pantheons & Pagan Faiths defaults to having him a sophist still masquerading as a saint (with Whisper masking his true identity), with some followers following him as a saint, and others as a sophist. In time, most of his good followers fall from grace and descend into madness. If this is the case, secretly make a Will save each time a character uses his saintly assistance, as though they had to repay him via loaned power. However, it could easily be that Justin is good, and a dark power is masquerading as a fallen version of him to discredit the saint. This story works best when the characters do not know either way.

Had-dicur—Sophist of Brutal Force

Had-dicur was a warrior of Warkistan during the time of its last war against Ithganin. Had-dicur traded his soul at birth for the power to cause fear and suffering, so it is said. Whether that tale is true or not, Had-dicur had no moral character. He enjoyed causing pain and suffer-

KRAG

Let the sounds of battle ring loud in the Halls of Krag, let its echoes guide us to him in glorious battle my brothers

War cry of the followers of Krag

ing, but reveled in it most when others were indirectly harmed as well. During the war, Had-dicur and his men formed a gang that roamed far from Ithganin, taking advantage of the absence of the fighting men who had gone off to face “the greater evil.” Had-dicur was merciless, inflicting untold grief upon the villages he plundered. When the war was over, Ithganin proclaimed him a “living example of how men should act.” This decree had the effect of diverting the people’s wrath from Ithganin to Had-dicur, and he was felled in his sleep. In “honor” of Had-dicur’s accomplishments, Ithganin granted him a place among the sophists.

Stricture: Kill, and kill often. One who holds Had-Dicur in esteem must kill or maim one sentient being per week.

Loaned Power: True Might. The individual goes into a fervid frenzy, gaining a +2 circumstance bonus to hit and damage, and a -2 to AC. This lasts for 1d4+ the character’s level in rounds. During this time, he can continue fighting at negative hit points as though at full health, until he dies at -20. If he is still below -9 hit points upon coming out of True Might, he falls to the ground dead.

Repayment: Had-Dicur requires the individual to brutalize himself, beating and punching himself into unconsciousness (0 hit points or less) before he grants his power again.

Devotional Sect: Had-Dicur has countless bands of thugs and bandits that roam the deserts of Warkistan and the neighboring areas of Ithganin.

Leigrirra Amaendon—Sophist of False Hope

Description: Leigrirra is the sophist of false hope for her countless forays into the bed with numerous senators across Romanus. Leigrirra was a wondrously beautiful lady whose charms were said to match the gods. She was publicly a faithful follower of the Pantheon, and was known throughout the land for her beauty and grace. However, Leigrirra had a dark secret. Her parents were commoners killed while she was young when her mother was discovered sleeping with a senator. From that moment she decided to kill the senator and everyone who helped him kill her parents, and disgrace them at the same time. It took her 20 years to bring her plan to fruition. Each time she thought she had included all the guilty parties she would discover someone else who had been involved. The murdering senator had parents who brought him into the world and failed to raise him properly. The other senators ridiculed him into destroying all evidence of his indiscretion. The list grew and grew. Finally, her plan was set. She had 35 men, all guilty of murdering her parents, each show up to a bathhouse and drink a potion she said would make them “up to her standards” in bed. After taking the potion, the man was to make love to her. The potion, however, was a hallucinogen, and after each came in and had sex with the one before him, she moved the



known as the Smiling Frown. Nearly all courtesans, this group works actively to bring others grief in quiet, untraceable ways.

Valkstag Wolf Brother—Sophist of Vengeance

Description: Valkstag, whose real name is lost to history, was one of the first to bring the faith of the Pantheon to Nord. This is what the story tellers would have the world believe but most Pantheon faithful refuse to accept that Valkstag was every a cleric.

The stories say the he was once a devoted cleric of Guerrion who ventured forth to educate barbarians in the true faith. He brought his family with him and came to the monastery of Cha-Rial, planning to use the ancient place as a base from which he could venture out to the tribes. There, he discovered to his amazement that the Nords already worshipped Guerrion, though by another name: Dunrag. Valkstag felt that, being a cleric of Guerrion, the transition would be easy. He was wrong.

After a successful visit with a local chief, Valkstag, his wife, and five children were returning to Cha-Rial. Only a few miles out from the tribe his caravan was struck. Valkstag immediately recognized the chief's sister, a warlord of the tribe, leading many thralls. Valkstag and his family were slaughtered, with the doomed cleric saved for last to witness the torture of his wife and children. In his dying moments he found that he and his family were slaughtered because they were asked to consider that the true name of their god was Guerrion. He died in service to his god, and he could accept that. What he could not accept was his family's slaughter. Why

did Guerrion let them die so horribly? Why was his loyalty repaid in this way?

Guerrion did not answer his call, but another heard him. Another came to offer him a chance with whispers and deceit. Critarri felt the despair of the cleric as he died and she intercepted his soul, swaying him from service to Guerrion and into her own.

She offered him something Guerrion would not, revenge.

All he had to do was turn his back on his god. Just as Grolm came to battle Critarri for the loyal cleric's soul, he accepted her offer and was reborn as Valkstag Wolf Brother.

With gifts from his new goddess he called forth packs of dire wolves, and worse. With the devourer herself behind him, Valkstag returned to the tribe and ravaged it. He killed all the women and children, then tortured the men, stringing entrails from their loved ones over them like jewelry.

His vengeance complete, he thought he was done, but Critarri wanted much more from him. She sent Valkstag on many raids, and eventually the terrible warrior, now hateful to Guerrion, formed the cult of the ravenous, a cult of evil humans, werewolves, dire wolves and other creatures born in the unholy likeness of the bitch goddess.

This was not the end of Valkstag's deeds. He was raised to Sophist by the Pantheon when he infiltrated a Guerrion church in northern Dunreth and methodically murdered every first child of every family before he was

one out of sight, and let the newcomer await her next victim. The next morning the men were found lying about in the public bath, their lives and reputations ruined. Each lived in shame for a month afterwards, until each, in turn, fell to a strange illness and died.

Power Granted: Leigirra grants access to a single clerical spell of up to 5th level, as cast by a 10th level cleric.

Repayment: 1d4 days later, the individual must make a Fortitude save DC 18+ (2 x spell level) or permanently lose one hit point per spell level.

Devotional Sect: Leigirra has a small sect of followers

DRUIDIC

This land was once ours my kith and kin, we flowed into it as it flowed through us. The land is sullied now, polluted by mans expansion, but we must be patient, for once again the land shall reclaim itself. We are its protectors, protectors of the land and its ideals, let the elements enter you, keep it there and keep it safe for we are its vessels till the cycles turn full circle.

Olo Woranmang

brought to justice and killed again. Even this was not the end. Some say Valkstag fled in the dark in the form of a giant black wolf, others say he simply walked from the tomb where his ashes were buried. Either way, he defied Grolm and the Pantheon twice. Now declared a walking Sophist, Valkstag Wolf Brother, twice risen, thrice doomed, walks the frozen north of Nord and Dunreth, devouring all in his path in the name of Critarri. His story is a parable used to warn those bent on revenge.

Power Granted: Valkstag can grant the ability to become a dire wolf (as per Dire Wild Shape of a druid) 1 time per week for 1d4 plus Con bonus in hours.

Repayment: 2d4 days after taking the dire wolf shape, the character must make a Fort save (DC 22) or be afflicted with lycanthropy as a werewolf. This is a terrible strain of the unnatural disease that also takes 2 points from Int and Wis, but adds 2 points to Str permanently.

Devotional Sect: The Sophist, Valkstag Wolf Brother, twice risen, undying, personally rules over the cult of the Ravenous. There are a few other small wolf cults dedicated to the powerful and legendary Sophist. Some call him demi-god or demon, others know him for what he is: a dark angel of Critarri the Devourer.

Charragg Deathwake—Sophist of Ugliness, Hatred and Scars

Description: Charragg has always been a servant of Chargrond—one of his generals, in fact. This Sophist is depicted in many ways: sometimes a massively armored human, other times an orcish barbarian with a leather mask. In all cases, Charragg's ruined face is hidden, and the stories say to gaze on his visage means death. Charragg was one of the most destructive forces to exist before the Pantheon was formed.

Charragg traveled from nation to nation, raising dissident rebels to take arms against their governments. The evil warrior was very persuasive, and followers flocked to his sinister causes. Advised by human priests of Chargrond and Chargrond's daughter, Whisper, he mastered plot after evil plot, oftentimes starting bloody civil wars and uprisings.

He earned his place as a Sophist when he helped the people of Isilus, now a part of Romanus, to rise up against Roma's rule. The battles were legendary and Charragg killed five Romanus commanders himself. As he cut them down in the bailey of the Romanus fort in Ililus, boiling oil was dropped on him from above.

Amazingly, Charragg did not die, but he was horribly disfigured. Some say he was reborn in that moment, given new life by his dread lord. From that day, Charragg wore a mask and all he had to do was reveal his face and any who saw the carnage within the helmet would drop dead.

Pantheon clerics view this as a terrible and dark gift by Chargrond, but Chargrond worshippers know the truth. Charragg was punished for letting himself become so disfigured. The ever-vain Chargrond could not stand that his servant had become ugly and forced him to wear a mask. He cursed Charragg's face to give death to anyone foolish enough to look upon him.

Charragg was shamed, but accepted his punishment and even used his curse as a terrible weapon.

Charragg did not die in shame, but rather in glory. He caused the second most bloody uprising in all of Ithganin

(aside from the civil war with Ithganin and his former spouse). He rallied the oppressed and led them into battles so bloody entire regions were stripped of life for years. His death came in mighty battle. Charragg, ever confident, thought he could best two of Ithganin's children in combat, and nearly did. He battled the terrible Ithtar Many Horns and Thanus Spidereyes in a fight that raged for hours. After mortally wounding Thanus (an amazing thing to do to a fiend of great power) he was finally struck down by a severely wounded Ithtar. The battle is legendary in Ithganin and the story is told in hushed tones still by those oppressed in the great Ithgan Empire. Even though Charragg was as evil as the Imperial family, many a slave and servant wish for his return to the living, if only to lead them in bloody rebellion.

Power Granted: Faithful of Chargrond who pick Charragg as a patron Sophist can call on the evil spirit to show his face to an enemy. Once per week the character can call on Charragg against a foe within line of sight. That foe will see a vision of the unmasked Charragg and his ruined face. A Will save DC 20 is required or the viewer is struck dead instantly. Even if the save is made, the viewer will fall, screaming and clawing his own face for 1d6 + total unholy levels of the character (levels of cleric, deathknight, warlock, or any other appropriate class dedicated to the worship of Chargrond) minus the Wisdom bonus of the viewer. This is a fear effect.

Repayment: Once this power is used, the character has one week to sacrifice (ritually) a good cleric or paladin of the Pantheon, or other devoted Pantheon class. If the character fails to do so then either he or one of his regular companions will be struck down in the same way as one who suffered at the hands of this power.

Devotional Sect: Charragg reached so far and wide in the world that there are numerous small sects and cults in almost every nation of the world that are devoted to him and Chargrond. These sects are bent on causing as much civil strife as possible. There is a subset of the Black Rose in Gildor known as the Black Masks that specifically calls Charragg patron and helps the Black Rose achieve its goals within Gildor. Most sects have something to do with masks or the mutilation of one's own face as well. These cults and sects are fanatical and the Pantheon tries to document and root out their activities.

VLAG

Smell that air my brothers & fresh and clean. Look down upon the town below my brothers, with its sewers and attempts at hygiene, keeping the pollutants at bay. Hear their joy and laughter, their idle chatter, their security behind their walls. We can't be having that now can we brothers, their walls are no defense against our kind, their defenses ineffective, we shall show them the glory of Vlag, they shall feel him in their flesh as we do, though they may not relish it as we do...

CHAPTER 7: THE PANTHEON

A terrible and wondrous thing is faith. It can be both blind and insightful. Do I believe in the gods in the heavens, and in the demons or devils of the underworld? By Grolm's black cloak, yes. I would be a fool not to. The church is another matter altogether. They hate us, the Children of the Waking Dream. They fear us because they cannot make peace with our strange gifts. Oftentimes, they even hunt us as they do the mystic warriors, who defy the gods by tapping their own inner strength.

The truly sad part of it all is that we are here to do good; we are just as often devout worshippers of the gods as any man or woman. Clerics, too, receive the gift of bonding. I say that they don't know the Children reside within their own ranks, but I believe that they do know, and that they turn a blind eye to it. Ignorance is bliss, after all.

So, in my journal I have explored the faiths of Gothos. Like magic, it is folly not to understand the many paths. I have fought beside and against clerics, witches, druids, and the like, and their power is real.

Never trust in the Pantheon. They call themselves good, but they are out for their own ends and woe be it to those who stand in their way.

My sometimes friend, Brother Claudius of the Watchful Eye, is as close as I will ever get to trusting a cleric of the church and I trust him only a little. He is governed by a body torn between the goodness it needs and the corrupt entity it has become.

How this church will fend when the Great Dream Rift draws nigh again is a question that makes me shudder and shake my head. They must heal themselves before they can heal the world.

There are other kith and siblings of the Pantheon, though few clerics of the church will utter their name without making signs to ward off blasphemy. These are the outcast gods. There are fewer of them, but they have less to hold them back from their dark ways. Their agents can be anywhere and they work in the dark recesses of the underworld. Fear the dark places for the followers of destruction, plague, corruption, and strife may be lurking therein.

Of all the faiths in the world, the ones that I find myself least at odds with and most open to the ways of others are the followers of the natural order. Druids and white witches, it is in their nature to accept individuals for their merits and not judge them with preconceived notions. I suspect the reasons for this is that they themselves are often misunderstood by the civilized world, and most certainly by the great Pantheon. I have the utmost respect for these men and women who try to find balance with nature and the gods of earth and stream. They will always find an ally in me.

Though I know little of what the Pantheon calls the Outsiders, I can speak of them briefly. These are the ancient gods of the older races. These are the deities of the demi-humans, such as elves, gnomes, dwarves, and others. They are far older than the gods of the church united and you would think more powerful. Alas, our kind, humankind, spreads like a terrible infection across the land and where once the gods of the old races held sway you can now find the cities and industry of the human race. It pains me to think that deep down the old races must hate us for what we have done to the world and what we continue to do. I am amazed at their tolerance, as I assure you the great Pantheon would never show such forbearance.

INTRODUCTION TO THE PANTHEON

The origins of the gods of the Pantheon are lost now, hazy stories in myth and legend; however, some facts seem consistent. Here we shall explore how and possibly why the gods of the Pantheon came into being as they are now and why they were gracious enough to create the world of Gothos and all that lives on its lands.

The Pantheon are assumed to always have been. Once they were few—Barticus, Shea, Lan, Chargrond and Critarri existing in relative harmony. It was Barticus' decision to create, whether through boredom or curiosity. He built himself a world, pulling together matter to form what we now know as Gothos. Together the family found a common interest in planning and forming this world. New emotions stirred in the gods, feelings that without a focus before had lain dormant.

Barticus came forward as a natural leader. He could organize, listen without prejudice and rule fairly on decisions the family made. Critarri felt a yearning for Barticus in this new light; both Barticus strong will and Critarri's fondness for Barticus embittered Chargrond, who wanted the power and Critarri. Critarri was forward, even forceful in showing her emotions to Barticus, which Barticus found most unbecoming. It was Shea with her protective nature of this new world that pulled Barticus closer. This riled and angered Critarri, and so she fell into the arms of Chargrond, perhaps hoping to make Barticus jealous or use Chargrond to bring about the downfall of Shea. The relationship of Chargrond and Critarri was not one of love and loyalty, but of opportunity and self preservation. Each felt the need for a companion now with Barticus and Shea wrapping themselves up in each other. It became a loveless marriage brought about through need and greed.

Then there was Lan. He switched his favor between the two couples, often working to keep the peace. He found it hard work keeping up the lies and intrigue in his attempts to hold the family together. This effort wore him down to the point where he felt no strong emotions for either couple, feeling more like a ball tossed between the two sides.

Critarri and Chargrond became more bitter as their decisions were opposed on every front by Barticus, and in turn they found argument in all that he said, whether it was good for this new world or not. They became spiteful together ... at last something they had in common. Together they plotted; they built their own foundations of civilizations away from the prying eyes of Barticus and Shea, deep below the surface of the world, hidden within the darkest woods and within the very communities that Barticus was building for his own. Chargrond shared his secrets with his brother Lan. After all he was sided with them ... or so he thought. Lan was intrigued by some of Chargrond's ideas, especially the clever way he moved his creations among the populace without Barticus ever realizing they were there. So it was that as Barticus and Shea built an orderly world of care and nurturing, Critarri and Chargrond worked quietly in the background plotting their downfall.

Lan was privy to both sides and could see a great storm brewing within the family. He watched a while longer as Shea and Barticus joined, and children were born—children they molded to care for their new world. Grolm was first. Most creatures of the new world died, which was unsatisfactory to Shea but seemed their natural way. She wanted at

least to help them on their way and keep the world clean of lost souls, and thus she gave birth to Grolm. Barticus wanted children to care for the air and the seas that surrounded the lands he had created, and thus coaxed Shea into birthing Marianna and Tristar. Though not in wedlock, Critarri and Chargrond too birthed a child: Whisper, and all their malice and corruption were fed into her. Lan took a liking to Whisper and taught her, refining her raw talent.

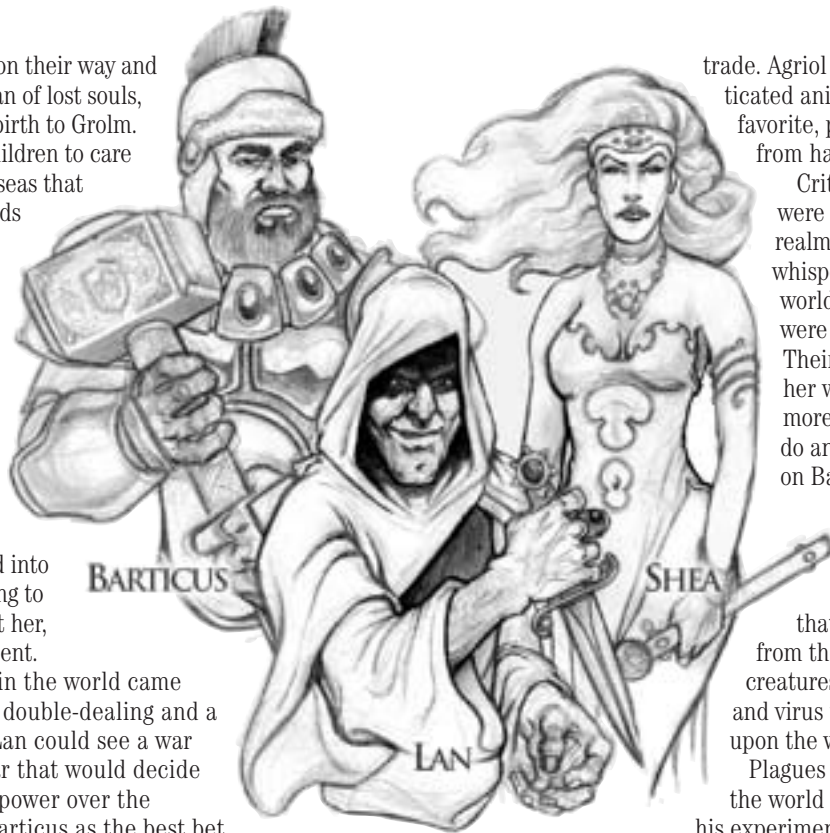
With more gods in the world came more secrets, lies, double-dealing and a growing conflict. Lan could see a war brewing, a God War that would decide who had ultimate power over the world. He chose Barticus as the best bet for his future involvement in the world. He told Barticus everything, and in the telling lost some of his trust. It was still less than he would lose from brother Chargrond and sister Critarri, and especially his niece Whisper. It was Whisper he would miss the most.

Barticus and Shea started planning too. They created twin sons—Bellarius and Guerrion—who would manage wars on the mortal plane while the gods fought with their own kin. The mortal war was long and brutal; legend says it lasted millennia, while the Gods fought among themselves. The battle was fierce as Shea and Barticus fought against Chargrond and Critarri, and their children used their powers on the world to try and preserve what they could. During it all, Lan watched from afar, not wanting to join in.

In all war there must ultimately be a victor. Barticus pulled together the essence that flowed around his evil siblings, in much the same way he had pulled the world together. He wrapped it and folded it over and over, creating a cloud of shadow around them. Twisting the fabric of the evil the two had created, he cast them off into the void, their furious sounds reduced to whispers as they spun out of control.

The war was won, but the world was ravaged, few civilizations were left. Barticus and Shea, confident that there would be no more interference from Critarri and Chargrond, sought a reconciliation with their offspring. Though their niece Whisper still hid in the shadows, Barticus felt he could manage her. There were still evil creations of Critarri and Chargrond that walked the land, but Barticus was a just father, and would take them under his wing and try to nurture them back to a good and virtuous way. In a future time he could come to wish he had done away with them at this time.

Shea and Barticus' mortal children worked well with them in the god wars, but as civilization grew so they diversified and founded new ways: trade, farming and a thirst for knowledge. To better understand these new ways, the All Father and Mother, as they had become known, birthed more children. Josea looked after the growing interest in



trade. Agriol looked after domesticated animals. Maya, Shea's favorite, protected the people from harm.

Critarri and Chargrond were not dormant in their realm of shadows. They whispered still unto the world, making sure they were never forgotten. Their daughter worked her ways, but they needed more. How were they to do anything from this prison Barticus had wrapped around them?

They found a way through Vlag. Their new child saw that power could come from the most miniscule creatures and bred disease and virus that he could unleash upon the world.

Plagues and pestilence swept the world as Vlag unleashed his experiment. Critarri approved greatly, nurturing him and loving him more than any mother should. Whisper became jealous of Vlag and sided with her father, making the rift in their family even deeper, yet all still worked together plotting their escape and eventual rule back on Gothos.

Shea begged Barticus for one last child, a child to still the spread of the death across their world, and so was born Illiana. Her work was better than her parents could have expected but still not enough. Vlag worked on newer forms of misery in his laboratories. As Illiana soothed one, another would arise. It was in this time of confusion that Euphrenas joined Barticus' family. None knew from whence he came, but none asked questions. Barticus made sure he was accepted into the fold, if not trusted entirely, and none questioned this decision either.

Chargrond still looked for ways out of his prison. He could see other worlds, worlds like that created by Barticus, worlds he might be able to corrupt for his own, worlds he could use to find his way back to Gothos!

The cultures and creatures on Gothos flourished. It was not a place of total harmony. Barticus finally knew he would never have a utopia. He had built the world from the essence of all his brethren, good and bad, and knew there would always be evil in the world. He watched and with the help of his kin nurtured the world.

But the people of Gothos became complacent and demanding. Barticus' children walked the land, helping who and where they could, but the races expanded and each demanded more and more attention. They asked why they should die, demanded good weather for their crops, wanted more and more time from the gods. Barticus was a just a loyal father, but enough was enough.

Barticus brought his divine children back from the mortal world, withdrew his help from his ungrateful creations. Shea and Maya begged for him to give them a second chance, but his mind was set. The mortals must be taught a lesson. They must earn his trust and favor before he would grant them aid once more.

A time of great troubles followed as the people fought amongst themselves, often at Whisper's behest. Neighbor fought neighbor as they all felt lost in the world without the gods. Eventually, a loyal few started spreading the word of faith again. After centuries of hardship and war, with Ithganin rising and battles for independence across the globe, the first Theocracy was founded in 477 3c under the church of Grolm, their strict laws helping to stem the flow of civil war.

The land of Romanus took a differing approach, abandoning Barticus and his family altogether and looking to technology as the saviour. Within 13 years, the people of Romanus realized their mistake. The last surviving priest of Barticus saved Roma and the lands of Romanus from the dark elf queen, and the nation as a whole realized their misguided thoughts. The Church United is founded in 850 3c, and Romanus becomes the religious capital of the world. With this focus for the Pantheon, religious fervor sweeps out into the world, and the evil Pagan faiths are the first to feel how powerful an organization it is. The inquisition starts some years later, bent on conversion or death for all.

The Church United grew fast, as the people of the world opened their hearts and minds to the gods once more and Barticus gave his blessing, granting aid from his kith and kin to work through the most loyal of his born again worshippers.

Each Pantheon god had his own church and worshippers and the Church became organized. The Bartinosus was built—the most magnificent structure in the whole of the land—a church for Barticus and all his family. Inside are shrines for each god and council halls where the church leaders can meet and discuss affairs. With the growth of the church so its organizational structure grew also. The land was divided into parishes, with clerics and their aides with varying levels of control and responsibility. Those most worthy were granted greater responsibilities and a say in how the Church was organized; rectors, bishops, archbishops, high priests, clear up to the Archpriest, a position held for life.

In every organization are those who take advantage, and with power comes corruption. Whisper still roamed the lands and she planted jealousy and greed in the minds of the susceptible. A saying started somewhere and spread quickly; "For every gold piece in the Church's coffers an innocent child dies." Perhaps a little severe, but the thought may have been true. As the Church grew in power, so it grew in wealth. As it acquired more parishes, so it took on responsibilities for the land and in turn money came into the banks of the Church. Corruption, deception and subterfuge grew within the ranks of the Pantheons Church United.

PANTHEONIC ORGANIZATION

The Pantheon is the unifying church of a number of gods. The Pantheon is a religious and political entity. It guides the actions of most of the countries of Gothos, sometimes openly, often secretly. Romanus, Kirkland, Gildor, and Dunreth are directly influenced by the Pantheon. Even the pirates of Sheena are guided by Lan and Marianna, although the remaining deities of the Pantheon have little influence there. Rylonia is independent of the Pantheon. It has its own system of worship, as will be described later in this book. Mirak has only embraced Bellarius and Euphrenas. The Pantheon has secretly placed followers of Barticus and Shea in Mirak.

The Pantheon is ruled by politics. The church is governed by the Archpriest, but most rulings are voted on by a select

group. Gothos is divided into church sectors called holy provinces. Each province has an elected body of representatives. The representatives, normally bishops or higher, travel to Romanus to vote in the high cathedral of the church, called the Bartinosus. The Bartinosus is a massive compound that houses a temple dedicated to each and every god of the Church United. This meeting, known as the Holy Assembly, gathers once per year during the month that concludes with the Festival of the All Father. Only those who have a voice in the affairs of the church are able to officially influence the direction of the church.

There are two houses of clergy in the Pantheon: the Vulagris and the Senatorum. House Vulgaris is made up of clergy who have not taken the Vow of Obedience and still worship their patron deity. The Vulgarim, as these clergy are called, have no official voice in the politics of the church, although they may be influential and powerful in their own right. A Vulgarim can only attain the title of priest, no matter what his character level. A 20th-level cleric of Lan is still considered a priest in the politics of the church, and is technically of lower rank than an 8th-level rector of the Pantheon.

House Vulgaris is responsible for maintaining the individual temples of the pantheonic gods. It also establishes and revises codes of behavior for the clerics of the Vulgarim.

House Senatorum is responsible for charting the direction of the Church United. Laws and codes of ethics of the Pantheon, as well as political involvement with the secular world, are the purview of this esteemed body.

House Senatorum is comprised of those clergy who have taken the Vow of Obedience and have sworn to Barticus. During the ritual of obedience, the cleric changes his alignment to LN and becomes a member of the Senatorum. Because the gods of the Pantheon are united under the All Father, the cleric who switches alignments is still a cleric of his former deity. He is called the Favored of the particular deity. For example, if a cleric of Marianna (CN) takes the vow and switches alignment to LN, he will lose the domain of Chaos, but maintains the domains of Water and Luck. Instead of Chaos, the cleric can now take one of Barticus's domains as a reward of his Vow of Obedience. Henceforth, he is a devotee of the Pantheon and Favored of Marianna. Since the pantheonic gods accept the unity of the Pantheon, a cleric who changes alignments in this fashion does not suffer any retribution from the original deity.

The Pantheon allows clerics to worship individual gods, but demands that those who rise in the political structure of the church take the Vow of Obedience to Barticus, the All Father and the Pantheon itself. Once this is done, the cleric becomes a member of the Senatorum and has all the rights and privileges granted

As a cleric gains levels, he may also gain prestige in the Pantheon's order. This prestige is represented by the title bestowed upon the cleric. All clerics must start as initiates. However, for certain campaigns this may be done as a background story for the character. For example, if a player rolls up a new character in a mid-level campaign and chooses to play a cleric, the character may begin as a brother or even a priest, but there should be some background given about the time when the character was lower in the religious order.

In addition, titles are earned or bestowed; they are not automatic. If an initiate constantly has difficulties with certain vows or religious chores, he may remain an initiate even after achieving level 2. The level given in Table 7-1 is the minimum level required to be considered for the new title.

Priests are responsible for bestowing the titles initiate, acolyte, and brother or sister. Rectors name new priests: high priest, rector, bishop and archbishop. Only the Archpriest names a high priest. This can lead to interesting role-playing possibilities, as a character must remain in the good graces of the church elders in order to move up in the Pantheon. In addition, once a character reaches priest or higher, he is expected to evaluate and promote those of a lower order. To advance higher than priest, the cleric must take the Vow of Obedience.

The Archpriest is elected by a special Holy Assembly that gathers in Romanus if there is need for a new Archpriest. The Archpriest serves for life, or until he voluntarily steps down or falls from Barticus's favor.

Table 7-1. Pantheon Rank Titles by Level

Title	Cleric (Pantheon) Level
Aspirant	0
Initiate	1
Acolyte	2-3
Brother/Sister	4-5
Priest	6-7
Rector	8-10
Bishop	11-13
Arch Bishop	14-16
High Priest	17-19
Arch Priest	20 +

Duties of the Orders

There are two types of orders of the Pantheon: itinerant (traveling) and parish clergy (reside in one location and minister to a fixed group). Most player characters are itinerant priests, allowing them to wander the countryside, although a fixed location has the potential for great intrigue.

Aspirant: An aspirant assists the priest in the rituals of the deity. The aspirant also cooks, cleans, and tends to the higher clergy's needs. Some aspirants, especially from wealthy households, find this work too demeaning and leave the clergy early.

Initiate: One step above the aspirant, initiates usually oversee a group of aspirants. An itinerant initiate will usually assist a traveling cleric of a higher title. Some will be sent to investigate perspective sites for new orders.

Acolyte: This is the highest title of the menial order of the church. In a parish, acolytes are responsible for meeting out discipline and ensuring strict adherence to the rules of the church by initiates and aspirants. Itinerant acolytes are given assignments similar to those of the aspirants, but usually when greater danger or risks appear. It is the duty of the acolyte (the same applies to initiates and aspirants) to follow the commands of a higher titled cleric, if those commands do not violate any of the acolyte's code of ethics as defined by his deity.

Brother/Sister: Brothers and sisters teach the lower orders the dictates and beliefs of the church. They also preserve the knowledge of the church. Brothers and sisters slave away in scriptoriums scribing new copies of the church's tenets and edicts.

Priest: The priest controls an individual church in a parish and is responsible for rituals and ceremonies performed in the church. This includes certain blessings, such as blessing a newly elected mayor, marriage ceremonies and funeral rites. Itinerant priests are given the

same responsibilities as a parish priest, but they perform these duties in areas where there is not a parish.

Rector: Administer to the policies and govern the parishes run by the priest. The rector bestows the title of priest to a deserving brother or sister. Typically, a rector will have a district that encompasses 10 churches. In outlying regions this may call for the rector to travel quite a bit. An itinerant rector travels the countryside freely to ascertain whether the rural parishes are following the dictates of the father church.

Bishop: Bishops are responsible for the holy provinces. A holy province normally encompasses 10 districts, or 100 churches. This may vary depending on whether an area is urban or rural. Itinerant bishops are usually assigned to rural areas. Also, if the Pantheon wishes to open an undeclared area, an itinerant bishop is sent to pacify the area and bring the word of Barticus to the pagans.

Archbishop: There are very few itinerant archbishops. Archbishops oversee the activities of the bishops. An archbishop is given a holy region, which includes 10 holy provinces or 1,000 churches. An adventurer archbishop who wishes to remain itinerant can be an archbishop, although he may not control the activity of a holy region.

High Priest: High priests are responsible for the safety, both physical and moral, of the Archpriest. High priests are normally found in the Holy City of Romanus, but some journey around the world to teach the new dictates of the Archpriest.

Arch Priest: There is only one Archpriest and he lives in the Holy City of Romanus. Unless circumstances dictate otherwise, the Archpriest normally remains there for the duration of his term (life, unless he voluntarily steps down). The Archpriest travels to various capitals to visit with the rulers of the countries of Gothos and pave the way for further alliances and transfers of powers to the Pantheon.

Missionaries

The Pantheon may see fit to send clerics and followers out on missions to spread their word to the faithless. The faithless is a broad term covering anyone who does not have a firm belief in the Pantheon. Whether they have a religious standing of their own or not is of no significance.

Reasons to Spread the Word

There are few reasons why the Pantheon chooses to send missionaries out into the world, though they will only admit to one: the true reason is to bring faith to the faithless and law to the lawless.

PREACHING AND CONVERTING

There is a desire among the firm believers within the Pantheon to offer their religion to others to better their lives and see themselves favored in the eyes of their god. There are indeed success stories of communities and even some of the northern tribes converting to the Pantheon; there are however also stories of these good missionaries being butchered and eaten.

"Greetings, I am Helena, cleric of Shea, I bring your uncivilized tribes the beauty and understanding of Shea, the love and tenderness given to her loyal servants."
"Ug eat head"

Land Claims

Though the Pantheon may not freely admit it, converting a whole area to their religion can sometimes bring additional profits. As the community converts to the faith and the Pantheon moves in as a Spiritual Leader, it also takes on the role of land overseer, in the best interest of the community. The Pantheon is often criticized for its heavy-handed techniques when converting lands rich in mineral wealth.

Who Spreads the Word

Who the Pantheon administers to preach their teachings differs based on the situation. Those who request a mission, either to further their belief or through a true need to spread the word of the religion they follow, first visit their Bishops, who in turn pass them onto House Senatorum to be vetted. Such an expedition is not to be taken lightly, and the Clergy of the House must make sure these individuals have what it takes to bring the word of the Pantheon to the naked savages of the world. Often these missionaries are charged with collecting together a group of hardy individuals to escort them on their travels. Equipment is bought and a small payment made; greater rewards are available if the mission is successful.

There are also those that fall out of favor with the Archbishops and High Priests that are given the glorious mission to spread the word of the Pantheon beyond our lands. These poor souls are usually sent to their deaths in far off lands. If they are successful in their mission all the better; should they fail, another problem case is out of the way.

Effects Of Successful Conversions

"To have converted the savage, to have blessed the weak, to have brought light into the darkness of the faithless, to have furthered the glory that is the Pantheon ... this is the only reward we need for sending out our missionaries"

Paul Gellhorn – Archbishop

Furthering the faith is a great reward, but with the increase in the Pantheon's Congregation, so come other prizes.

Creating small pockets of Pantheon Faith across the lands opens all kinds of opportunities. Though it may lead to Pantheon church designs springing up in the most unlikely of places, it also offers the Pantheon an outpost from which information can be gathered under the cover of religion.

It brings financial gain as well as tracts of land and what some would deem a much more valuable resource: folk willing to offer their services to the Pantheon.

This kind of scenario can offer up all kinds of opportunities for a campaign set solely around the Pantheon. It gives reasons for characters to travel to new and untold lands, to investigate new areas, convert unbelievers and take on those foul pagan faiths.

Whether they wanted to or not.



AGRİOL

Area of Influence: Husbandry

Alignment: LG

Domains: Animal, Good, Protection

Sacred: Agriculture (Plant)

Secret: None

Description: Where Veratana watches over the wild spaces, Agriol, her

brother, is the shepherd of domesticated animals and cultivated lands. Agriol domesticated the dog to aid mankind in protecting his herds. The dog, especially the shepherd, is his sacred animal.

Dogma

Man has been given the beasts of the land and it is his duty to protect and keep them. To develop a better society, mankind must live in harmony with the land and its animals. Agriculture and husbandry better the lives of people without damaging nature. As with all things, Shea and her lands must be protected.

Followers of Agriol

Agriol grants powers to: clerics of Agriol, clerics of Pantheon, druids, beast friends.

Alternate Forms

In eastern Warkistan Agriol is named Tor-Ish-Tar, Bringer of Bread. In this harsh land agriculture is both difficult and necessary. Those who can coax plants to grow in the water-poor deserts are treated with great respect. Tor-Ish-Tar is also seen as the protector of livestock. In this cruel environment where death can come easily, his worshipers sacrifice one of their flock to ensure that the rest are kept safe.

Secret or Sacred

To the clerics of Agriol husbandry is their primary dedication. However, there is a sect that devotes itself to agriculture. They view the domestication of the land as a necessary step to the domestication of the beasts. In fact, without one, the other is difficult, if not impossible.

Agriol has no secrets.

Holy Places

In addition to the normal religious centers of major cities (except in the countries of Nord, Mirak, Rylonia, and Ithganin), temples and shrines dedicated to Agriol can be found throughout the rich agricultural areas of most countries. Farmers and ranchers maintain small shrines dedicated to Agriol, Shea and Veratana to ensure a bountiful harvest or healthy animals free from predation and disease. Even in Mirak, where most of the Pantheon is viewed with suspicion, small shrines to Agriol have begun to spring up in rural regions.

Notable Dates

The 15th of Newshine marks the time when the threat of winter has faded and the fields and animals are most fertile. Agriol looks to this day to renew domestic herds and bless the fields for spring planting.

Religious Congregation/Festival

The main festival honoring Agriol is Thanks Day, held on the 15th of Newshine. This day is set aside by all who till the land and work with animals. In most of Dunreth, this celebration is marked by an exhibition of the finest animals around. Priests of Agriol judge the animals and give prizes to the winners. In Romanus, the alpha male of the herd or flock is brought to the temple to be blessed by the clerics. In Warkistan, the festival takes a more bloody and somber tone. Each farmer or rancher selects one animal to be sacrificed to protect the rest. The sacrifices last throughout the day and the carcasses are thrown into massive fire pits where they become burnt offerings to

Tor-Ish-Tar. While Agriol does not relish this form of festival, he recognizes the importance it has to his followers in Warkistan. Recently, there has been a movement of his clerics who claim Agriol would rather the community share in the bounty of the slaughter rather than destroying the meat in sacrifice. This movement has yet to take hold.

Major Players of Agriol

Derrek McNeal

Celebrated Arch Bishop of the Pantheon, favored of Agriol in Dunreth

Derrek travels the fertile farms and ranches of Vale. Wherever he travels, festivals and celebrations follow, because he brings good fortune with him and the locals all know it. Because of his popularity, the Pantheon uses him as a spokesperson and propaganda tool to further the aims of the Church.

Derrek McNeal: Male human Clr15/Rgr4; **CR** 19; Medium humanoid; **HD** 19d8 (hp 85); **Init** +3 (+3 Dex); **Spd** 30 ft.; **AC** 18 (+2 Dex, +6 magical chain shirt; touch 12, flat-footed 16, armor check penalty -1); **Base Atk** +15; Grp +16; **Atk** +21 melee (1d6 +5, crit. 19-20/x2, +4 quarterstaff), or +18 ranged (1d4+1, crit. 20/x2, 50 ft., sling); **Full Atk** +21/+16/+11 melee (1d6 +5, crit. 19-20/x2, +4 quarterstaff), or +18/+13/+8 ranged (1d4+1, crit. 20/x2, 50 ft., sling); **Space/Reach** 5 ft./5 ft.; **SA** Favored enemy—+2 magical beasts, spells, turn undead; **SQ** Animal companion, wild empathy +6; Favor 19/22; **AL** LG; **SV** Fort +13, Ref +9, Will +16 (+4 Wis, +2 Iron Will); Str 13, Dex 17, Con 10, Int 10, Wis 19, Cha 14.

Languages: Common.

Skills and feats: Concentration +16, Heal +20, Hide +6, Knowledge (religion) +11, Listen +6, Move Silently +10, Spellcraft +19, Spot +13, Survival +6; Alertness, Combat Reflexes, Craft Rod, [Endurance], Forge Ring, Improved Critical (quarterstaff), Iron Will, Skill Focus (spellcraft), [Track], [Two-Weapon Fighting], Weapon Focus (quarterstaff).

Gear: +2 Chain shirt, +4 quarterstaff, sling; misc. coins.

Cleric Domains: Agriculture and Animal.

Cleric Spells Per Day (6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; DC 14 + spell level): 0-level—detect poison x2, glimmer of hope* x2, mending x2. 1st-level—bless, detect animals or plants†, magic stone x2, mark of sight*, protection from evil, shield of faith. 2nd-level—bear's endurance x2, hold animal†, mark of reversal*, spiritual weapon, status. 3rd-level—dispel magic x2, invisibility purge, magic circle against evil, mark of renewal*, plant growth†, searing light. 4th-level—control plants†, eyes of the sun*, freedom of movement x2, neutralize poison x2. 5th-level—disrupting weapon, guard dog†, insect plague, spell resisting, true seeing. 6th-level—bear's endurance (mass), heroes' feast†, wind walk, word of recall. 7th-level—animal shapes†, mark of power*, restoration (greater). 8th-level—shield of law, summon nature's ally VIII†. *New spell detailed in this sourcebook. †Domain spell.

Ranger Spells Per Day (1; DC 14 + spell level): 1st-level—entangle.

Akiem Ibn Dorlan Ibn Tarrif Priest of Agriol and Beast Friend

Another powerful follower of Agriol resides in Warkistan. He maintains a delicate balance between the controlling



Kalif and the Pantheon. Akiem is not a popular figure in the Church because he refuses to use his position to proselytize the Church United. Instead, Akiem follows Tor-Ish-Tar, Bringer of Bread, and makes no claims of connection to the Pantheon. So far, it appears that Agriol approves of this as Akiem wields divine magic and great powers. While the Kalif is not completely convinced of Akiem's loyalties, he has yet to act against Akiem because of the cleric's ability to keep the crops and animals alive.

Ibn Dorlan Ibn Tarrif: Male human Clr10/Beast Friend 5; **CR** 15; Medium humanoid; **HD** 15d8+30 (hp 97); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 Dex, +4 robe of armor; touch 11, flat-footed 14); **Base Atk** +12; Grp +15; **Atk** +17 melee (1d6+5, crit. 20/x2, +2 shepherd's crook); **Full Atk** +17/+12/+9 melee (1d6+5, crit. 20/x2, +2 shepherd's crook); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Animal companion II, beast friend, control the herd, heal animal II, wild empathy; Favor 15/19; **AL** LG; **SV** Fort +13, Ref +5, Will +11; Str 17, Dex 12, Con 14, Int 10, Wis 17, Cha 17.

Languages: Common.

Skills and feats: Concentration +6, Craft (Baking) +6, Diplomacy +10, Hide +1, Knowledge (nature) +8, Knowledge (Pantheon)+6, Listen +3, Move silently +1, Spot +3, Survival +9; Combat Casting, Combat Reflexes, Maximize Spell, Track, Two-Weapon Fighting.

Gear: Decanter of endless water, +4 robe of armor (like bracers of armor in a different location), +2 shepherd's crook (like a quarterstaff); misc. coins.

Cleric Domains: Agriculture and Protection.

Cleric Spells Per Day (6/5+1/5+1/4+1/3+1/2+1; DC 13 + spell level): 0-level—*detect poison*, *mark of discovery** x2, *purify food & drink*, *resistance* x2. 1st-level—*bless* x2, *detect pregnancy**, *magic motes**, *obscuring mist*, *sanctuary*†. 2nd-level—*enthral*, *restoration (lesser)*, *sacrificial speed**, *silence*, *soften earth & stone*†, *status*. 3rd-

level—*dispel magic*, *mark of renewal**, *plant growth*†, *prayer*, *wind wall*. 4th-level—*divine power*, *magic weapon (greater)*, *mark of health**, *spell immunity*†. 5th-level—*flame strike*, *guard dog*†*, *zealot**. *New spell detailed in this sourcebook. †Domain spell.

Animal Companion: Amieed; Male dog; **CR** 1/3; Small animal; **HD** 5d8+15; hp 37; **Init** +4 (+4 Dex); Spd 40 ft. (8 squares); **AC** 20 (+1 size, +4 Dex, +5 natural; touch 15, flat-footed 16); **Base Atk** +3; Grp +1; Atk +8 melee (1d4+3/x2, bite); **Full Atk** +8 melee (1d4+3/x2, bite); **Space/Reach** 5 ft./5 ft.; **SA** —; **SQ** 3 tricks, devotion, evasion, link, low-light vision, scent, share spells; **AL** N; **SV** Fort +6, Ref +8, Will +2; Str 15, Dex 19, Con 16, Int 2, Wis 12, Cha 6.

Skills and feats: Jump +7, Listen +5, Spot +5, Survival +1*; Alertness, Weapon Finesse, Track.

Skills: Dogs have a +4 racial bonus on Jump checks.
*Dogs have a +4 racial bonus on Survival checks when tracking by scent.

Animal Companion: Ameer; Male dog; **CR** 1/3; Small animal; **HD** 1d8+2; hp 6; **Init** +3 (+3 Dex); Spd 40 ft. (8 squares); **AC** 15 (+1 size, +3 Dex, +1 natural; touch 14, flat-footed 12); **Base Atk** +0; Grp -3; Atk +2 melee (1d4+1/x2, bite); **Full Atk** +2 melee (1d4+1/x2, bite); **Space/Reach** 5 ft./5 ft.; **SA** —; **SQ** 1 trick, link, low-light vision, scent, share spells; **AL** N; **SV** Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and feats: Jump +7, Listen +5, Spot +5, Survival +1*; Alertness, Track.

Skills: Dogs have a +4 racial bonus on Jump checks.
*Dogs have a +4 racial bonus on Survival checks when tracking by scent.

History, Allies & Enemies

Agriol is always a part of the development of civilizations. Although many societies have disappointed him with their eventual direction, Agriol is proud of his successes in cultivating crops and domesticating animals.

Agriol has a special relationship with his sister Veratana. While they are frequently at odds over wild versus domesticated animals, they both love living things and enjoy each others' company. Agriol also has strong relations with Mayra and Shea because of their devotion to protecting the foundations of civilization. Agriol has a strained relationship with Bellarius and Guerrion. The destruction that the battles and wars wreak on farms and ranches troubles Agriol. He understands the twins serve the Pantheon as mighty protectors, but wishes they could do so more gently.

The only true enemies that Agriol has are the Outcast gods. All of these destructive gods have set themselves against Agriol's interests. Critarri, the She-Wolf, is the most repugnant to Agriol as she has some dominion over canines, Agriol's favored animal. To help in his battle against these gods, the clerics of Agriol have created a special priestly order that tends to the beasts of the world and can call on their aid (see Beast Friend in Chapter 3, Prestige Classes).

Current Conflicts & Activities

Agriol is in constant conflict with the Outcast gods. The form of the conflict goes unnoticed by many who live in the cities; it is a war fought in the fields and woods. The fight for control of canines between Agriol and Critarri

has led to strange alliances. The Beast Friends have made contact with the Canites of Fang Mountain in Eastern Dunreth and gained some support for a hunt to cleanse the area of creatures and Canites under Critarri's control.

Rituals, Relics, and Exclusive Spells

Collar of Passivity

When this collar is around the neck of any animal, it triggers a dominate animal spell. The spell lasts as long as the collar is in place. Once the collar is removed the effect dissipates in 10 rounds. Until then, the person who originally placed the collar on the creature can command it.

Faint Enchantment; CL 5th; Craft Wondrous Item, dominate animal; Price: 30,000 gp.

Fertility Stones

These highly sought after stones are created at the temples of Agriol. They mimic the spell plant growth (enrichment), guaranteeing a bountiful harvest in a 1/2-mile radius of where they are buried. Each stone functions until broken or disrupted by dispel magic. However, the effects only work for one area at a time. This means that the stone cannot be shared among a number of farms. As soon as the stone is removed from a spot, that land loses the benefits of the increased fertility. Farmers have begun family feuds over the possession of these stones.

Faint Transmutation; CL 5th; Craft Wondrous Item, plant growth; Price: 30,000 gp.

Heal the Beasts (True Ritual)

Participant Requirements: Five participants are needed to complete the ritual. The principle leader must be a follower of Agriol and must be able to cast 8th level divine spells. The owner or principle caretaker of the animals in question must also participate. The other 3 members must genuinely care about the health of the animals, or the owner's wellbeing.

Level: 8

Proxy: No

Casters Required: Only one cleric is required

Casting Time: 3 continuous hours

Range: A radius of 100 feet from the ritual circle

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: Symbol of Agriol and a healthy representative animal of the animals to be healed.

Description of Ritual: This is a powerful yet specialized form of healing that the clerics of Agriol can use to heal a large number of animals affected by disease, poison or other harmful effects. This spell only works with animals; it has no effect on humanoids, magical beasts or other fantastic creatures.

For the spell to function, the animals must be brought within 100 feet of the ritual circle. Once the ritual begins, the cleric taps into the positive energies of the healthy animal and duplicates them on the sick animals. If a cleric were using a ritual to heal both cows and horses, both a healthy horse and healthy cow would be needed. A maximum of 3 different species can be healed with a single ritual. When the ritual is completed, all animals in range are completely healed of all disease and poison, and their hit points are fully restored. The ritual also restores any ability score that has suffered a temporary loss, but it will not restore permanently lost ability scores.

The only negative to this ritual is that the healthy animal used in the ritual is killed in the process as it absorbs the sicknesses and other ills of all the other animals. When the animal dies in this fashion, it is considered both morally and physically dangerous to eat it. In most areas, the dead animals are burned to ash immediately after the ritual, while a prayer of thanks is given to Agriol for healing the rest.

Exclusive Spell (Clr 5): *Guard Dog* (Agriol): Summons a guard dog.

Clerics

Some clerics of Agriol wear simple brown, homespun robes with rope sashes. However, just as many wear the rough, durable clothing of farmers and ranchers or even appear like rangers or scouts. While Agriol places no restrictions on his clerics as far as armor or weapons, the shepherd's crook is the most common implement used.

Specialty Priests & Agents

Priests of Agriol formed a special order that travels the fields seeking out threats from the disruptive Outcast gods. These beast friends are greatly admired by farmers and ranchers and shown great respect. Many have ties to the rangers of an area to better understand possible threats, and some rangers enter the priesthood.



AILIEOS

Area of Influence: Alliances, Companionship, Reinforcement

Alignment: LG

Domains: Good, Luck, Protection, War

Sacred: Reinforcement

Secret: Celestial

Description: A mortal who became a saint, Ailieos has assisted and offered aid to so many, at times even the Pantheon gods, he gained a following that has raised him to demigod status. Ailieos is seen as a faintly golden human wearing brown, gold, or gray battered armor and wielding a large glaive.

Dogma

Offer aid in times of need, show loyalty to allies, and help finish what others have started. Look not to openly engage in conflict or personal gain, instead allow others to make the first steps towards their goals, and use your gifts to assist them in obtaining what would otherwise be unattainable.

Followers of Ailieos

Ailieos grants powers to clerics and (mostly) paladins.

Alternate Forms

The golden-brown horse beast of legend, Rain-Rider in Rylonia, was said to be his horse in life. Now gifted with his will, power, and immortality, it helps those in need in that region.

Secret or Sacred

Ailieos and his minions come to the aid of allies when needed most. They do not start conflicts, but once they choose a side, they fight for it to the end. Cynical types note he follows in the footsteps of Barticus, judging who is right, siding with them, and unbalancing the sides so his wins.

Ailieos became a celestial after becoming a saint, rising through the ranks in the afterlife. Ailieos still has strong ties to these extra-planar allies, and a number of his clerics call upon them for aid.

Holy Places

Ailieos died on the banks of the Vata River outside of Haku-Matra in Ithganin, defending the last of the retreating Romanus army after a botched invasion there. His grave is a battlefield here, which manifests ghosts loyal to the Pantheon to harass Haku-Matra. Ailieos denotes any temple to Tristar, Barticus, or Bellarius holy to his minions, and they commonly work with clerics of these and other Pantheon gods, housed at their holy sites.

Notable Dates

The Third of Graden is the day Ailieos fell in battle. On this day, most paladins of Ailieos spend an extra hour in prayer to the god.

Religious Congregation/Festival

Ailieos has no festivals, but openly encourages his minions to participate in the other festivals of the Pantheon.

Major Players of Ailieos

The majority of important individuals in the church of Ailieos are paladins.

Vid Shine

Paladin of Ailieos

In Romanus, Vid Shine currently controls the Church's actions. He is strong-headed and longwinded, prone to acts of exceptional bravery. More than one battle has been saved just in the nick of time by Vid and his companions. Few are aware that they might have arrived a few minutes earlier had Vid not dragged his "to victory" speech on so long.

Vid Shine: Male human Pal15: **CR** 16; Medium humanoid (romanus); **HD** 15d10+30 (112 hp); **Init** +4 (+0 Dex, +4 Improved Initiative); Spd 20 ft.; **AC** 23 (+0 Dex, +9 magic banded mail, +4 magic heavy steel shield; touch 10, flat-footed 23; armor check penalty -6); **Base Atk** +15; Grp +19; Atk +21 melee (1d8+5, crit. 20/x2, +1 holy trident) or +20 melee (1d6+5, crit. 19-20/x2, +1 short sword) or +16 ranged (1d6+1, crit. 20/x3, 140 ft., +1 distance composite shortbow); **Full Atk** +21/+16/+11 melee (1d8+5, crit. 20/x2, +1 holy trident) or +20/+15/+10 melee (1d6+5, crit. 19-20/x2, +1 short sword) or +16/+11/+6 ranged (1d6+1, crit. 20/x3, +1 distance composite shortbow); **Space/Reach** 5 ft./5 ft.; **SA** Smite evil 4/d, turn undead; **SQ** Aura of good, detect evil, divine grace, lay on hands, remove disease 4/wk, romanus traits, special mount; Favor 7/20; **AL** LG; **SV** Fort +13, Ref +7, Will +9; Str 18, Dex 10, Con 15, Int 8, Wis 14, Cha 14.

Languages: Common, latin.

Skills and feats: Concentration +7, Diplomacy +12, Handle Animal +7, Heal +7, Knowledge (religion) +7, Listen +3, Ride +7, Search +0, Sense Motive +7, Spot +3; Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, True Path—Loyalty, Weapon Focus (trident).

Romanus Traits (Ex): Immune to sleep effects, low-light vision, +2 racial bonus to Will saves against spells and spell-like effects, weapon and armor restricted to following: pad-

ded, hide, leather, studded leather, scale mail, splint mail, banded mail, buckler, tower, simple melee and ranged, short sword, flail (light and heavy), trident, warhammer, long-spear, shortbow, short composite bow, whip and net.

Spell-like Abilities: 1/day—dancing lights, faerie fire (all as Sor15). DC 10 + spell level.

Gear: +2 Amulet of health, +3 banded mail, +1 distance composite shortbow, gauntlets of ogre power, +2 heavy steel shield, 20 masterwork arrows, potion of barkskin +4, potion of bear's endurance, 2 potions of cure serious wounds, potion of heroism, +1 short sword, +1 holy trident; misc. coins.

Paladin Spells Prepared (3/2/1/1; DC 12 + spell level): 1st—*chromatic spear**, *divine favor*, *shell of impurity**. 2nd—*resist energy*, *shield of divine grace**. 3rd—*sword of the spirit**. 4th—*holy sword*. *New spell detailed in this sourcebook.

Special Mount: Heavy warhorse: **CR** 6; Large animal; **HD** 12d8+39 (93 hp); **Init** +1 (+1 Dex); Spd 60 ft.; **AC** 24 (+1 Dex, +13 natural; touch 11, flat-footed 23); **Base Atk** +8; Grp +18; Atk +14 melee (1d6+6, crit. 20/x2, hoof); **Full Atk** +14/+14 melee (1d6+6, crit. 20/x2, 2 hooves) and +9 melee (1d4+3, crit. 20/x2, bite); **Space/Reach** 10 ft./5 ft.; **SQ** Command creatures of its kind, empathic link, improved evasion, improved speed, low-light vision, scent, share saving throws, share spells; SR 20; **SV** Fort +12, Ref +9, Will +5; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and feats: Jump +13, Listen +8, Spot +8; Cleave, Endurance, Power Attack, Run, Toughness.

Arthur Braive Savior of Ailieos

Arthur Braive is a wandering savior, moving about the Gildorian countryside, looking for those he can help. Arthur is as classic a paladin as they come, and he does not dally when it comes to helping others or fighting the good fight.

Arthur Braive: Male human Pal 9: **CR** 9; Medium humanoid (gildorian); **HD** 9d10 (49 hp); **Init** +5 (+5 Dex); Spd 30 ft.; **AC** 20 (+5 Dex, +5 magic mithril shirt; touch 15, flat-footed 15); **Base Atk** +9; Grp +8; Atk +15 melee (1d6, crit. 15-20/x2, +1 keen rapier); **Full Atk** +15/+10 melee (1d6, crit. 15-20/x2, +1 keen rapier); **Space/Reach** 5 ft./5 ft.; **SA** Smite evil 2/d, spells, turn undead; **SQ** Aura of courage, aura of good, detect evil, divine grace, divine health, gildorian traits, lay on hands, remove disease 2/wk, special mount; Favor 11/17; **AL** LG; **SV** Fort +8, Ref +10, Will +6; Str 8, Dex 20, Con 10, Int 13, Wis 12, Cha 15.

Languages: Celestial, common, gildor.

Skills and feats: Diplomacy +18, Handle Animal +8, Knowledge (nobility & royalty) +13, Knowledge (religion) +6, Ride +12, Sense Motive +9; Breastplate of Righteousness, Divine Favor, Extra Turning, Pious, Weapon Finesse.

Gildorian Traits (Ex): Way of the rose: +2 to Cha-based skills when dealing with female humanoids.

Gear: +2 Cloak of charisma, +2 gloves of dexterity, +1 mithril shirt, 2 potions of cat's grace, 2 potions of cure moderate wounds, +1 keen rapier; misc. coins.

Paladin Spells Prepared (2; DC 11 + spell level): 1st—*bless weapon*, *magic motes**. *New spell detailed in this sourcebook.

Special Mount: Heavy warhorse: **CR** 5; Large animal; **HD** 8d8+27 (63 hp); **Init** +1 (+1 Dex); Spd 60 ft.; **AC** 20 (+1 Dex, +9 natural; touch 11, flat-footed 19); **Base Atk** +6; Grp +15; Atk +10 melee (1d6+5, crit. 20/x2, hoof); **Full Atk** +10/+10 melee (1d6+5, crit. 20/x2, 2 hooves) and +5 melee (1d4+2, crit. 20/x2, bite); **Space/Reach** 10 ft./5 ft.; **SQ** Empathic link, improved evasion, improved speed, low-light vision, scent, share saving throws, share spells; **SV** Fort +9, Ref +7, Will +4; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and feats: Jump +13, Listen +7, Spot +6; Endurance, Run, Toughness.

History, Allies & Enemies

While not yet a full member of the Pantheon, Ailieos is strongly allied with them, especially Bellarius and Tristar. Once the patron saint of aid, Ailieos was a noble paladin of Barticus in the early days of Pantheon expansion across Gothos. He was never willing to harm or kill others in the name of Barticus or the Pantheon, but instead gained allies for the Pantheon through strengthening town defenses, or aiding those in need, only to offer the Pantheonic lifestyle when the threat abated. Now a god, his paladins often act as bodyguards for clerics of the less martial gods, and actively aid more aggressive members. He has few enemies, save for the Outcast gods, but even there no specific nemesis exists.

Current Conflicts & Activities

Ailieos's minions are actively involved in countless affairs across Gothos. For just about every action taken by a group of the Pantheon (save the inquisition) there is most likely a paladin of Ailieos focused on helping the cause. In Mirak, there is an underground group of Ailieos paladins actively working to bring the country's people more in line with the complete Pantheonic view, instead of just being focused on Grolm. Others actively work underground within Ithganin for the pure and morally just. For this purpose, Ailieos has granted a spell that hides their aura of goodness from the enemy.

Rituals, Relics, and Exclusive Spells

Ailieos has few exclusive items and spells, being a newly birthed god.

Glaive of Assistance

This artifact grants a +5 bonus to attack and damage and is tipped with adamantine metal. It is both lawful and good. When using the aid another action while wielding this weapon, the user adds his level to the assisted check instead of the normal +2. The glaive can also be used to assist in divine spellcasting for good aligned beings. In this case it adds half the user's level (rounded down) to the caster level of the assisted spell. For example, a 7th level cleric casts cure critical wounds and is assisted by a 12th level paladin using the glaive. The cleric acts as a 13th level caster for purposes of the spell's effects. Assisting with the weapon is a standard action.

Strong Transmutation: CL 21st; Weight 8 lb.

Ritual of Imbuement (True Ritual)

Divination

Participant Requirements: Paladin or cleric of Ailieos

Level: Pal 1, Clr 0

Proxy: No

Casters Required: 5

Casting Time: 6 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: No

Other Requirements: None

Description of Ritual: The priest candidate sits, while the other participants speak their thoughts on the truth and worth of Ailieos' ideals. During the ceremony, all remain quiet for each speaker.

Spell Effects: This ritual allows paladins of Ailieos to become clerics of Ailieos.

Exclusive Spell (Pal 1)

Shell of Impurity (Ailieos): Spell hides true alignment.

Clerics

Clerics of Ailieos are extremely rare. To become a cleric of Ailieos, one must first become a 5th-level paladin of Ailieos and then participate in the ritual of imbuelement. The cleric cannot gain further paladin levels.

Specialty Priests & Agents

29% of Ailieos' minions are paladins. 70% of the remaining followers are simply loyal to the god. Less than 1% of Ailieos' followers are clerics.

Paladins of Ailieos

Paladins of Ailieos spend their lives searching out others to help, especially those in ongoing battles against the Outcast gods and their minions. Ailieos approves of his men getting into battle, especially just in the nick if time. The majority of his paladins come from Kirkland and Dunreth.

Charge

Develop alliances and see their resolutions through. Help allies in aid, and promote just causes.

Attire

Ailieos' paladins dress in gray and brown for formal occasions, but have no special shield device. They heavily favor polearms and swords of all types.

True Paths

Loyalty, Shining Example.

Principle Base(s) of Operation

Gildor, Kirkland (secret), Romanus.



BARTICUS

Area of Influence: Lord of the Gods, Justice

Alignment: LN

Domains: Law, Strength, Protection, Sun

Sacred: Justice

Secret: Retribution

Description: Barticus is the All

Father, the supreme god of the Pantheon. Barticus and Shea are the parents of the Pantheonic gods, except for Lan, brother of Barticus. Barticus is a just god, although he can be cruel. As any responsible father, Barticus strives to maintain order in his household, although he knows that his children, and his brother, can be difficult and strong-willed.

Dogma

Before Barticus was the father of the gods he was the purest embodiment of true justice. His worshippers keep to the law. He gives strength to those who right wrongs and bring justice to those who have it coming. Barticus is rigid—law must be followed and obeyed, oaths must be kept, and right must overcome wrong. His purest followers are even more rigid—following the letter of Barticus' law and meting out justice by that law.

Barticus came to his position by default. He is the father of all the gods of the Pantheon, as well as the Outcasts. He does not demand his priests go on rampages of conversion. Rather, he is far more interested in the just application of law, whether his or laws of state.

Barticus Grants Powers To

Clerics of the Pantheon, clerics of Barticus, hammers of justice, inquisitors, order of the moving stone (Mystic Warriors), paladins of Barticus, strictors.

Alternate Forms

Barticus is depicted in many ways, depending on nation and culture, but he is always shown as a tall, proud warrior with a massive hammer, which he uses to deliver justice. In Ithganin lore he is referred to as the "unyielding one who is not named." It is forbidden to mention the name of this sworn enemy of the devil emperor. In that nation he is depicted as a cold, hard warrior of Romanus or Warkistani descent (even though Barticus is not as widely worshipped in Warkistan).

Sometimes he is also referred to as the Law Maker, or Law Giver. Worshippers of the Outcast gods call him the Dictator and the spiteful brother or hateful brother. Barticus clearly holds his brother Chargrond in contempt, as well as all his offspring and allies. In those dark faiths, Barticus is depicted as older and weaker, with cruel eyes.

In all his many forms, Barticus always wields his mighty hammer of justice, Dekaris; sometimes two-handed, others one-handed with a shield bearing the balances and eye that are his holy symbols.

Secret or Sacred

Sacred to the root of Barticus' worship is the original focus of his power: the delivery of justice under the law. All true worshippers of Barticus hold this aspect of his worship close. Of course he is also the All Father and the Lord of the Gods. Even with this auspicious role he prefers his sacred focus to uphold justice in all its forms over his role as lord of the gods.

There is one dark, secretive side to Barticus and that is the next step in the natural progression of justice as seen by more fanatical worshippers: Retribution. This focus is clearly seen in some of the extreme splinter groups, such as the hammers of justice and the mystic warriors called the brotherhood of moving stone, as well as the inquisitors and strictors. Barticus will not stop righteous retribution in the name of justice, nor will he punish those who mete out such retribution. Extreme as it may seem, they are following the will of the Justice Maker.

Holy Places

In all major cities and towns of most nations a place of holy worship can be found dedicated to the "All Father" Barticus. Less common are shrines or temples focused on

Barticus the Justice Maker, though some are still found in the outlying areas of the Romanus Empire. If there is a place of Pantheonic worship, then there is a holy place of Barticus.

The most holy place of Barticus lies at the heart of the Romanus Empire. This is the Bartinosus, the great cathedral of the Pantheon. This great and powerful place of worship is a small holy city that resides within the capital of the Empire. At its center is the great ornate fortress that is the very heart of the worship of the All Father. It is said that no evil may touch this place and it is truly blessed by the gods. In the main cathedral one can certainly feel the powerful presence that is Barticus the Lord of the Gods.

Another noteworthy place is the Shrine of St. Archon Bartinus, the last surviving priest of Barticus who fought the Dark Elf Queen in Romanus' darkest hour. A temple has been built next to the shrine and statue of this most favored priest and saint of the All Father and it is said that Archon carries miracles down from the high throne of the gods for the All Father. Prayers have been answered at this shrine, except the one most desired by the populous. For generations, the Romanus people have prayed fervently to have the curse of dark elf blood removed from their lineage, but Barticus has never answered that prayer and St. Archon stays silent whenever it is uttered.

Notable Dates

Renewal of Faith Day (the day Archon defeated the Queen of the Drow and the Romanus people once more became firm in their faith), held the first day of Modden (August) in Romanus and all Pantheon temples.

The Uniting: In 850 3c the Church United, now simply called the Pantheon, was founded. It was on the 12th day of Graden (November), during a hard winter storm, that the faiths of man swore ultimate allegiance to each other and the All Father.

Religious Congregation/Festival

A time of prayer, reflection, and celebration within the Pantheon is held during the first week of Newshine, starting on the first Montey of that week. It culminates with massive services at the end of the week on Vespers, held in every church of every nation of the Pantheon for the full day. The festivals fill large sections of a city or town and are the focal point for the community in villages, hamlets, and more rural areas.

The common people and the clerics of the church pay homage to the All Father and the entire Pantheon during this celebration of the Church United. This is a lucrative time for tradesmen, craftsmen, brewers, butchers, and all the various merchants who find their way to festival events. The biggest selling items are holy symbols of the Pantheon. During the festival, each day starts with a service that lasts nearly two hours. All worshipers are expected to attend at least one of these services during the week. Then, during each afternoon, the festive events begin and last to well past dark. Taverns, eateries, and inns try to make the celebrations last far longer than the festival itself.

Major Players of Barticus

Throughout history Barticus has played an important role in Gothos. He was the primary deity of the great Romanus Empire and later was dubbed Lord of the Gods. There have been many important mortal and immortal influences within the faith of the Justice Maker. Historically, first and foremost is Archon Bartinus, the cleric who

renewed the faith of the Empire and thereby became the first saint of the Church United.

In current times the most important player in the realm of the church is the Archpriest Antillies Arboran, cousin to Emperor Flavius Tardus I (see below). While Antillies is the spiritual figurehead of the Church, others who seek his position are also major influences on the Church United. Not all are dedicated to Barticus. One of the most influential and dangerous is Arch Bishop Vidnar Olgorum of Kirkland. He is the highest ranking strictor of the Pantheon today and a serious rival to the aging Antillies. While Vidnar is beholden to the Priest King of Kirkland, he strives to move more forcefully into the political and ruling body of the Pantheon. Antillies sees Vidnar as a danger due to his fanatical tactics and hard-line methods. He is revered among the inquisitors and strictors and they seek to place him in the highest seat so they may take their religious crusade out into the world.

Archpriest Antillies Arboran

Antillies is the leader of the Church United. He is cousin to Flavius Tardus. Antillies is getting old and has lost vitality in the past few years. The political machine that is the Senatorum is now trying to swallow him up and he fights to keep from being replaced by the wrong cleric. His greatest fear is the elevation of his rival Arch Bishop Vidnar Olgorum of Kirkland. Vidnar is one of the highest ranking strictors today. Antillies battles on, but he grows weary of the constant struggle, and with politics, and his days are numbered. The aged cleric has only a ring of light gray hair left, but his eyes are still a sparkling sapphire blue, rare among the drow-tainted Romanus.

Antillies Arboran: Male humanoid Exp2/Clr20: **CR** 22; Medium humanoid (romanus); **HD** 2d6+20d8-22 (75 hp); **Init** +0; Spd 20 ft. (4 squares); **AC** 29 (+13 full plate armor, +2 ring of force shield, +4 ring of protection; touch 14, flat-footed 29; armor check penalty -5); **Base Atk** +16; Grp +17; **Atk** +22 melee (1d8+6, crit. 20/x2, +5 axiomatic warhammer); **Full Atk** +22/+17/+12/+7 melee (1d8+6, crit. 20/x2, +5 axiomatic warhammer); **Space/Reach** 5 ft./5 ft.; **SA** Spells, spell-like abilities, turn undead; **SQ** Aura, feat of strength, low-light vision, romanus traits, spontaneous casting; Favor 26/27; **AL** LN; **SV** Fort +11, Ref +7, Will +26; Str 12, Dex 10, Con 8, Int 13, Wis 32, Cha 11.

Languages: Common.

Skills and feats: Concentration +16, Craft (calligraphy) +6, Decipher Script +6, Diplomacy +20, Forgery +6, Gather Information +7, Knowledge (arcana) +6, Knowledge (history) +13, Knowledge (nobility and royalty) +6, Knowledge (religion) +26, Listen +12, Search +2, Sense Motive +18, Spellcraft +8, Spot +12; Extra Turning, Leadership, Maximize Spell, Negotiator, Quicken Spell, Scribe Scroll, Skill Focus (Diplomacy), Spell Penetration.

Romanus Traits: Immunity to magic sleep effects, and a +2 racial saving throw bonus against Enchantment spells or effects. +1 racial bonus on Listen, Search, and Spot checks. +2 racial bonus on Diplomacy and Gather Information checks. +2 racial bonus to Will saves against spells and spell-like effects. Tainted blood.

Spell-Like Abilities: 1/day—dancing lights, faerie fire (all as Sor1). DC 10 + spell level.

Gear: +5 axiomatic warhammer, +4 belt of giant strength, +5 full plate armor, +4 gloves of dexterity, handy haversack, +6 periapt of wisdom, potion of bark-skin +5, 2 potions of cure serious wounds, potion of neutralize poison, potion of nondetection, ring of force shield, +4 ring of protection, silver holy symbol, +4 tome of understanding (already read), 313 gp.

Cleric Domains: Law and Strength.

Cleric Spells Prepared (6/8+1/8+1/8+1/7+1/7+1/6+1/6+1/5+1/5+1; DC 21 + spell level; +2 overcome Spell Resistance; cast Law spells as Clr21): 0-level—*create water, detect magic, guidance, light, mending, resistance*. 1st—*bless, bless water, command x2, detect chaos, detect undead, divine favor, enlarge person†, shield of faith*. 2nd—*aid, bear's endurance, calm emotions†, consecrate, delay poison, enthrall, lesser restoration, silence, zone of truth*. 3rd—*bestow curse, daylight, dispel magic, magic vestment†, prayer, protection from energy, remove disease, searing light, speak with dead*. 4th—*air walk, dimensional anchor, divination, order's wrath†, restoration, sending, spell immunity, tongues*. 5th—*commune, dispel chaos†, disrupting weapon, flame strike, greater command, scrying, spell resistance, true seeing*. 6th—*banishment, blade barrier, geas/quest, greater dispel magic, harm, hold monster†, word of recall*. 7th—*control weather, dictum†, ethereal jaunt, maximized searing light x2, repulsion, summon monster VII*. 8th—*clenched fist†, earthquake, fire storm x2, greater spell immunity, maximized flame strike*. 9th—*crushing hand†, gate, implosion, maximized blade barrier, miracle, quickened flame strike*. †Domain spell.

History, Allies & Enemies

Barticus and his faithful bear a heavy burden. They are the ruling body of the largest organized faith in all the world. The most powerful enemies of Barticus are the Outcast gods, kith and kin to Barticus himself. The conflict between Chargrond and Barticus is legendary; they will never work together. Each is the antithesis of the other and their hatred runs deep, moreso for Chargrond who is driven by his darker side and even darker desires.

Other obvious enemies include the Devil Emperor Ithganin, the terrible Ice Queen of Nord, the resilient and mysterious witch covens of Azarsu, and so on. It is the evil that grows within the Church United itself, however, that poses the greatest threat to Barticus. The growth of the political body of the Pantheon may be the cause, as its very structure leads to rivalries and deceit. The internal rivalries among the various faiths, as well as the hard laws of the strictors and inquisitors, have planted dark seeds that germinate. Enemies of the church have latched onto those seeds, and with the help of Dark Walkers of Midnar and other evil influences, those seeds grow quickly. The Church United fights as much with itself as it does to protect the lawful and goodly of the world. Many faiths within the Pantheon are at odds with the ruling body, which is inherently Lawful Neutral. Many oppose and seek to end the inquisition. Compromise and good intentions lead to great evil, and in these darker days great evil needs to be cleansed within the church.

The Outcasts inject their subtle and evil ways into the church and are driven to see the separation of the Pantheon, leading to a more even footing. Chargrond has tasked his daughter, Whisper, to encourage the seeds of corruption that

already exist within the Church United. Barticus and his faithful must be ever watchful for their influences.

Current Conflicts & Activities

Barticus and his faithful hold the responsibility of the entire Church United on their shoulders. They are in constant conflict on two fronts: the battle to expand the true faith of the Church United to all, and stemming the terrible flowing wound of internal strife within the church.

Currently, Vidnar the strictor is trying to bring a more fundamentalist attitude to the church. He openly opposes the current Archpriest, Antilles Arboran. If Vidnar has his way, any political power of the other gods within the Pantheon will be entirely removed and those directly within the church of Barticus himself will rule without interference. This seems strange coming from a favored of Grolm, but Vidnar knows of the dark seeds within the church and is willing to take desperate measures to staunch the bleeding wound that weakens the power of the Pantheon.

The Priest King of Kirkland refuses to be subject to the ruling body of the Pantheon. Grolm holds supreme as the primary deity of Kirkland, even above the Lord of the Gods. Archpriest Arboran's failure to bring Kirkland fully into the fold is one of the platforms Vidnar uses to unseat the aging Archpriest.

Young King Willam Wulf of Dunreth has abolished the Inquisition within his borders. This has forced the Church United to act in secret, which may cause a terrible rift with Dunreth if it is discovered the Church has not fully removed the Inquisition from the kingdom. Gullar Shtep secretly runs the Inquisition in Dunreth.

Missionaries continue to pour into the lands of Warkistan and Mirak, trying to further entrench the Church United in those lands. In Warkistan, while missionaries are treated with courtesy by the rulers, the movement of the Pantheon has been met with as much resistance as the invasion by Ithganin. The Warkistani are a proud and unwavering people.

In Mirak, things fair better, though the ideals of this republic are at odds with many of the beliefs of the Church. The Inquisition, unfortunately, is well liked by the Miraqui Ministries.

A handful of itinerant priests have gone to Rylonia. Most meet with failure, some have marginal success, and others are found dead on the plains. The church has little hope of converting the savage nomads of Rylonia anytime soon, but are patient and diligent.

Rituals, Relics, and Exclusive Spells

Barticus is an old god and there are numerous minor relics of his faith floating about the world. The most powerful artifacts from Barticus come from two different periods in his history:

First, during the war with his brother Chargrond, Barticus's faithful and beloved wife Shea helped to arm a few Barticus clerics with weapons of justice. She secretly undertook a perilous quest (even for a goddess) with the help of her devious brother Lan to recover a divine artifact of Midnar himself. Scholars have recorded that some who visit Midnar's realm of dreams gain strange powers, including in some cases the ability to weave objects from the stuff of the dreamlands (see the Touch of Midnar feat). Can you imagine if a god possessed this ability? For Shea, she actually managed to touch the arm of Midnar himself (or so the secret legends tell, keep in mind that much of this story would be considered utter blasphemy

by church hardliners who believe nothing is more powerful than the gods of the Pantheon). Shea received great power from the brief contact, which almost ended her immortal life. Near death, she returned to the heavenly keep of her husband, where she touched his mighty hammer. With the power of Midnar flowing through her with such strength it was sapping her very life, she was able to duplicate the great weapon, Dekaris. The artifact was so powerful that the duplicates were mere shadows of the true hammer, but as the last of Midnar's power ebbed from Shea she used it to hurl the weapons down to the mortal realm. These artifacts exist today and are deadly weapons to the enemies of Barticus. The legend has it that it was this selfless act of Shea that brought low Chargrond and sent him to the hellish plane where he and his brood exist today. In the hands of Barticus' faithful, the weapons drove the servants of the Outcast gods underground and temporarily shattered their strength. The Outcasts have since turned to more subtle methods.

Out of the eight hammers created, only one can still be found. It is at the Bartinosus in Roma and is guarded heavily. Archon Bartinus used this very hammer in his battle against the Queen of the Dark Elves. It is kept for use in time of need. Agents constantly seek the locations of the other seven hammers, but have been unable to find them thus far. Obviously, these hammers cannot be duplicated in any way as they were the creation of powers far beyond any mortal. These hammers are known as the Shadows of Dakaris.

Shadows of Dakaris (Umbra Dakaris, Umbrae Dakarum)

In the hands of any non-evil character who is not a cleric of the Pantheon, these hammers are still mighty. They are +2 holy warhammers. Each bears the symbol of Barticus on its head. If a creature of evil alignment attempts to pick up one of these hammers, it will deal 2d6 holy damage each round it is held. A Reflex save versus DC 18 is allowed for half damage upon first touch. If the evil character is foolish enough to continue to grasp the weapon, there is no save on subsequent rounds.

In the hands of a paladin of the Pantheon, the hammer is a +2 holy disrupting warhammer.

In the hands of a Pantheon cleric, the hammer is a +2 holy spell storing warhammer. In addition, the wielder receives a +2 to all saves versus divine spells cast by an evil caster.

If the weapon is in the hands of a cleric or paladin of Barticus himself, the weapon is a +4 holy disrupting, spell storing warhammer with all the abilities noted above. The +4 is a total and does not stack with the original +2.

These weapons are mere shadows of the actual Dakaris, but are powerful items. They cannot be duplicated in any way and have no assigned market value, as they are priceless to the Pantheon.

The other well-known artifacts derived from the Barticus faith were created by his first saint, Archon Bartinus, who, not long before his death, was given the insight to create twenty rings: The Bloodfaith rings. Before dying, Archon had these platinum rings forged and infused with his own blood. Barticus gifted his most faithful servant with a special prayer to lend power to his blood and the rings, as he knew that Archon feared that faith would wane again after his death. To put that fear to rest, Barticus allowed him to make these rings and promised that as long as they existed, there would be faith left in the world.

Again, these artifacts cannot be duplicated and are not sold on the open market. They are highly prized within the Church United. Only three are currently known. One sits on the finger of Antillies and is passed from Archpriest to Archpriest. One is on the finger of Archon himself within his tomb. The third is in the possession of Vidnar, Antillies' rival. Where the other seventeen are remains a mystery.

Bloodfaith Ring

These divine artifacts are coveted within the Church United. The purpose of these rings is to enrich and enforce the faith of a devout worshipper of the Pantheon. Bloodfaith rings are rare and powerful artifacts constantly sought by the church. If one of these rings should surface, the Pantheon will do all it can (within reason) to acquire it.

The powers of the Bloodfaith ring are different depending on the character. It is most powerful on a cleric of the Pantheon, but is still useful otherwise. Any character of evil alignment who touches one of these platinum bands receives a jolt of divine (holy) energy that does 2d8 damage. A Reflex save versus DC 22 for half damage is allowed.

In the hands of any non-evil being, the ring conveys some limited power, increasing depending on the character's position in the Pantheon.

In the hands of the common folk, the Bloodfaith rings grant a +4 bonus to saving throws versus any divine spell cast by an evil spellcaster, including spell-like abilities. When the saving throw bonus is conferred to the character, he gets a sense that Barticus and his first Saint are protecting him. If the character is a cleric of another faith, he may feel inclined to give the ring to another, but this is up to the GM.

If the character is a devout worshipper of the Pantheon, he receives the +4 save as noted above, and also automatically takes half damage from profane, unholy, or any similar such damage. If a save is allowed versus the damage, he takes no damage if he succeeds in the saving throw. In addition, magical fear cast by an evil divine source (spell or spell-like ability) is negated completely.

A cleric of the Pantheon (regardless of specific deity within the Church United) gains the following:

- +4 saving throw versus divine spells or spell-like abilities cast by an evil aligned caster as noted above.
- Half damage from profane, unholy or similar divine spell or spell-like ability. If a save is allowed, a success will entirely negate this damage.
- Immune to fear from an evil divine spell or spell-like ability.
- +2 to the DC of any divine spell cast by the Pantheon cleric.
- **Holy weapon damage:** Any weapon wielded by a cleric of the Pantheon who wears this ring does half holy damage and half normal damage.

These rings cannot be forged under any normal circumstances and assigning a market value is inappropriate. These rings are priceless to the Pantheon and beyond any normal value on Gothos.

Exclusive Spell (Brd 3, Clr 2, Pal 3, Sor/Wiz 2)

Detect Dream Rift (Barticus): Detect presence of Dream Rift.

Exclusive Spell (Brd 3, Clr 2, Pal 3, Sor/Wiz 2)

Detect Nightmare (Barticus): Detects any nightmare creature born of Midnar's realm.

Exclusive Spell (Brd 1, Clr 1, Pal 1, Sor/Wiz 1)

Protected Dreams (Barticus): +3 AC, +2 Saves vs. dream creatures.

Clerics

The typical cleric of Barticus wears pristine white with gold trim. On both chest and cloak the symbol of Barticus is emblazoned and outlined with a deeper red-gold color around the edges. These proud clerics keep themselves extremely clean and their white priestly garb as white as possible. Clerics with a more martial bent will often lacquer their plate armor in white as well, and have the Barticus symbol etched in gold or painted onto the breastplate, pauldrons, knee cods, etc. This is even more striking against the stark contrast of the jet black skin of a Romanus. Most itinerant clerics use a warhammer, but some use a flail or mace. They usually do not use edged weapons.

Specialty Priests & Agents

Aside from inquisitors, the strictors, and hammers of faith, there is also the brotherhood of the watchful eye, a coordinated effort between Barticus faithful and the favored of Euphrenas. This secret order is made up of many devout worshippers of the Pantheon and sworn agents can be found in all walks of life.

The leaders of the brotherhood are all clerics, though the nature of the order could be viewed as blasphemy. They are charged with learning all they can about Midnar, the realm of Dreams, the Children of the Waking Dream, and the Dark Walkers.

Through tremendous research and effort, some special spells are available to members of the order for both clerics and arcane spellcasters to help them uncover the ways of the Midnar and its strange world of dreams and nightmares.

The only way to get into the order is to be inducted by another member. The strictors and inquisitors are mostly against the existence of this order, but see it as a necessary evil in the fight against the dream rifts and the terrible pagans influenced by the nightmare realm.

If a character is ever inducted into the order, he is sworn to secrecy and great magics are placed on him to uphold the secrecy and efforts of the brotherhood. Once inducted, however, the extra spells, etc., are available to the character.

Paladins of Barticus

Barticus grants paladinhood to the greatest number of individuals, looking to serve the Pantheon. Barticus expects the highest level of ability and respect from his paladins, and they are given extra training in upholding the law. Paladins of Barticus are revered anywhere the Pantheon has strong control.

Charge

Uphold the sanctity and righteousness of the Pantheon, promote its ways and laws above all else.

Attire

Paladins of Barticus most often wear light blue or white tabards over their armor, complete with a sun (often enchanted to glow with a continual light-giving spell). Their favored weapons are longswords, morningstars, glaives, and lances.

True Paths

Celestial Embrace, Shining Example, Wrath of God.

Principle Base of Operations:

Romanus



BELLARIUS

Area of Influence: War

Alignment: LN

Domains: Knowledge, Law, Protection, War

Sacred: None

Secret: Peace

Description: Bellarius is the god of the orderly war, the strategist and tactician. Whereas his twin brother, Guerrion, represents the horror and chaos of war, Bellarius is more interested in long-range plans and strategic discipline. Generals and war councils pray to Bellarius for guidance before engaging in war. Bellarius respects those who study the battles of history and use that knowledge and careful planning to construct their war strategies.

Dogma

War is the ultimate test of human thinking and strategy. It has rules that must be followed and the best strategy deserves to win. War should only be waged to protect the populace from outside hostile forces. Since the ultimate consequence of war is death and suffering, it should be used only with caution and care.

Followers of Bellarius

Bellarius grants powers to clerics of Bellarius, clerics of the Pantheon and the High Marshal of Bellarius.

Alternate Forms

Bellarius is called Kalaree in Warkistan, where his followers pray to him in much the same way as the Pantheon. Kalaree is the master strategist who guides those who carefully plan before battle. The vulture is his symbol and his followers believe he feasts on the dead to carry them to a celestial paradise.

Secret or Sacred

There is a small but growing faction of Bellarius's faithful who see that the overall goal of their deity is peace. If the generals of opposing forces both know that one side has out-planned and holds the better position, then the senseless destruction of life is not only avoidable but perverse. To this order of Bellarius, wars should be conducted like chess games, where the better player forces the other to resign without having to actually kill the king.

Holy Places

As with the other deities of the Pantheon, Bellarius has a grand church in the capitol of Romanus. Most large towns and cities have temples dedicated to Bellarius. He is one of few gods that Mirak actively recognizes and encourages its citizenry to follow. In Per Mirak, a huge church and military base has been constructed and the Ministry of Foreign Expansion uses the clerics to guide their war plans.

Notable Dates

During the God Wars, the family of the Pantheon looked to Bellarius to guide its war. Because of his expert strategy and the valor of the troops trained by his brother, Guerrion, the Pantheon beat the forces of the rival gods and eventually cast them out.

Religious Congregation/Festival

Bellarius and Guerrion are honored together in a com-

bined celebration called the Proelium Sanctum (Holy Battle). This festival celebrates victory over the forces of the Outcast gods and takes place over the second week of Septan. During the festival, fighters and warriors of Bellarius demonstrate battle tactics and reenact famous battles. These displays, while violent and at times bloody, are not designed to be lethal.

The second date reserved for Bellarius is the 15th of Midsun. This is a private celebration that honors Bellarius, as well as his dedicated warriors. On this day, the Pantheon remembers the sacrifices warriors have made to defend the Pantheon and Gothos from the Outcast gods. Many military organizations use this day to promote soldiers and officers of proven loyalty and valor.

Major Players of Bellarius

Archduke William of Black Oak

Archduke William of Black Oak in Gildor is a very powerful figure, both in the secular politics of Gildor and the Pantheon. William is one of the most trusted military advisors to the Immortal Queen Katherine. He often leaves his rural estate to help plan and execute martial campaigns against the Black Rose. The Pantheon also reveres William as a Bishop and Favored of Bellarius. William administers the eastern coast of Gildor, from Deep Bay in the south to Fort Braga in the north.

Archduke William of Black Oak: Male human Ftr12/Clr8; **CR** 20; Medium humanoid; **HD** 12d10+8d8+20 (hp 125); **Init** +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 20 (+1 Dex, +9 magic breastplate; touch 11, flat-footed 19, armor check penalty -3); **Base Atk** +18; Grp +21; Atk +28 melee (2d6+9, crit. 19-20/x2, +5 greatsword), or +23 ranged (1d6+3, crit 20/x3, 70 ft., +3 composite shortbow); **Full Atk** +28/+23/+18/+13 melee (2d6+9, crit. 19-20/x2, +5 greatsword), or +23/+18/+13/+8 ranged (1d6+3, crit 20/x3, 70 ft., +3 composite shortbow); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 12/19; **AL** LN; **SV** Fort +15, Ref +7, Will +13; Str 17, Dex 13, Con 13, Int 9, Wis 17, Cha 14.

Languages: Common.

Skills and feats: Climb +15, Concentration +5, Heal +14, Knowledge (Religion) +2, Listen +5, Sleight of hand +4.5, Spot +5, Swim +13; Alertness, Blind-fight, Combat Reflexes, Enlarge Spell, Extend Spell, Greater Weapon Focus (greatsword), Improved Initiative, Improved Unarmed Strike, Leadership, Point Blank Shot, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Focus (composite shortbow), Weapon Specialization (greatsword).

Gear: +4 Breastplate, +3 composite shortbow, +5 greatsword; misc. coins.

Cleric Domains: Law and War.

Cleric Spells Per Day (6/5+1/4+1/4+1/2+1; DC 13 + spell level; Law spells +2 caster level): 0-level—*detect magic, light, mending* x2, *purify food and drink, resistance*. 1st—*bane, bless, command, protection from chaos*†, *radiant hope**, *shield of faith*. 2nd—*align weapon, make whole, silence, spiritual weapon*†, *status*. 3rd—*create food and water, daylight, dispel magic, magic vestment*†, *sword of the spirit**. 4th—*divine battle sense**, *magic weapon (greater), order's wrath*†. *New spell detailed in this sourcebook. †Domain spell.

Heinrick Grimm

Field Marshal of Mirak

Heinrick Grimm is a major force in Mirak. He serves Minister Vincent Drannel of the Ministry of Foreign expansion as an advisor, strategist and battlefield general. His days of leading the troops directly into combat were abruptly ended when he suffered a horrible and irreparable injury that reduced his Dexterity greatly. However, he still travels to the battlefields and oversees the conflicts. The ministry's plans of world domination suit Heinrick because he is convinced it is the only way to ensure the peace. Heinrick proposes colonizing Rylonia to take advantage of the natural resources, as well as develop a formidable cavalry. Within the Pantheon, William is a Priest, although he has vastly greater experience than that rank would indicate. He has refused to take the Vow of Obedience, desiring only to serve Bellarius.

Field Marshal Heinrick Grimm: Male human Clr10/Ftr6; **CR** 16; Medium humanoid (human); **HD** 10d8+6d10+16 (hp 94); **Init** -3 (-3 Dex); Spd 30 ft.; **AC** 20 (-3 Dex, +13 magic full plate; touch 7, flat-footed 20, armor check penalty -5); **Base Atk** +13; Grp +17; Atk +21 melee (1d8+9, crit. 19-20/x3, +3 battleaxe), or +12 ranged (1d8+2, crit. 20/x3, 100 ft., +2 longbow); **Full Atk** +21/+16/+11 melee (1d8+9, crit. 19-20/x3, +3 battleaxe), or +12/+7/+2 ranged (1d8+2, crit. 20/x3, 100 ft., +2 longbow); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 13/17; **AL** LN; **SV** Fort +13, Ref +4, Will +13; Str 18, Dex 5, Con 12, Int 12, Wis 18, Cha 13.

Languages: Common, Elven.

Skills and feats: Bluff +4, Craft +9 (Weaponsmithing), Heal +13, Knowledge (arcana) +13, Knowledge (Pantheon) +14, Profession +15 (Siege Engineer), Ride +6, Spot +7, Swim +9; Blind-fight, Combat Casting, Combat Reflexes, Improved Bull Rush, Improved Critical (battleaxe), Lightning Reflexes, Point Blank Shot, Power Attack, Run, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Gear: +3 Battleaxe, +5 full plate, +2 longbow; misc. coins.

Cleric Domains: Law and Peace.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; DC 14 + spell level; Law spells +2 caster level): 0-level—*create water, detect magic* x2, *glimmer of hope**, *light, mending*. 1st—*divine favor, magic motes**, *magic weapon* x2, *obscuring mist, sanctuary*†. 2nd—*calm emotions*†, *dread alert**, *remove paralysis* x2, *sound burst, status*. 3rd—*dispel magic* x2, *invisibility purge, magic circle against chaos*†, *vacuum**. 4th—*divine battle sense**, *magic weapon (greater), sending* x2, *tongues*†. 5th—*dispel chaos*†, *mark of faith**, *wall of stone**. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Bellarius and his twin, Guerrion, were born during a time of strife and intrigue, when the Outcast gods first began to plot against Barticus and Shea. Because Shea needed warriors and generals to deal with the increasing violence and dangers to the family, she bore twin gods of war. Quickly, Bellarius became a master strategist and careful planner. The family looked to him for guidance and tactics. As soon as the God Wars started, his battle strategies became even more important. The family, and even Barticus to a lesser degree, conceded some control to

Bellarius during the wars. Eventually the wars subsided, and Chargrond and his brood were cast out from Gothos.

After the wars were over, Bellarius was praised for his efforts. This could have caused some hard feelings on the part of his twin, because Guerrion and his forces actually bled and suffered following Bellarius' strategies to defeat the Outcast Gods. However, Guerrion seemed relieved and content to remain in his brother's shadow.

The Outcast Gods have not forgotten the defeat that Bellarius inflicted upon them. They hold a special hatred for Bellarius and plot to destroy and embarrass the strategist. Chargrond and Critarri have elected Whisper to combat the forces of Bellarius. They consider her powers of intrigue and subterfuge as their best weapon against the strategy of Bellarius. So far, the war between the two forces has been a stalemate; Bellarius is the more cautious and able strategist, but Whisper can corrupt the hearts of many a general and waste the lives of many a brave soldier.

Current Conflicts & Activities

The main conflict Bellarius faces is with Whisper. This is a war that truly tests Bellarius' strategic thinking because it is against an opponent that is proficient with ruse, misdirection and guerilla tactics, giving him no enemy he can meet in open battle. Bellarius has asked his brother Guerrion to aid him by providing shock troops to disrupt Whisper's guerilla fighters.

Rituals & Relics

Cauldron of Fate

This legendary cauldron was used by Bellarius during the God Wars to predict the outcome of a battle. Legends tell that Bellarius on more than one occasion used the knowledge from the cauldron to avoid a dangerous conflict. After the God Wars, Bellarius knew the inhabitants of Gothos would face constant warfare, among themselves and against the forces of the Outcast gods. Bellarius left the cauldron on Gothos, where it has played a crucial part in many decisive battles.

A cleric of Bellarius who is able to cast at least 5th-level divine spells must prepare the divinatory mixture before placing it within the cauldron. To create the mixture, the cleric must use a bless spell on a ram and then sacrifice it. The blood of the ram is then mixed with holy water blessed by a cleric of Bellarius. Once the mixture is ready, it is placed in the cauldron and can be activated.

Activating the cauldron grants the user a circumstance bonus of +10% to divination spells to divine a battle to come. If the user successfully makes the divination check, he can see the strategies and possible outcomes that will transpire in an upcoming battle. For the purposes of the cauldron, a battle comprises more than 50 combatants; anything less and the cauldron will not function. If successful, the cleric can advise a leader, thereby giving a circumstance bonus of +4 to the leader's Strategy skill. If using some sort of mass combat system, the cauldron will grant a bonus to the force's attack and defense strengths (GM should determine this bonus based on the system).

Glorious War Song (True Ritual)

Participant Requirements: Four participants are needed to complete the ritual. All participants must be followers of Bellarius and be able to cast at least 4th level spells. In addition, at least two participants must have the Perform (drum) skill. One of the casters must be desig-

nated as the principle caster.

Level: 4

Proxy: No

Casters Required: 4 clerics

Casting Time: 1 continuous hour

Range: All allies within 100 feet during the casting of the ritual. After that, see below.

Duration: 10 minutes/ level of principle caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Other Requirements: Can only be performed before a battle. Also, the ritual needs 2 large war drums.

Description of Ritual: This military ritual inspires the allies who remain within the range for the duration of the ritual. The ritual does not affect the targets until it is finished. However, this effect will take place even if the allies are engaged at the time the ritual is completed. This eventuality occurs more often than not, because most foes believe if the ritual is completed their battle will be that much more difficult. On many occasions, there have been hard-fought battles surrounding the ritual.

When the ritual is completed, all allies who remained within the range during the entire casting receive a morale bonus of +2 to all attacks and damage rolls. In addition, they gain a morale bonus of +4 to all saving throws and will not suffer from exhaustion or fatigue. These allies can now leave the area and move up to 500 feet from the drums and still benefit from the bonuses. These effects last for the duration of the spell, but the drummers must continue to play for the entirety of the duration. If the drummers stop for any reason, the spell is broken and the effects are immediately lost. A spell such as silence cast on the drums will terminate the ritual, while if cast only on some of those affected, it only terminates for those individuals.

Exclusive Spell (Clr 4)

Divine Battle Sense (Bellarius): Gain +4 bonus to Spot



and Search checks and cannot be flanked.

New Skill: Strategy (Int)

The Marshal understands the ebb and flow of large conflicts, battles and wars. This ability has a variety of uses depending on the campaign and the permission of the GM.

Battlefield Strategy: This applies to conflicts of greater than 50 total combatants. Using this ability grants the character and any who follow him an advantage in battle (those who follow must be within hearing distance of the Marshal and the Marshal must be able to speak audibly for this to work, unless the Marshal has some sort of telepathic connection to the followers). Strategy grants the Marshal a circumstance bonus of +2 to Initiative. In order to take advantage of this bonus, the character must make a Strategy check versus half the HD or level plus Int. modifier of the principle foe, or an opposed Strategy check if the foe has this skill.

Warfare Strategy: This form of strategy is more designed for large scale battles and campaigns where major wars and battles take place. The character is an expert in leading these kinds of actions. The character makes an opposed Strategy check (foe uses 1/2 HD or level plus Int. modifier if he does not have this skill). The leader who wins, and his forces, have an advantage for the next segment of the battle or campaign. This advantage can correspond to a +2 circumstance bonus to Initiative, or if using a large-scale combat

system, a bonus to the attack and defense strength of the forces. The bonus should be reflective of the extent of success by which the Strategy check was made.

Strategy is a class skill for Fighters, Paladins and Rangers.

New Skill: Tactics (Int)

A character with this skill can predict the actions of combatants. This skill can only be used if the total number of combatants is less than 50, including both allies and enemies. Those who follow the character must be within hearing distance and the character must be able to speak audibly for this to work, unless he has some sort of telepathic connection to the followers. This corresponds to a +2 bonus to Initiative checks. In order to take advantage of this bonus the character must make a Tactics check versus half the HD or level plus Int. modifier of the principle foe, or an opposed Tactics check if the foe has the skill.

Tactics is a class skill for Fighters, Paladins and Rangers.

Clerics

The clerics of Bellarius normally wear some sort of armor. This armor, while at times utilitarian, is usually ornamental and decorative. Most clerics wear a tunic or jacket with Bellarius' coat of arms prominently displayed. In addition, they always carry weapons, whether for show or for potential conflict.

Specialty Priests & Agents

High Marshal of Bellarius. The High Marshals are a select order of the Priests of Bellarius. These clerics train with the military to learn military planning, both tactical and strategic. This enables them to lead units, small or large, in battle. Bellarius favors these clerics because they are the most likely to avoid unnecessary battles and usually aim for a strategic peace. It is not unusual to see High Marshals leading opposing sides in various battles and wars. Many of these High Marshals are friends and comrades and may, if situations were otherwise, be allies. However, they pledge themselves to one side or another and try their best to master the battlefields, regardless of whether one of their former comrades is leading the opposing side.

Paladins of Bellarius

Bellarius grants paladinhood to a select group. Openly working towards Pantheon goals, these paladins believe their way is the right way, and others must be brought into the fold. Unlike the Marshals of Bellarius, paladins are combat medics or calvary, being the middle men in the military forces. Paladins of Bellarius are encouraged to join the local military and rise through its ranks.

Charge

Best your enemies with strategy and tactics, conquer those who do not understand what is right so that others of the Pantheon can properly school them.

Attire

Paladins of Bellarius wield swords, especially longwords, when entering into combat. They wear silver and black.

True Paths

Combat Medic, Calvary, Tactical.

Principle Base of Operations

Mirak, Romanus.

ARMAMENT OF THE ONE GOD

Euphrenas' clerics discovered a piece of text that listed the armaments of the One God in the following passage:

"Finally, my brethren, be strong in the Lord, and in the power of his might. Put on the whole armor of God, that ye may be able to stand against the wiles of the devil.

For we wrestle not against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this world, against spiritual wickedness in high places.

Wherefore take unto you the whole armor of God, that ye may be able to withstand in the evil day, and having done all, to stand.

Stand therefore, having your loins girt about with truth, and having on the breastplate of righteousness;

And your feet shod with the preparation of the gospel of peace;

Above all, taking the shield of faith, wherewith ye shall be able to quench all the fiery darts of the wicked.

And take the helmet of salvation, and the sword of the Spirit, which is the word of God."

(Ephesians Chapter 6).

Conjecture ensued regarding whether the armaments were physical items, empowerments of the One God upon the faithful, or something else entirely. As they delved more into additional scripture, the clerics realized this One God's power could possibly exceed that of the entire Pantheon, and many lost faith, fleeing into the wilds of the world with the scripture.

Seeing his people shed their faith with a mere reading of the One God's words, Euphrenas came to the other gods, revealing the knowledge of the transcripts and their loss. Fearing the perversion of their followers, they devised a plan to lessen the unique aspects of this God's text. They developed empowerments (feats and spells) to distribute to their clerics that would share the same name as the armaments of the One God. Indeed, it would seem even they did not fully understand the words.

The feats and spells they derived include: Shield of Faith, Sword of the Spirit, Breastplate of Righteousness, Belt of Truth, Helmet of Salvation, and Shoes of the Gospel (Peace).



EUPHRENAS

Area of Influence: Knowledge

Alignment: N

Domains: Knowledge, Magic

Sacred: Arcana

Secret: Secrets

Description: Euphrenas is an outcast of sorts among the family of the Pantheon. He seeks knowledge at any expense. To his followers, the acquisition of knowledge justifies methods used to obtain it. Many clerics of Euphrenas are wizards as well. To Euphrenas, magic is simply another form of knowledge to be explored and catalogued. The knowledge they have acquired is valuable, but many Pantheon faithful look upon them with suspicion and doubt their loyalty because they always seem to hold some information in reserve.

Dogma

Knowledge is power. Pay anything to gather knowledge, but pay no more than you must. Magic is the metaphysical manifestation of knowledge, and the study and control of it is paramount to success. Be careful and succinct with your words, for they give knowledge to others. Specialize in a specific subject to bring us greater knowledge as a whole. (This last portion has led to an abundance of obsessive individuals within the Euphrenas church.)

Followers of Euphrenas

Euphrenas grants powers to clerics, inquisitors, strictors, and even some hammers of the faith.

Alternate Forms

Euphrenas takes forms that allow him the most access to a culture. In nations where the Pantheon is predominant, he reveals himself as a kindly, elderly mentor in wizard's robes. To the pagan population of Kirkland, he takes the form of Famlor the Owl. It is rumored he appears as a devil in Ithganin's court to gather important intelligence.

Secret or Sacred

Euphrenas holds books and other forms of information storage as sacred. He also finds arcane magic intriguing and his minions have a tendency to horde everything they can find.

Secrets are what Euphrenas treasures most. He and his followers love to have intimate knowledge of all happenings, especially those happenings only few others are privy to. The more disastrous the results of revealing the secret, the more it is relished. Euphrenas is not above releasing secrets to others, and does so when it serves his interests, but more often he just likes knowing. One secret Euphrenas has released to the other gods of the Pantheon regards transcripts of an ancient god known as "the one true God." See the sidebar Armaments of the One God for more details on this subject.

A recent development within the church is the crossing and merging of arcane and divine magic. The results are often uncontrollable, but almost always powerful in effect, ranging from monstrous beasts and magical constructs, to celestial/demonic crossbreeds and bizarre magical items.

Euphrenas has teamed with Barticus to develop organizations that search out and watch over church dissenters and the Pagan gods' influence. Torture is one of their tools. Priests of Euphrenas are notoriously persistent torturers, always trying to wrest just one more piece of information from the subject.

Holy Places

Libraries and most wizard towers are considered sacred to Euphrenas. Two such places, a very large library and a place known only as the Watch Tower, will be fully detailed in future sourcebooks.

Notable Dates

The 4th of Winterthaw is known as the Day of Remembrance, where clerics of Euphrenas spend the day in contemplation of the last year. The Day of Puzzles & Intrigue follows, where each cleric must find one puzzle or mystery to solve for the following year. Many high priests give out their charges on this day. Finally, the first week in Midsun is known as the Week of Knowledge (apprenticing). During this week, new members of the church are given tests on their skills and efforts since the previous year and it is during this time that they most often rise in rank.

Religious Congregation/Festival

At the end of the Week of Knowledge, a massive festival takes place known as Artundrin, Festival of Mindful Diligence. During this time, those who have already solved the puzzles laid out for them on the Day of Puzzles and Intrigue are recognized, and a big secret is revealed to the general populace. Followers engage in mind games, strategy and puzzles. Members of Bellarius' church often attend this festival.

Major Players of Euphrenas

Ryan High is the unquestioned head of the Euphrenas church. With his trusted advisor Chickanis at his side, few can challenge his knowledge and might. Ryan cares little for the laws of the world, willing to work around them to find any knowledge he seeks. His longtime friend Chickanis, while willing to work within the laws, exploits them to the extreme, caring more for them than those who stand in his way. The two play off each other in a tag team that has the needed skills to gather and gain most anything they wish. Most who know of them are glad their interest seems to lie only in gathering information, as Chickanis may well be the most powerful mage in all of Gothos.

Ryan High

High Priest of Euphrenas

Ryan High: Male human Clr18; **CR** 18; Medium humanoid; **HD** 18d8 (81 hp); **Init** +2 (+2 Dex); Spd 30 ft.; **AC** 22 (+2 Dex, +6 bracers of armor, +4 ring of protection; touch 16, flat-footed 20); **Base Atk** +13; Grp +12; Atk +13 melee (1d4, crit. 19-20/x2, +1 dagger); **Full Atk** +13/+8/+3 melee (1d4, crit. 19-20/x2, +1 dagger); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 26/26; **AL** NG; **SV** Fort +14, Ref +11, Will +19; Str 8, Dex 14, Con 10, Int 16, Wis 20, Cha 14.

Languages: Common, draconic.

Skills and feats: Concentration +10, Diplomacy +14, Knowledge (arcana) +27, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (nature) +7, Knowledge (nobility & royalty) +8, Knowledge (the planes) +5, Knowledge (religion) +27, Spellcraft +15; Craft Wondrous Item, Divine Favor*, Extra Turning, Pious*, Scribe Scroll, Skill Focus (Knowledge [arcane]), Skill Focus (Knowledge [religion]), True Faith*. *New feats detailed in this sourcebook.

Gear: +6 Bracers of armor, +3 cloak of resistance, +1

dagger, +2 headband of intellect, +4 periapt of Wisdom, +4 ring of protection; misc. coins.

Cleric Domains: Arcana, Knowledge and Magic.

Arcana Domain Spells: 1st—*magic missile*. 2nd—*spectral hand*. 3rd—*arcane sight*. 4th—*mnemonic enhancer*. 5th—*permanency*. 6th—*globe of invulnerability*. 7th—*limited wish*. 8th—*prismatic wall*. 9th—*shades*.

Cleric Spells Prepared (6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/3+1/2+1; DC 15 + spell level, caster level 19th): 0-level—*detect magic* x2, *light*, *mark of discovery**, *read magic*, *resistance*. 1st—*command*, *comprehend languages*, *detect evil*, *detect law*, *detect undead*, *magic missile*†, *sanctuary*. 2nd—*augury*, *find traps*, *hold person*, *mark of reversal**, *spectral hand*†, *status*, *zone of truth*. 3rd—*clairaudience/clairvoyance*†, *daylight*, *glyph of warding*, *locate object* x2, *remove curse*, *speak with dead*. 4th—*death ward*, *discern lies*, *divination*, *mnemonic enhancer*†, *neutralize poison*, *sending*, *tongues*. 5th—*break enchantment*, *dispel evil*, *mark of faith**, *spell resistance*†, *true seeing* x2. 6th—*antimagic field*†, *bannishment*, *dispel magic (greater)*, *find the path*, *glyph of warding (greater)*. 7th—*limited wish*†, *mark of power**, *repulsion*, *summon monster VII*. 8th—*discern location*, *holy aura*, *prismatic wall*†, *spell immunity (greater)*. 9th—*foresight*†, *heal (mass)*, *mark of the avatar**. *New spell detailed in this sourcebook. †Domain spell.

Chickanis

Chickanis: Male human Wiz25; **CR** 25; Medium humanoid; **HD** 25d4+25 (87 hp); **Init** +2 (+2 Dex); Spd 30 ft.; **AC** 22 (+2 Dex, +5 robe of the archmagi, +5 bracers of protection; touch 17, flat-footed 17); **Base Atk** +13; Grp +12; Atk +13 melee (1d4, crit. 19-20/x2, +1 dagger); **Full Atk** +13/+8/+3 melee (1d4, crit. 19-20/x2, +1 dagger); **Space/Reach** 5 ft./5 ft.; **SA** Spells; Favor 0/12; SR 18; **AL** LE; **SV** Fort +13, Ref +14, Will +18; Str 8, Dex 14, Con 13, Int 32, Wis 10, Cha 12.

Languages: Common, elven, infernal.

Skills and feats: Concentration +21, Craft (Bookbinding) +21, Decipher Script +39, Knowledge (arcana) +39, Knowledge (architecture & engineering) +16, Knowledge (dungeoneering) +16, Knowledge (geography) +16, Knowledge (history) +26, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (nobility & royalty) +16, Knowledge (the planes) +16, Knowledge (religion) +23, Listen +10, Profession (Scribe) +5, Spellcraft +41, Spot +10; Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Enlarge Spell, Eschew Materials, Expertise, Familiar Spell (epic), Forge Ring, Improved Spell Capacity (epic) x2, Quickened Spell, [Scribe Scroll], Silent Spell, Spell Mastery (discern location, dispel magic (greater), legend lore, limited wish, plane shift, shapechange, teleport (greater), wish), Still Spell.

Gear: Black robe of the archmagi, blessed book, +5 bracers of protection (as ring but different location), +1 dagger, hand of glory, +6 headband of intellect, mirror of mental prowess, ring of spell storing (major), ring of three wishes, ring of wizardry IV, staff of divination, tome of clear thought +5 (used); misc. coins.

Wizard Spells Prepared (4/7/7/10/6/6/6/5/5/2/2; DC 21 + spell level): 0-level—*detect magic* x2, *hesitate**,

prestidigitation. 1st—*comprehend languages*, *magic motes* x2*, *ray of enfeeblement*, *reduce person*, *shield* x2. 2nd—*morbid relation**, *permanent memory* x2*, *scorching ray* x2, *see invisibility* x2. 3rd—*arcane sight*, *dispel magic* x2, *dispel magic*‡, *fly*, *haste*, *shrink item* x2. 4th—*arcane eye* x2, *baleful eye**, *dimension door* x2, *globe of invulnerability (lesser)*, *phantasmal killer*, *polymorph* x2, *scrying*. 5th—*break enchantment*, *cloudkill*, *dominate person*, *private sanctum*, *prying eyes*, *teleport*. 6th—*acid fog*, *chain lightning*, *dispel magic (greater)*, *globe of invulnerability*, *legend lore*, *true seeing*. 7th—*arcane sight (greater)*, *forcecage*, *limited wish* x2, *spell turning*, *teleport (greater)*, *vision*‡. 8th—*discern location*, *eye of the storm**, *polymorph any object* x2, *screen*. 9th—*foresight*, *shapechange*, *time stop*, *weird*, *wish*. 10th—*enlarged disjunction*, *enlarged silent prying eyes*. 11th—*quicken teleport (greater)*, *silent still time stop*. *New spell detailed in this sourcebook. ‡Ring of spell storing.

Spellbooks: 0-level—all. 1st—*comprehend languages*, *erase*, *identify*, *mage armor*, *magic motes**, *ray of enfeeblement*, *reduce person*, *shield*. 2nd—*fox's cunning*, *morbid relation**, *permanent memory**, *scorching ray*, *see invisibility*. 3rd—*arcane sight*, *dispel magic*, *fly*, *haste*, *shrink item*. 4th—*arcane eye*, *baleful eye**, *dimension door*, *globe of invulnerability (lesser)*, *phantasmal killer*, *polymorph*, *scrying*. 5th—*break enchantment*, *cloudkill*, *dominate person*, *magic jar*, *private sanctum*, *prying eyes*, *teleport*. 6th—*acid fog*, *chain lightning*, *dispel magic (greater)*, *globe of invulnerability*, *legend lore*, *permanent image*, *true seeing*. 7th—*arcane sight (greater)*, *forcecage*, *limited wish*, *plane shift*, *power word: blind*, *spell turning*, *teleport (greater)*, *vision*. 8th—*binding*, *create greater undead*, *discern location*, *eye of the storm**, *incendiary cloud*, *polymorph any object*, *prying eyes (greater)*, *screen*. 9th—*disjunction*, *dominate monster*, *foresight*, *shapechange*, *time stop*, *weird*, *wish*.

Familiar: Book (owl); Tiny animal; **HD** 25d8; hp 43; **Init** +3 (+3 Dex); Spd 10 ft., fly 40 ft. (average); **AC** 27 (+3 Dex, +2 size, +12 natural; touch 15, flat-footed 24); **Base Atk** +13; Grp +2; Atk +18 melee (1d4-3/x2, talons); **Full Atk** +18/+13/+8 melee (1d4-3/x2, talons); **Space/Reach** 2-1/2 ft./0 ft.; **SA** Deliver touch spells; **SQ** Empathic link, familiar spell (globe of invulnerability, polymorph any object), improved evasion, low-light vision, scry on familiar, share spells, speak with owls, speak with master; SR 30; **AL** LG; **SV** Fort +8, Ref +11, Will +16; Str 4, Dex 17, Con 10, Int 15, Wis 14, Cha 4.

Skills and feats: Listen +16, Move Silently +17, Spot +8*; Alertness, Weapon Finesse.

Skills: Owls have a +8 racial bonus on Listen checks, and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

History, Allies & Enemies

Euphrenas is sometimes said to have been born of Barticus and Shea, and sometimes rumored to actually be from another time and place. Euphrenas only calls Barticus friend. To the other gods of the Pantheon he is considered untrustworthy or disloyal. In truth, he is utterly loyal to Barticus, willing to help his "father" in any way. Most believe this is due to Barticus standing up for Euphrenas in the past. He is also rumored to have a repressed attrac-

tion to Illiana. The lack of loyalty is returned by most of the Pantheon with the exception of Tristar, who is friendly to the god out of duty and respect for his father's wishes. Euphrenas has spies in the organizations of almost every god on Gothos. This includes Pagans, Outcasts, and Outsiders, as well as the Pantheon. Euphrenas has always stayed on the side of the Pantheon in great conflicts; however, in other, smaller conflicts his choice of sides has been less steadfast. Over their eons of existence, most of the gods have become aware of his infiltrations and thus do not like him.

Current Conflicts & Activities

Euphrenas' high priests work upon the great Euprenas Codex (see below). In addition, his clerics and other agents work extensively with Barticus' followers on the inquisition. Other clerics work diligently to find old knowledge, both on the One God, and on most everything else.

Rituals & Relics

Sign of the Stars: These sapphire and silver amulets focus knowledge pools from around the world, allowing scrying as per the spell 5 times per day.

Moderate Transmutation: CL 8th; craft wondrous item, scrying; Weight .5 lb.; Price: 64,000 gp.

Euphrenas Codex: This monstrous volume is an exacting account of all things that have happened on Gothos. Beyond comprehension and design, few can understand even a day's chapter, let alone the entire book (which no living being has fully read). No magic detected (though it is highly magical).

Exclusive Spell (Brd 2, Knowledge 3, Sor/Wiz 4): *Permanent Memory* (Euphrenas): The caster remembers a moment in time witnessed perfectly.

Clerics

Clerics of Euphrenas dress as noblemen, sages, or wizards. They care little for others most of the time, instead concerned with their unquenchable thirst for new knowledge.

Specialty Priests & Agents

Aside from the inquisitor, strictor, and hammer of faith, there is also the brotherhood of the watchful eye. This is a coordinated effort between the Barticus faithful and the favored of Euphrenas. This secret order is made up of many devout worshippers of the Pantheon and sworn agents can be found in all walks of life. For more information on this organization see Barticus' entry.



GROLM

Area of Influence: Death

Alignment: NG

Domains: Death, Good, Earth

Sacred: Justice, Knowledge

Description: God of the dead,

Grolm is the eldest son of Barticus and Shea. He was given the realm of the dead because of his compassion and sense of right and wrong. He is the final arbiter of the fate of the dead. Those who are deemed good are guided to a peaceful afterlife, while the wicked are judged and sentenced to everlasting torment in the abyss.

Dogma

Death is inevitable, and is the right and ultimate reason

for life. Your destination after your life ends depends upon what you did during your life.

Follower Types

Grolm grants power to clerics and paladin.

Alternate Forms

Grolm may appear as a 10-foot-tall human, his face blank of features lest it betray his judgment. An extra set of unmoving arms protrudes from his shoulders, one holding a glowing white ball, the other a globe of pure darkness. His body is wrapped in a thick black velvet cloak.

Secret or Sacred

Sacred to the dogma of Grolm is that everything earthly must come to its ultimate end. Those who try to delay their ultimate fate or bring back those who have died with no good reason work against Grolm's word. Clerics of Grolm never willingly accept resurrection or reincarnation; their time of judgment has come and it is for Grolm to decide whether they need to return.

Holy Places

Clerics of Grolm hold only their church as a holy place. These imposing buildings rear up above all others around.

Notable Dates

Each Full Moon is a time for meeting, bringing together all the major personalities of each church. They meet on the day after the full moon to discuss business, give reports, then meet again the day after the next New Moon to finalize their decisions from the previous meeting. On the first Quarter Moon of Highsun (the 7th in 963 4c) a collection of churches in close vicinity will meet to discuss their individual findings and decisions at the Grolm Big Meeting. All of the Church's High Priests gather, each taking turns to host the congregation, for the Grolm Grande Meeting on the night of the first Quarter Moon of Darken (the 2nd in 963 4c).

Religious Congregation/Festival

The only major congregations of Grolm are those described above.

Major Players of Grolm

Corand the Mute Favored of Grolm

Corand the Mute is the kind of man who stands out in a crowd. Even without his contrasting Mithral armor and heavy black leather cloak to draw attention to himself, it seems he cannot avoid it, and you his. Corand always gives the impression he is looking for you, whether he is or not. His deep dark brown eyes are like shadows, and everything else about his face seems to emphasize them, from his graying beard and mustache to his heavy wrinkles. He is a focal point in the Church of Grolm, for he has returned from the grave with Grolm's blessing. He has remained mute since his return, and appears unwilling to discuss or theorize as to why Grolm chose to send back one of his lower ranking clerics.

The other clerics of Grolm view Corand with suspicion as he never seems to have his questionable companion far from his side. Arachus is a dwarven rogue, of all things, wandering the halls of Grolm's church. Yet no

one seems willing to question or doubt Corand's motives. Grolm sent him back to the world to do his bidding, and who will step forward to question Grolm? Grolm has apparently tired of Whisper and her shadowy machinations, as Corand has made it his mission since his return to hunt down and kill operatives of the Corruptor.

Corand the Mute: Male Human Clr12: **CR** 12; Medium humanoid; **HD** 12d8 (hp 54); **Init** +0; Spd 30 ft.; **AC** 27 (+7 magic mithral shirt, +3 magic mithral large shield, +3 ring of protection, +4 amulet of natural armor; touch 10, flat-footed 27); **Base Atk** +8; Grp +11; Atk +14 melee (1d8+6, crit. 20/x2, +3 ghost touch heavy mace); **Full Atk** +14/+9 melee (1d8+6, crit. 20/x2, +3 ghost touch heavy mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 19/20; **AL** NG; **SV** Fort +8, Ref +6, Will +13; Str 16, Dex 11, Con 11, Int 15, Wis 21, Cha 13.

Languages: Common, dwarven.

Skills and feats: Concentration +15, Diplomacy +12, Gather Information +8, Heal +15, Knowledge (Religion) +19, Knowledge (History) +13; Combat Casting, Extra Turning, Lightning Reflexes, Silent Spell, Skill Focus (Knowledge [Religion]), Spell Focus (Divination).

Gear: +4 Amulet of natural armor, circlet of blasting (major), +3 ghost touch heavy mace, Goggles of night, heavy black leather cloak, +1 mithral large shield, +3 mithral shirt, +3 ring of protection; misc. coins.

Cleric Domains: Death and Earth.

Cleric Spells Per Day (6/7+1/5+1/5+1/4+1/4+1/2+1; DC 15+ spell level, 16+ spell level Divination): 0-level—*detect magic*‡, *guidance*‡, *light*, *mark of discovery**, *resistance* x2. 1st—*command*, *comprehend languages*‡, *deathwatch*, *detect evil*‡, *detect undead* x2, *magic stone*‡, *mark of sight**. 2nd—*death knell*‡, *morbid relation**, *remove paralysis*, *restoration (lesser)*, *status*‡ x2. 3rd—*daylight*, *dispel magic* x2, *remove disease*, *speak with dead*, *stone shape*‡. 4th—*death ward*, *eyes of the sun**, *restoration* x2, *spike stones*‡. 5th—*disrupting weapon* x2, *hallow*, *slay living*‡, *spell resistance*. 6th—*blade barrier*, *stone skin*‡, *undeath to death*. *New spell detailed in this sourcebook. †Domain spell. ‡Divination

Arachus

Arachus: Male dwarf Rog10: **CR** 10, Medium humanoid; **HD** 10d6+10 (hp 45); **Init** +9 (+5 Dex, Improved Initiative); Spd 20 ft.; **AC** 23 (+5 Dex, +4 magic leather armor, +4 ring of protection; touch 19, flat-footed 23); **Base Atk** +7; Grp +8; Atk +11 melee (1d6+4, crit. 19-20/x2, +3 ghost touch short sword) or +15 (1d6+3, crit. 20/x3, 60 ft., +3 shortbow); **Full Atk** +11/+6 melee (1d6+4, crit. 19-20/x2, +3 ghost touch short sword) or +15/+10 (1d6+3, crit. 20/x3, 60 ft., +3 shortbow); **Space/Reach** 5 ft./5 ft.; **SA** Sneak attack +5d6; **SQ** Dwarf traits, evasion, improved uncanny dodge, slippery mind, trap sense +3, trapfinding; Favor 1/5; **AL** NG; **SV** Fort +6, Ref +12, Will +6; Str 12, Dex 20, Con 12, Int 18, Wis 13, Cha 12.

Languages: Common, dwarven, gnome, goblin, orc, undercommon.

Skills and feats: Appraise +17, Bluff +14, Diplomacy +18, Gather Information +14, Hide +15, Intimidate +16, Listen +14, Search +17, Sense Motive +17, Sleight of Hand +20, Spot +14, Tumble +18, Use Magic Device +14; Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Sense Motive).

Dwarf traits (Ex): Darkvision 60 ft., stonecunning, weapon familiarity (dwarven waraxe and dwarven urgosh), stability, +2 racial bonus on saves vs poison, +2 racial bonus on saves vs spells and spell-like effects, +1 racial bonus on attack rolls vs orcs and goblinoids, +4 dodge bonus to AC vs monsters of giant type, +2 on Appraise checks related to stone or metal, +2 on Craft checks related to stone or metal.

Gear: Boots of speed, +3 ghost touch short sword, +2 leather armor, +4 ring of protection, robe of blending, +3 shortbow; misc. coins.

History, Allies & Enemies

Grolm has an ongoing feud with Whisper the Corrupter. Her meddling in mortal lives angers him as it interferes with his judgment.

Current Conflicts & Activities

With unrest and civil problems put aside, within Dunreth the followers of Whisper are working their ways into the lives of its people. Some believe Whisper has made some form of allegiance with the Ice Queen, but this is unconfirmed. The followers of Grolm have taken it upon themselves to hunt down Whisper's clerics and allies within Dunreth and put a rest to her moral corruption.

Rituals & Relics

Exclusive Spell (Clr 9)

Justice (Grolm): Judges target alignment with possible alignment shift.

Clerics

Clerics of Grolm wear scale mail bearing the crest of their god proudly on the front for all to see, framed by a pitch black cloak. They wield bludgeoning weapons, favored by Grolm. Clerics attaining 5th level gain the feat Spell Focus (Divination) as a favor from Grolm. Anyone leaving the path of Grolm instantly loses this feat.

Specialty Priests & Agents

Clerics who look out for those who try to cheat death, greater access to Divination magic, undead hunters.

Paladins of Grolm

Grolm's paladins participate as pall bearers or as some other functionary in funeral processions. They also guard graveyards. Paladins of Grolm are most prominent in Kirkland, where they hold elevated positions in society.

Charge

Uphold the sanctity and finality of death. Destroy or help undead to final rest. Comfort and protect those who mourn.

Attire

Grolm's paladins wear black tabards in the winter and fall, light gray in the summer. They wear no holy symbol or adornment upon these tabards, but they are otherwise well kept. Grolm's symbol only adorns attire used in funerals and other ceremonies. Grolm's paladins prefer to wield scythes, halberds and falchions. Not fearing death, the use of shields is usually limited to siege defenses.

True Paths

Celestial Embrace, Eradicator.

Principle Base(s) of Operation

Kirkland.



GUERRION

Area of Influence: War and Struggles

Alignment: CN

Domains: Chaos, Death, Destruction, War

Sacred: Rage

Secret: None

Description: While his twin, Bellarius, maintains a distance from the actual conflict involved in war, Guerrion revels in the pain, chaos and destruction of battle. Generals pray to Bellarius to guide their strategy, but the grunt, the foot soldier carries tokens of Guerrion into battle. He looks upon warriors with favor and allows them to live through the horrors of war.

Dogma

Until one faces his fears and conquers them, a man cannot know himself. War is the fire that purifies the soul. Battle is the wind that winnows the chaff from the grain. To defend the Pantheon, warriors must lose themselves in the rage of battle and in so doing destroy the enemies that mass at the gate.

Followers of Guerrion

Guerrion grants powers to clerics of Guerrion, clerics of the Pantheon, and slaughter priests.

Alternate Forms

In Nord, warriors (mostly men but a few women) worship Guerrion under the name Dunrag. In this persona, Guerrion encourages warriors toward berserker nature.

Secret or Sacred

The most devout clerics of Guerrion take the domains of Death and Rage. To these clerics, death is a natural extension of battle. Also, they believe the chaos and horror of war can best be faced by those who embrace their rage.

Guerrion has no secrets. He and his followers believe that when an individual faces the ultimate test, there should be no secrets weighing down the soul.

Holy Places

The only holy place is the field of conflict. There are no temples or shrines exclusive to Guerrion. Within the main Pantheon churches there are shrines set aside for Guerrion; however, these go untended and normally unvisited most of the time.

Notable Dates

Civilized societies do not respect nor recognize any date attributed to Guerrion. Guerrion feels he needs no special day since wherever or whenever a battle occurs he is revered.

Religious Congregation/Festival

Clerics of Guerrion do not hold any day of the week as special. They instead look to battles to pay respects to their god. However, once per year in Romanus, the clerics of Guerrion and Bellarius hold a huge spectacle of fighting prowess and tactics. This is the celebrated Proelium Sanctum, which Josea sponsors for the two war gods. The festival lasts through the second week of Septan. During this festival, trained warriors fight others as well as beasts.

While most of the warriors honoring Bellarius survive the festival, many of Guerrion's warriors do not. However, it is considered a blessing to die during the festival.

Major Players of Guerrion

As of present no cleric has taken the Vow of Obedience and therefore there are no voices beyond those of the Priest in the Pantheon. In general, clerics of Guerrion are not sought out for advice or held in high esteem by civilized societies. For that reason there are few notable figures related to Guerrion.

Ritkus, Hand of Carnage Slaughter Priest

The most famous figure in the ranks of Guerrion is Ritkus, the Hand of Carnage. He is a slaughter priest who trains gladiators for the festival of the Proelium Sanctum. Unlike most trainers, Ritkus joins the gladiators in combat and has, to date, gained a huge following due to his prowess in battle.

Ritkus, the Hand of Carnage: Male human Clr12/Slaughter Priest 8: **CR** 20; Medium humanoid; **HD** 20d8+20 (hp 110); **Init** +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 21 (+2 Dex, +9 magic chainmail; touch 12, flat-footed 19, armor check penalty -4); **Base Atk** +17; Grp +21; Atk +24 melee (1d4+6, crit. 19-20/x2, +2 rampage gauntlet); **Full Atk** +24/+19/+14/+9 melee (1d4+6, crit. 19-20/x2, +2 rampage gauntlet); **Space/Reach** 5 ft./5 ft.; **SA** Battle glory, rage, rampage gauntlet, slaughter, spells, turn undead; **SQ** Chaos aura, resist fear +4; Favor 15/20; **AL** CN; **SV** Fort +15, Ref +8, Will +17; Str 19, Dex 14, Con 12, Int 12, Wis 20, Cha 13.

Languages: Common.

Skills and feats: Concentration +14, Heal +16, Intimidate +14, Knowledge (Religion) 16, Spellcraft +12, Survival +13, Tumble +6; Combat Reflexes, Empower Spell, Extend Spell, Improved Critical (rampage gauntlet), Improved Initiative, Iron Will, Scribe Scroll, Weapon Focus (rampage gauntlet).

Gear: +4 Chainmail, +2 rampage gauntlet; misc. coins.

Cleric Domains: Death and Destruction.

Cleric Spells Prepared (6/7+1/6+1/6+1/7+1/7+1/3+1/3+1/2+1; DC 15 + spell level): 0-level—*detect magic*, *detect poison* x2, *guidance*, *inflict minor wounds* x2. 1st—*bane* x2, *bleeding touch**, *deathwatch*, *divine favor* x2, *gird for war**, *inflict light wounds*†. 2nd—*align weapon* x2, *bull's strength*, *death knell*†, *delay poison*, *mark of reversal**, *resist energy*. 3rd—*contagion*†, *dispel magic* x2, *protection from energy*, *remove blindness/deafness*, *remove curse*, *remove disease*. 4th—*divine power* x2, *cure critical wounds*†, *seeping wounds**, *spell immunity*, *summon monster IV* x2. 5th—*disrupting weapon*, *righteous might* x2, *slay living*†, *summon monster V* x2. 6th—*harm*†, *mark of invigoration**, *summon monster VI* x2. 7th—*blasphemy*, *disintegrate*†, *regenerate*, *word of chaos*. 8th—*cloak of chaos*, *earthquake*†, *fire storm*. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

The history of Guerrion and his church is one of conflict. Born a twin son from Barticus and Shea, Guerrion was instantly identifiable by his rage and impulsive nature. While his brother, Bellarius, was calculating and patient, Guerrion rushed into any situation and tried to fight his

way through any dilemma, even when it was impossible. As a young child, Guerrion became frustrated with the changes in climate because he was unable to venture forth during the winter. He went to Shea and implored her to stop the seasons. She laughed and told him that as the world must spin, so too must it undergo the seasons. Not satisfied, Guerrion climbed the tallest mountain and began pushing back on the range in an attempt to stop the world from spinning. Guerrion spent three months on the mountain before coming down, spent yet unbroken. Guerrion still plots to find a way to stop the winter.

Guerrion feels closest to Bellarius, Marianna and Mayra. His twin, Bellarius, shares his elation for war, though he has not the stomach to watch the actual battles. Still, he and Guerrion spend countless hours discussing war and battle. Guerrion delights to see Marianna, because her tempestuous moods invariably bring conflict and chaos wherever she goes. Perhaps the most unusual friendship is between Guerrion and his sister Mayra. Guerrion was amazed when his sister fought the Ice Lords. Because of his eternal fight against winter, Guerrion views Mayra as an ally to defeat a common enemy.

Guerrion is the first to attack any enemies of the Pantheon. While other gods quibble and plot—even Bellarius is sometimes frozen by his own schemes and strategies—Guerrion will rush out to engage all foes.

Current Conflicts & Activities

Guerrion is conflict. At present he is involved in a long and dangerous war against Vlag the Plague Lord. Guerrion sees disease and vermin as a coward's way to fight and has vowed to destroy the Bringer of Diseases. Clerics of Guerrion carry out this war on Gothos. Also, Bellarius has recently asked Guerrion for help in the war against Whisper.

Rituals & Relics

The clerics of Guerrion do not have the patience for rituals. Instead, they rush to battle.

Great Mace of Guerrion

This is an enormously powerful artifact. Some scholars claim that Guerrion left this weapon as an instrument to battle the forces of the Outcast gods. Others think Guerrion carelessly left the mace on Gothos after the last of the god wars, before the deities agreed to the Covenant.

The Great Mace has surfaced and disappeared repeatedly throughout history. Many sages think it has free will and wishes to spread its destructive power through many hands. They offer as proof the uncanny way the Mace has disappeared from guarded treasuries, only to appear wherever war is breaking out.

This weapon acts as a +5 chaotic, disrupting, mighty cleaving heavy mace (damage 1d12; crit. 20/x3; 20 lb.; bludgeoning). The Great Mace is an intelligent weapon (Int 13, Cha 19, Wis 10; AL CN; Ego 23). It speaks common and dwarfen and has the following powers: Wielder has free use of the Improved Sunder feat; teleport 1/day. If the Mace senses that it is being kept safe, it will activate the teleport spell to find a new wielder who will take it into conflict.

Exclusive Spell (Clr 1)

Gird for War (Guerrion): +4 armor bonus that works against incorporeal creatures.

Clerics

Clerics of Guerrion gird themselves for battle. The type

of armor and weapons chosen varies by cleric, but most choose chainmail and two-handed weapons.

Specialty Priests & Agents

Slaughter Priest: Slaughter priests are the most devout worshippers of Guerrion. They embrace the battle god's teaching about the true nature of conflict and beauty of the struggle. To the slaughter priests, the battlefield is their temple and melee the devotional. They often become mercenaries to seek out combat, having a well-earned reputation of being completely ruthless in battle. Some generals shy away from employing their ranks to avoid the certain carnage that accompanies them. Others seek them out for that very reason.



ILLIANA

Area of Influence: Healing, Beauty

Alignment: NG

Domains: Good, Healing, Protection

Sacred: Life, Beauty

Secret: Druidic

Description: Illiana is the goddess of healing, perfection of the physical form (especially the feminine form), and beauty as a whole. Illiana herself is beautiful beyond mortal conception, holding such sway as to beguile other gods. Until recently, however, she had hidden her physical virtues from the mortal world for ages, teaching only the values of life and healing. This recent revelation has brought about three sects within the church: those who teach healing, those who espouse beauty, and those who try to merge the two. Illiana is forgiving to a fault, willing to talk through most any grievance to find a peaceful solution. Even when faced with certain death, her followers must use their efforts only to subdue or incapacitate. She has no issues with incarceration, force used to subdue, or any other punishment that does not cause death or leave scars. Many physicians are adherents of Illiana's teachings. While they may not be as devout in all ways, they worship and praise the goddess who gives them the power to ease suffering. In addition, many a beautiful woman, or man looking for such a lady, praises Illiana for her gifts. Most followers are strict vegetarians. Even so, before they partake of any meal, the followers of Illiana must say a prayer of thanks and forgiveness for what they are about to consume.

Dogma

Illiana's followers have three doctrines to follow. One, held for ages, speaks to the sanctity of life. The second, recently found in the lost temple of Glispendale, preaches an appreciation of beauty and making every effort to remain as beautiful as possible at all times (especially as a woman). The third, written by Priscilla Stunning, high priest of Illiana, incorporates both philosophies into a divinely inspired work. Illiana grants clerics following all three dogmas divine spells, though there is constant debate as to which is the one and true doctrine.

Health: All life is sacred. Kill only to consume, choosing vegetation before animals if possible, and the smallest and most inconsequential animals in the smallest quantity required if no plants are available. Heal any and all who come to you, granting them a new chance at life.

Beauty: Stay clean and unspoiled. Beauty should be nurtured in all things, but personal beauty should be looked to above all. Ladies should stay strong in their resolve

to look and act feminine. Wearing masculine attire as a woman is heresy. Anything that cannot be done in a dress is not worth doing as a lady. Men are expected to show proper respect and perform any function a lady needs or desires that would be unreasonable for her to do, and should be well groomed in the presence of ladies. Always strive to keep beautiful things protected from decay.

Stunning's Call: All life is sacred and beautiful. Violence by its nature can tarnish a beings form, and should be avoided. Work hard to heal the scars, disease, and wounds of the living to further them towards perfection of form. Even the worst being can be cleansed of its anger, hate, and prejudice and returned to a natural, beautiful, and functional state. A being should always look toward furthering his physical image to the ideal of race and sex and help others do the same.

Followers of Illiana

Illiana grants powers only to clerics.

Alternate Forms

Illiana has a number of forms worshipped by mortals. To most of Romanus and Kirkland, she is depicted in one of three forms: a stunningly beautiful female dressed always in the highest quality and current female fashion; a beautiful, understated lady in a simple, well kept gown; or as a woman in a very short toga with gold belt, her feminine perfection of form highlighted. In Dunreth she is sometimes referred to as Sheila the Swanmaiden, a sweet and beautiful creature of untold grace, her gleaming white plumage tipped in red. In Gildor she is seen either as Illiana or Lady Kyla, a blonde-haired woman always dressed in a red and white gown, who walked the land and healed the sick. Those who firmly believe or wish to believe her two facets will merge into a greater being refer to her as Shylynn.

Secret or Sacred

Illiana has been possessed for generations by a good-natured spirit that entered her dying vessel to rejuvenate her. This spirit, Gala'Gwyth, is in control of Illiana, focusing the goddess on enhancing life and making an active effort to keep the Pantheon's eyes off her fellow pagan spirits and gods. Due to Gala'Gwyth's ties to the ancient ones, some of Illiana's clerics also maintain these ties (in the form of the Child of Ancients domain).

Recently, however, the possession became known to an adventurer named Hearne the Explorer, who thought it an abomination. Finding one of her ancient temples, he and his companions ritually awoke Illiana's dormant consciousness, but did so before it had fully regained its strength, trapping Gala'Gwyth inside with Illiana. Now each personality shifts in and out of control of the goddess. If either ever fully gains control, the other will fade and be lost forever.

Both Illiana and Gala'Gwyth know of the other and what they have done. Illiana's anger over being subsumed was quickly tempered with the knowledge that Gala'Gwyth did so to save her existence. Thus, both beings have no interest in destroying the other, at least not yet.

While the truth of the situation is unknown to most, Priscilla Stunning, High Priest of Illiana, has become aware of the duality, and is trying to help the two beings merge into a greater whole. However, the majority of



mortals who know of the internal conflict of the goddess want one or the other to gain control permanently. The three factions in Illiana's church look for ways to end the conflict. Those who preach beauty are most active, actually harming others in retribution for Gala'Gwyth's theft and betrayal. The other two sects have defended themselves, and even retaliated. However, they usually go through third parties, such as adventuring groups, to lessen the perceived impact.

Holy Places

The temple of Gilspendale located in east Kirkland is said to be the site of Illiana's reawakening.

Notable Dates

Illiana has no established dates, though some say the day she was reawakened, the 5th of Unclar, shall soon be declared an official holy day, at least to some of the sects.

Religious Congregation/Festival

Midsun and Highsun are the grace time where clerics of Illiana perform services for their communities without pay. This represents Illiana's undying care for those who are under her fold.

Major Players of Illiana

Priscilla Stunning High Priest of Illiana

While the two other factions seem determined to be right Priscilla only wishes for the god to continue her presence in the realm. Priscilla is perhaps the most respected of the clerics of Illiana, within her sect and elsewhere.

Priscilla Stunning: Female human Clr17: **CR** 17; Medium humanoid; **HD** 17d8+17 (88 hp); **Init** +0 (+0 Dex); Spd 30 ft.; **AC** 19 (+0 Dex, +6 bracers of armor, +3 ring of protection; touch 13, flat-footed 16); **Base Atk** +12; Grp +11; Atk +12 melee (1d6-1, crit. 20/x2, masterwork light mace);

RESURRECTION OF ILLIANA

As Shea is the god of motherhood and women, her three daughters each represent aspects of the human female: Marianna is emotion, Mayra is function, and Illiana is form. Marianna went her own road, irrationally following her every whim and often ignoring her family. Mayra quickly found Shea's favor due to her similarity and serious nature. But Illiana found not the good graces of her mother. Instead, as the goddess of physical beauty, she was seen as superficial, flighty, and vain. Scholars partial to Illiana suggest that jealousy fueled the ill will. Whatever the case, Illiana's greatest desire was her mother's favor. Vain, selfish, and beautiful beyond measure, she obsessed about getting her mother's attention. She could get all of the male gods to do as she wished. Why could her mother not see the value and power of that?

Eventually, not finding fulfillment in the attention she received in the heavens, Illiana decided to walk Gothos and gather the affections of mortals who would surely praise her as she deserved. But Vlag, master of pestilence, found her mortal form

too great a temptation, and he sent plagues and filth-ridden beasts to destroy her beauty. The agents of Vlag found Illiana and quickly brought an illness upon the goddess that could destroy her immortal form. However, Gala'Gwyth, a pagan spirit of rejuvenation, happened upon the dying goddess. Unable to watch such beauty decay, she poured her life-force into the fallen lady as she had done so many times before for mortal beings. But Illiana's body was a bottomless vessel for the flowing life, and Gala'Gwyth could neither stop nor pull away. As Illiana rose anew, she looked at the withered spirit's lifeless husk and wept for days. Illiana had gained the spirit's life-giving abilities, and this changed her outlook. No more would she selfishly use her powers just to enhance herself. Now she would help others and nurture life.

Or at least this is how the story goes. In truth, Gala'Gwyth fully entered Illiana's body and took control of her being as Illiana's spirit lay dormant, rejuvenating. The near reversal of opinion and function was not altruism but possession. Gala'Gwyth's intentions are noble in her eyes. She will rejuvenate the goddess in time, but for now she will use her form and influence to help those in need.

Full Atk +12/+7/+2 melee (1d6-1, crit. 20/x2, masterwork light mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 24/31; **AL** NG; **SV** Fort +11, Ref +5, Will +14; Str 9, Dex 10, Con 12, Int 13, Wis 18, Cha 26.

Languages: Celestial, common.

Skills and feats: Diplomacy +35, Heal +37, Knowledge (religion) +21, Sense Motive +8, Spellcraft +7; Faith*, Grace and Splendor*, Leadership, Negotiator, Skill Focus (Diplomacy), Skill Focus (Heal), True Faith*.

Gear: +6 Bracers of armor, circlet of persuasion, corset of perfection*, masterwork light mace, periapt of beautiful insight*, +3 ring of protection; misc. coins. *New item detailed in this sourcebook.

Cleric Domains: Beauty, Healing and Life.

Cleric Spells Prepared (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; DC 18 + spell level): 0-level—*create water, guidance, light* x2, *mending, virtue*. 1st— *Bless, command, comprehend languages, cure light wounds*†, *magic motes**, *mark of sight**, *remove fear*. 2nd—*aid, enthrall, gentle repose, healing sleep**, *make whole, preservation**, *restoration (lesser)*†, *zone of truth*. 3rd—*create food and water* x2, *daylight, dispel magic* x2, *remove curse, remove disease*†, *remove disease*. 4th—*discern lies, divination, mark of health**†, *neutralize poison* x2, *sending, spell immunity* x2. 5th—*commune, mark of faith**, *mark of justice, polymorph*†, *scrying, true seeing*. 6th—*cure moderate wounds (mass)*†, *dispel magic (greater)*, *heal, planar ally, wind walk* x2. 7th—*eagle's splendor (mass)*†, *ethereal jaunt, mark of power**, *regenerate, scrying (greater)*. 8th—*cure critical wounds (mass)*†, *discern location, holy aura, summon monster VIII*. 9th—*mark of the avatar**†, *miracle*. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Regardless of which is in control, Illiana finds most male members of the Pantheon in her favor. Both also find Josea, Euphrenas, and Guerrion uncouth and interact with them only as needed to keep the peace.

Gala'Gwyth keeps her interaction with the remainder of

the Pantheon limited, causing the other members to think Illiana aloof and prissy. Gala has no real interest in the Outcast gods (even Vlag), and is willing to do most anything to prevent wars with them (including pacifying Guerrion by gracing him with her attention and company on occasion).

When Illiana is in control, she can barely hold back her desire in the presence of Tristar, whom she finds irresistible but unattainable. Of all the male gods, he resists her charms the most. She despises all Outcast gods, but particularly Vlag. Her followers are often in direct conflict with his. She still wants Shea to accept her and shower her with praise and attention, but this has become secondary to her battles with Vlag.

Current Conflicts & Activities

Illiana has her own internal conflict, which has sparked turmoil and activity within her church throughout Gothos. Save for her active efforts against Vlag, Illiana's minions spread healing, beauty, or both across Gothos. She has recently become aware of a new goddess of beauty known as Innaris, and her clerics are investigating this false god. Also, some say the goddess Whisper is truly in charge of the beauty sect of Illiana's church, not Illiana at all. While clerics from all sects deny this notion, rumor and jest run rampant through taverns and high courts.

Rituals & Relics

Most relics and rituals for Illiana come from her original self, as Gala'Gwyth in Illiana's form has focused on healing the sick instead of making items and boons for her followers.

Corset of Perfection

This corset prevents the female wearing it from aging physically beyond 18 years. Also, her Charisma gains a +4 enhancement bonus.

Strong Transmutation: CL 23rd; weight 5 lb.

Gloves of Healing

These pure white gloves enable the wearer to cast cure light wounds an unlimited number of times per day, as a free action once per round.

Strong Transmutation: CL 16th; weight 0.5 lb.

Periapt of Beautiful Insight

This perfect diamond hangs suspended on the chest of the wearer, enhancing beauty and granting the wearer insight into the people around her. The perfect prism of the gem opens the wearer's perceptions to see beauty in all things, including herself. The periapt grants a +4 insight bonus to both Charisma and Wisdom.

Strong Transmutation: Cl 18th; Weight —.

Ruby Goblet of Lady Kyla

This wooden goblet covered in gold has 10 rubies inset upon it (though only 7 remain). When clean water is placed in the goblet and it is drunk from or poured upon someone's wounds (or remains), it has a random effect. It can be used three times per day. This item is a minor artifact and cannot be priced.

1d100	Effect
01-20	<i>Cure light wounds</i> (1d8+5)
21-40	<i>Cure moderate wounds</i> (2d8+10)
41-60	<i>Cure serious wounds</i> (3d8+15)
61-80	<i>Cure critical wounds</i> (4d8+20)
81-90	<i>Heal</i> (150 hit points)
91-95	<i>Raise Dead + Heal</i> (150 hit points)
96-97	<i>Resurrection</i>
98	As above, but removes curses and any other negative to the being short of a malady caused by the direct action of a deity (not just one of their spells).
99	<i>True resurrection</i> , and removes curses and other negative effects as above. A ruby falls from the goblet, turning to ash.
100	<i>True resurrection</i> , no ruby is destroyed; however, if the being had a malady directly caused by a deity, it is removed and the goblet loses a gem.

Strong Conjunction [Healing]: CL 26th; weight 1 lb.

Ritual of Beautification (True Ritual)

Transmutation

Participant requirements: Clerics of Illiana (Beauty or Stunning's Call sects)

Level: Clr 4

Proxy: No

Casters Required: 3

Casting Time: 3 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: No

Other Requirements: None

Description of Ritual: The lady to be beautified is showered in precious oils, then tightly wrapped (as with a corset) in scented silks and furs. The clerics then splash holy water on the recipient and allow her to dry completely. This hardens the wrap, which remains on the woman for 3 days after the ritual is completed.

Spell Effects: This ritual improves upon a woman's natural gifts, rewarding her with the utmost in feminine beauty. The lady's Charisma gains a +2 divine bonus as long as she is wearing a dress, skirt, or is nearly naked (or otherwise displaying her feminine charms). This advantage goes away if the lady wears any sort of armor.

Exclusive Spell (Clr 2, Drd 2):

Healing Sleep (Illiana): Triple normal healing from a night's sleep.

Clerics

Over 75% of Illiana's clerics are women. Those who subscribe to the Health dogma almost always dress in white and red robes (men) or dresses (women). Those subscribing to the other two doctrines dress in the finest clothing affordable. The ladies invariably wear dresses and skirts with tight bodices and other things that highlight natural feminine gifts. All incorporate bright white, bold red, or both. They will use magic or anything else to enhance their beauty. The few male clerics of the other two doctrines dress in strong, bold red and bright white, and keep their forms in top shape.

Specialty Priests & Agents

Illiana has three sets of specialty priests; one for each dogma. The healturists are clerics who specialize in healing the sick and injured. Outnumbering the other two sects of clerics 5 to 1, they set up small shrines or temples in most towns, as well as numerous smaller locations. The Avaturists are common among nobles and the rich, working ever diligently towards improving their and other's personal looks. Finally, the Purantists, the smallest sect by far, focus on internal church politics, striving to increase their numbers while improving their and others' physical perfection.



JOSEA

Area of Influence: Commerce

Alignment: N

Domains: Commerce, Travel, Trickery

Sacred: Investment

Secret: Temptation

Description: Josea is a conniver and, some say, the pillar of the Church United. He protects commerce and business dealings. Many powerful people have a special place in their hearts for Josea. He encourages people to amass riches and power. The Pantheon itself holds Josea dear. Because of him, the Church United is the richest and most powerful organization on Gothos.

Dogma

Appear friendly to all. Take sides only when assured of victory or when your personal investments are in danger. Gather all assets and invest them for the future. Allow others the spotlight, calling attention to yourself only to improve your position and in a controlled, positive fashion. Use your wealth quietly to make things go in your favor. Give to others in need to keep them in your debt. Be fair in negotiations and do not overburden your debtors; instead, maximize your profit while keeping in their good graces. Always focus on the bottom line and work towards making it as large as possible. Appear honest at all times.

Alternate Forms

Josea is perceived as an animated coin to some, or a noble merchant to others. The one common thing regarding his form is that one never knows he is present until long after he is gone.

Followers of Josea

Josea grants powers only to clerics.

Secret or Sacred

Josea craves acceptance and grasps at material wealth only to make people like and need him. His church often gives overly generously (to the needy and other churches in the Pantheon), which seems to reinforce this theory. Regardless of whether it is true, the result of these gifts is debt and gratitude.

Josea teaches that, above all, investment in the future holds the greatest return. Minor losses in the short run for major gains in the end are a critical path of thinking among his elite. Donations to his church are the most consistent of the Pantheon. A slight to the church of Josea almost assures disaster in business. Many believe the church has assassin guilds under contract and almost every moneylender and usurer pays tithes to the mighty church.

Most of Josea's high priests are corrupt. Josea enjoys tempting the powerful, watching corruption consume them. He finds the loss of innocence and sincerity amusing. Those few who remain honest gain great reward, which further tempts and confuses them, until they cannot know their own motives. He grants corrupt clerics power so long as they stay honest to the church. However, once their corruption leads them to steal from the church or cause the church grief, his retribution is swift and painful. He takes away all material possessions and curses his failed clerics to become broken ones, creatures unable to ever have what they want. The church keeps such fallen clerics' wealth for future investments.

Josea has a secret passion for love, loyalty, compassion, and anything else he cannot buy. Illiana embodies these things to him and he has an unending obsession for her. This interest is so strong it bleeds into his clerics' thoughts, who often find themselves smitten with Illiana's clerics.

Holy Places

Almost every bank and treasury is a holy site. Interestingly, so are all dragon hoards. Clerics in sight of such massed wealth cast spells as though 2 levels higher.

Notable Dates

Josea celebrates every other gods' holy days. His clerics are always there, in the background, turning a profit from events.

Religious Congregation/Festival

Josea holds no major festivals himself, instead backing the major festivals of the other gods, often with their publicly announced thanks. However, he has a traveling group called the Giving Friends that moves about the land offering the entertainments of their carnival to the common folk. They give out free food, rides on strange animals, and toys to children (often with Josea's name upon them). Games, drinks, and exotic items from distant lands are offered for sale ... at a reasonable price. They also offer loans for individuals needing new clothes, a plow, or weapons at rates often lower than local moneylenders can offer. As an additional service for their debtors, they offer free healing of diseases and other gifts to improve their condition.

Major Players of Josea

Josea has a high turn over of people in charge. It is hard to determine at any given time who and how long a given individual will be in charge. Some are paraded around and act as celebrities before the inevitable corruption and fall, while others move behind the scenes as power

players for the god for a short time. All, however, eventually become corrupt and fall from grace.

History, Allies & Enemies

Josea was 4th born of the gods brought forth by Barticus and Shea. Josea stayed neutral in conflicts until the uniting of the human gods. Upon entering this alliance, Josea promptly offered help and concern to his fellow gods, even quietly extending his hand to the Outsider and Pagan gods. It is said many a conflict has been resolved (or started when war seemed to be economically advantageous) quietly by his clerics' deals. "Jotake" means to be "on the take," or "selling out." It is unknown how many of the Pagan or Outsider gods are Jotake for Josea.

Josea openly befriends all the other members of the Pantheon. He finances most of their pursuits when asked, even when two directly conflict, as long as they can make good on their debts later. This has had the side effect of prematurely ending inter-church conflicts. For example, a Bellarius church sponsored arena exhibition and a very similar war-beast gladiator match of Guerrion both were sponsored in Roma. Guerrion's clerics started a riot over the scheduled conflict, and the city quickly came to the verge of mass chaos. Josea's clerics quickly informed Guerrion's clerics they would pull the loans required for the weapons used in Guerrion's upcoming holy ritual if the conflict did not end. The eventual solution has been the largest yearly arena exhibition in Gothos. Guerrion's minions fight savage beasts brought in from all over the world, or each other. This alternates with Bellarius' troops fighting the same or similar beasts in tactical combat, or otherwise pitting teams of troops against each other. The winning commander is handsomely rewarded with an exquisitely crafted item commissioned by clerics of Josea. This festival brings tremendous amounts of revenue to the merchants and tavernmasters of Roma.

Illiana fascinates Josea with her lack of self-indulgence and her caring nature, which he sees as above material things. His constant attempts at wooing her have failed, as he does not fully understand her position and interests. In fact, she finds him revolting.

The stories say that Whisper used this to her advantage, appearing to Josea as Illiana once long ago. He offered her many gifts, including divine jewelry and a dress whose splendorous beauty he said was only rivaled by her own. Whisper allowed him his delusion and he quickly won her over. Their union lasted for a short time while Whisper placed twisted thoughts in the god's head. While her deception has since been revealed to Josea, his response is unknown. His supporters suggest he rebuffed her, and still pines for Illiana, while his opponents insist he embraced Whisper and plots the downfall of the Pantheon by corruption through power even now.

Current Conflicts & Activities

Josea and his clerics do not openly engage in conflict. Instead, he and his servants focus on building economic relationships. In Dunlend (newly built in Dire Port), Mirak (in Per-Mirak), Gildor (Triton), and Romanus (in Roma) he has major temples that act as marketplaces. Here, clerical spells and items can be purchased, but for higher than normal prices (generally double to triple the normal costs), even healing and resurrection (at major temples).

Rituals, Relics, and Exclusive Spells

Josea has no known artifacts or items. All are hidden safely away. Many of his clerics sell “artifacts” (as well as ceremonies), but only when they bring needed hope or joy (such as a marriage ritual or other special occasion).

Clerics

Josea clerics wear clothes as afforded by their position. Men wear the finest suits and ladies the finest dresses they can afford. Their possessions are trimmed or ornamented with gold or yellow. They invariably have a golden chain around the neck (men) or waist (ladies), laden with gold coins from various countries. Some well-traveled clerics also include other interesting forms of currency on their chains (shells, feathers, etc.).

Specialty Priests & Agents

None



LAN, THE UNCLE

Area of Influence: Trickery,

Thievery, Luck

Alignment: CG

Domains: Trickery, Chaos, Good, Luck

Sacred: None

Secret: Secrets, Night

Description: Lan is the brother of Barticus. His followers are called Unclites and are clerics and thieves. The Pantheon sees Lan as the strange uncle who is tolerated, but not revered. Lan's clerics are often spurned by other clerics of the Pantheon because of their frivolous nature and lack of respect for the rules of the Pantheon. Very few Unclites take the Pantheon Vow of Obedience. Even those who do take the vow are very rarely given any position of power.

Dogma

Life is a game, and a fun game at that. All things revolve around the game and how well it is played. Lan is the trickster. Lan is the player of sides, the gambler, the risk taker. Lan rewards the clever and leaves the foolish to flounder. To the god of tricks, acquiring that which you desire is part of the game, and if you plan to play you must prepare to lose. Lan does not preach taking advantage of others, only outsmarting them. Lan does not hold to the laws of man, but rather relies on the good judgment of the individual. He is forgiving and lighthearted, tolerating much from his followers and giving them free reign.

Lan dislikes brutes and murderers, though many consider such part of the life of a thief. It takes true wit and cleverness to part men from their material possessions. Any musclebound idiot can kill. To steal someone's life, through brute force, poison, magic or treachery—this is evil.

Lan loves life and the games people play.

Lan Grants Powers To

clerics of Lan, Order of Kept Secrets, paladins of Lan.

Alternate Forms

Lan is almost always depicted as an older man who soaks up the shadows and has a clever look, the Uncle. In Warkistan, he is called the gambler and the luck bringer. Estu-odella is his nickname in their tongue. Roughly, it means “player of the night.” He is not formally worshipped in Warkistan, but is often called on for good fortune.

Secret or Sacred

Lan holds good fortune sacred. Those that try for a better life deserve a little luck now and again, and he tries to deliver.

Most secret to his faith are the powers of night and secrets. The game is best played in shadows and cover of darkness, and secrets must be kept. Lan most shined as a major power among the gods when he duped the Outcasts into believing he was siding with them. Secrets upon secrets he would whisper into Chargrond's ear, but secrets can be lies as well.

Holy Places

In almost all the temple centers of the Pantheon, a shrine or church of Lan can be found. While most of the gods look on Lan with some suspicion (as do their clerics), there is no denying he is the brother of Barticus and Chargrond, and perhaps the eldest of these deities. Still, other clerics of the pantheon see the worshippers of Lan as untrustworthy “What are those Unclites up to now?”

Regardless of how they are viewed, the shrines and places of worship for Lan are tended with no less care than that of any other Pantheon deity. Small or hidden shrines to Lan are located in the thief's guilds of the nations. Lan brings good fortune to those who play the game (what thieves call their lifestyle).

Notable Dates

Lan and his faithful are too light of heart to hold to hard and fast religious occasions. Some offer prayers to Lan on the first day of Uncliar, giving him thanks that he helped Barticus and the others to overcome Chargrond and the Outcast gods. The only truly notable date is found below.

Religious Congregation/Festival

On the 13th day of the month of Uncliar (May) is All Fools day, also known as Uncle's day or Uncle's visit. Wild festivals are held on this day with masked balls and street parties. It is a wild celebration of life, debauchery, and the game that Lan loves so much. Beware the clever fools on this day, for their wily ways are truly blessed by Lan at that time.

Major Players of Lan

Most major players of Lan keep to the shadows and rarely make it into the history books.

Fingalus Devruex

Bishop and Favored of Lan

Currently, the highest ranking cleric of Lan is Fingalus Devruex of Gildor. Being one of the few favored of Lan to attain the rank of Bishop in the Pantheon, he is quite the talk of the Church. His expertise in dealing with merchants and traders that frequent the Gildan ports has helped him to secure this position. The Bishop of the Vista Navarro region, Fingalus (Fin) is a swarthy, tanned seaman who looks better on the deck of a fast galley than in the robes of a cleric. Nevertheless, his fellow bishops and higher ranking clerics hold him (quietly) in high regard. He is a shrewd businessman who manages many assets of the church in Gildor, and has established a lot of trade. Due to his far-reaching influence and constant contact with merchants and adventurers from around the world, Fin has been granted the title Master of Relic Requisition, a position usually held in the Bartinosus of Roma. Fin is in great favor with the current Archpriest of the church, and secretly acts as the Archpriest's spymaster.

This relationship reflects that of Barticus and Lan,

though many do not realize it.

Fingalus Devruex: Male human Rog10/Clr10: **CR** 20; Medium Humanoid; **HD** 10d6+10d8+20 (100 hp); **Init** +5 (+5 Dex); Spd 30 ft.; **AC** 22 (+5 Dex, +7 armor of the shadow; touch 15, flat-footed 22); **Base Atk** +14; Grp +14; Atk +24 melee (1d6+6, crit. 17-20/x2, +4 adamantine keen short sword); **Full Atk** +22/+17/+12 melee (1d6+6, crit. 17-20/x2, +4 adamantine keen short sword) and +20 melee (1d4+3 plus 1d6 electricity, crit. 19-20/x2, +2 shock dagger); **Space/Reach** 5 ft./5 ft.; **SA** Crippling strike, +5d6 sneak attack, spells; **SQ** Evasion, good fortune, improved uncanny dodge, spontaneous casting, trap sense +3, trapfinding, turn undead, uncanny dodge; Favor 17/22; **AL** NG; **SV** Fort +11, Ref +15, Will +14; Str 14, Dex 20, Con 12, Int 8, Wis 19, Cha 18.

Languages: Common.

Skills and feats: Balance +18, Climb +15 (+17 involving ropes), Escape Artist +18 (+20 with bindings), Gather Information +17, Hide +18, Jump +15, Knowledge (religion) +11, Move Silently +18, Spellcraft +7, Use Rope +18 (+20 with bindings); Combat Reflexes, Quick Draw, Spell Penetration, True Faith, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (short sword).

Good Fortune (Ex): 1/day—Reroll one roll that you have just made before the GM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Gear: +4 adamantine keen short sword, +5 armor of the shadow, +4 belt of giant strength, +4 cloak of charisma, +6 gloves of dexterity, hat of disguise, Lan's concealed ring, 2 potions of cure serious wounds, 2 potions of nondetection, potion of protection from arrows 15/magic, ring of freedom of movement, +2 shock dagger, silver holy symbol, 16 pp, 3 gp.

Cleric Domains: Good, Luck and Trickery.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; DC 14 + spell level; +2 overcome Spell Resistance; cast Good spells as Clr11): 0-level—*create water, detect magic, detect poison, light, mending, purify food and drink*. 1st—*bles, command* x2, *divine favor, entropic shield†, shield of faith*. 2nd—*aid, align weapon, augury, enthrall, know thy wicked ways*†, silence*. 3rd—*deeper darkness, dispel magic, nondetection†, prayer, searing light*. 4th—*confusion†, discern lies, neutralize poison, sending, spell immunity*. 5th—*false vision†, flame strike, true seeing*. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Lan is viewed by the other faithful of the Pantheon as the estranged uncle, never truly accepted. The only gods of the Pantheon that could be considered true allies of Lan and his flock are Veratana and her sister-in-law Shea. The others, while not showing open scorn, steer clear of the Trickster. This carries into the worshipping and managing body of the Church United as well.

Veratana and Lan get on well because they are the least liked among the Pantheon gods. Shea she simply loves her wily brother. Even though her husband, the lord of the gods, does not always like his brother's ways, she openly welcomes him. This is reflected in her faithful as well. Shea clerics often dine and chat with the flock of Lan.

Of enemies, Lan has few that direct their hatred towards him. Chargrond, while seeking revenge against Lan for his older brother's part in the Gods War, also respects the god of tricks and luck. Chargrond always treads cautiously when he knows he will butt heads with Lan.

Current Conflicts & Activities

Lan and his faithful are deeply devoted to defense of the Pantheon. Though most do not realize it, Lan clerics are often called on in secret to use their unique talents to find underworld elements that threaten the Church United. While it may not be obvious, Lan and his faithful are usually involved in various conflicts to some degree.

The largest struggle for Lan's clerics comes from within. Lan's ways draw attention from the inquisitors and the strictors of the church. The policing organizations fear the secretiveness of Lan's followers and their contact with underworld elements. It is easy to slip into darkness when you live in the shadows.

Of course, the Lan clerics scoff at this theory and usually comment that the pots are calling the kettle black, so to speak.

Recently, the highest concern to Lan and his clerics are the growing activities of the Republic of Mirak. This nation has a dark underbelly, and the clerics of Lan are often sent to the republic in secret to root out plots to attack and subvert other nations. It was the Lan clerics that discovered the creation of the nightmare box in Mirak—a terrible device that could capture creatures of nightmare from the dream world and release them later to the land of the living when reopened.

Rumor says the republic plans to plant these terrible devices in larger cities of other nations to cause mayhem and unrest. Lan clerics have recovered two unopened boxes so far. Mirak may be in league with the Ice Queen of Nord, cooperating in her next invasion of Dunreth.

Rituals, Relics, and Exclusive Spells

Lan clerics have their secrets to be sure. Often, they are not the warrior-priests one might see as itinerant clerics of the Church United. They sometimes go out into the world appearing as scouts and the like, not even revealing their status as clerics. They try to make up for the lack of spells when in such disguise through special spells, items and the like.

New Items

Lan the trickster tries to armor his clerics not in metal but in guile and secrets. To this end, his followers have devised some specialty items to aid them in their cause. In addition, there are a couple of relics of Lan's faith that will be noted here.

Armor of the Shadow. This is specially crafted, non-magical armor that can be found on favored Lan clerics and members of the Order of Kept Secrets. This masterwork, supple, leather armor appears so dark it is almost purple. The suit confers a +2 circumstance bonus to Hide checks. A special cloak of black wraps around the Lan cleric, appearing like clerical robes. A couple of quick ties and the robe quickly becomes the perfect cloak for nighttime activity. It also has special pockets for quick hiding and retrieval of small objects. These pockets can hold up to two objects of small size (weight less than 1/2 lb). Search checks to find anything in these pockets are made at +4 to the DC.

Lastly, the armor has fittings that hold one light weap-

on weighing 1 lb. or less in a special sling. Drawing this weapon is a free action.

Armor	Cost	Armor/Max		Armor Check	Arcane Spell Failure	Speed		Wt
		Shield Bonus	Dex Bonus			30 ft.	20 ft.	
Armor of the Shadow	900 gp	+2	+6	0	10%	30 ft.	20ft.	15 lb.

Lan's Concealed Ring: This is a small blued, steel ring set with a piece of obsidian. It has no other distinguishing marks. Unless the wearer can cast divine spells from the Luck or Trickery domain, the ring will appear to have no magical properties at all. If the character can cast such spells, once the ring is placed on his finger, it turns invisible and is protected by nondetection as cast by a 5th level caster. The ring is physically present and can be felt.

The ring stores items (up to 10 lb. total) by simply touching the item to the stone and uttering the command word. To retrieve the item, the character touches the stone and visualizes the item desired. Most clerics of Lan with these rings keep spare daggers, lock picks, a valuable gem or two, a potion, etc.

Over the centuries, some 100 or more such rings were created for Lan's faithful, mainly at the request of the Order of Kept Secrets.

Moderate Transmutation; CL 5th; Forge Ring, invisibility, nondetection, shrink item; Price: 34,200 gp; Weight –

Brooch of Lan (artifact): Lan, the trickster and keeper of secrets, did not waste his time on his adventure with Shea. When he and his sister found the arm of Midnar, it was not Shea alone who tapped the powers of the mysterious being. Lan secretly did the same, and also in secret duplicated lesser versions of his brooch (called sneakweaver), which he scattered across the mortal realm for his followers to find. Being older, wiser, and, at the time, truly more powerful than Shea, he was able to conceal the pain of holding such power in him, and no one suspected.

Like the duplicates of Barticus's hammer, these brooches are mere shadows of Lan's own but they are powerful beyond mortal fabrication, and thus are without price. Lan created six brooches before the power of Midnar was expended. No one outside of Lan's most faithful servants knows of the, and only Fin (see above) has one. Of the other five, none can say, but Fin being the master of Relic Acquisition for the Pantheon is well placed to find them.

The brooch appears made of white gold, inset with a large oval piece of smooth obsidian. The stone has Lan's holy symbol inlaid in silver on its surface.

In the hands of a non-Lan cleric, the brooch appears as a well crafted holy symbol of Lan, but no more.

For clerics of Lan, and others favored by him, this rare device confers a +10 luck bonus to Hide and Move Silently checks. In addition, the brooch grants the ability to cast these spells one time per day as a 15th level spellcaster: darkness, obscure object, see invisible, and suggestion.

Exclusive Spell (Clr 2)

Know thy Wicked Ways (Lan): Gain +4 bonus to Bluff, Gather, Information, Innuendo, Listen, Read Lips, Search, and Spot checks.

Exclusive Spell (Clr 7)

Misfortune (Lan): Target gains a –6 luck penalty to most rolls.

Clerics

Clerics of Lan are a diverse group, often more like rogues or scouts than priests. They wear supple leather armor, died black with Lan's symbol in deep red on one shoulder (where it can be easily concealed by robes). Some wear heavier armor, but rarely plate. They favor shortswords, daggers, and bows as weapons, like those used by Lan himself.

Many clerics of Lan are gamblers, drinkers, dancers, and the like. They are disreputable, often mistaken for common rogues.

Specialty Priests & Agents

Lan has a special order of clerics that carries out secret actions of the Lan church. This group, the Order of Kept Secrets, is currently run by a halfling Lan cleric/rogue named Rejina Sharptounge.

There is only one prerequisite to entering the order, other than being a devout worshipper of Lan. The character must start his career as an apprentice, and automatically enters the order. All members of the order are placed under a geas/quest to keep the order and its members a secret, even from other clerics of the Pantheon. Being part of this order means the character will be sent on the most secretive missions of the Lan faithful. Also, at 4th level, if they have stayed true, they are granted a suit of the Armor of Shadow.

Clerics of the order often become part of an adventuring group and pose as a scout or rogue while carrying out special tasks for Lan. This often results in the character manipulating (for the greater good) a party to assist in his endeavors. They rarely reveal their true nature as part of the order.



MARIANNA

Area of Influence: The Sea

Alignment: CN

Domains: Chaos, Luck, Water

Sacred: Storm

Secret: Destruction

Description: Marianna is a difficult child for Barticus and Shea. Her mood varies with the tide. At one moment she is calm and tranquil and in the next, she rages against all, even those who worship and depend upon her. Marianna protects the creatures of her realm, and woe betide those who exploit her waters. Although she seems to tolerate fishing, she will strike down those who overstep their bounds. Many fishermen pray to Marianna and make sacrifices of nets and even boats to appease the dangerous goddess.

Dogma

The sea is a harsh mistress and must be placated. Respect the sea as she brings life and sustenance. The waters of the world come from the magnificence of the sea. Return to the sea that which is hers and protect her waters from those who would taint them.

Followers of Marianna

Marianna grants powers to clerics of Marianna, clerics of the Pantheon, druids, aquans.

Alternate Forms

Marianna is worshipped and feared by some as Haydra the Tempest. Elves see Marianna as a pale version of Dryaella, their goddess of earth and water. The elves are not surprised that humans see the sea goddess as dangerous and unpredictable.



Secret or Sacred

The heart of the goddess is best seen in the powerful sea storms that surge through the waters and crash with raw fury upon the land. It is during these storms that the majesty and power of Marianna is most obvious.

What only a few select clerics are aware of is that the goddess delights in her destructive force. She terrorizes those who ply her waters or live close to her shores. Marianna revels in her power over those who enter her realm. These clerics can take the Destruction Domain, but must use it to punish those who exploit the seas and prove the awful power of Marianna.

Holy Places

The most sacred temples of Marianna are seaside churches with an open, exposed side facing the sea. Clerics time their ceremonies to coincide with high tide and ebb tide. Worshippers of Marianna believe that good tidings and blessing come with rising waters and all sacrifices and offerings should be done with the ebb tide so the deity receives her bounty. There are huge temples to Marianna in Gildor and Sheena. Both of these realms are highly dependent on the ocean, and the goddess's good graces.

Notable Dates

Pantheon doctrine reads that on the 4th of Modden, 2,000 years ago, Marianna defeated a horrible and indescribable ocean creature. During the battle, Marianna was hurt, but the creature—some say an ancient god—was

forced to flee from her power. Since that time, the people on the coasts began to make offerings to the sea goddess, both in gratitude of her destroying the danger to the seas and also to appease the potentially hostile deity.

Religious Congregation/Festival

On the 4th of Modden, Prayer of the Seas Day, fishermen and sailors sacrifice special objects, some valuable and some only cherished, to the sea to appease Marianna.

Major Players of Marianna

Robert the Red Priest of Marianna

Robert the Red is the principal cleric of Marianna in Sheena. Like many freebooters in Sheena, Robert has a checkered past. He began his career as a pirate's mate on a Fluery ship. He did well and worked his way up until he became the first mate on the Sea Skipper. Robert earned his nickname, the Red, because of his daring attacks that often left Robert covered in the blood of his foes, as well as his own. One boarding changed his life. The Sea Skipper chased a merchant vessel for 2 days before catching her near some shoals off the Gildor coast. The Skipper's boarding party lept aboard and routed the beleaguered crew. Just as Robert thought the fight was won, the cargo hold opened and a troop of marines rushed the surprised pirates. Robert was forced to the forecandle and fought valiantly until a broken sword blade skimmed off his cutlass and struck him in the forehead. He passed out and fell overboard. He should have drowned, but some force kept him alive and carried him back to his ship, even though the Sea Skipper had backed off and retreated from the merchant vessel. Since then, Robert has dedicated his life to Marianna, whose power he believes saved him.

Robert is still a pirate, but now he is captain of the Devotional, and he takes his missions based on his communions with Marianna. He attacks ships belonging to merchants and others who have angered the goddess. His counsel is sought by many of the Sheenites, because they respect him and his beliefs.

Robert the Red: Male human Clr12/Ftr5/Rog3; **CR** 20; Medium Humanoid; **HD** 12d8+5d10+3d6+40; (hp 139); **Init** +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 19 (+4 Dex, +5 magic studded leather; touch 14, flat-footed 15); **Base Atk** +16; Grp +18; Atk +21 melee (1d8+4, crit. 17-20/x2, +2 longsword), or +20 ranged (1d4+2, crit. 19-20/x2, 10 ft., throwing dagger); **Full Atk** +21/+16/+11/+6 melee (1d8+4, crit. 17-20/x2, +2 longsword), or +20/+15/+10/+5 ranged (1d4+2, crit. 19-20/x2, 10 ft., throwing dagger); **Space/Reach** 5 ft./5 ft.; **SA** Sneak attack +2d6, spells, turn undead; **SQ** Evasion, trapfinding, trap sense; Favor 16/22; **AL** CN; **SV** Fort +17, Ref +12, Will +15; Str 15, Dex 18, Con 14, Int 13, Wis 20, Cha 15.

Languages: Aquan, common.

Skills and feats: Bluff +8, Climb +7, Concentration +5, Diplomacy +22, Handle Animal +4, Hide +10, Knowledge (Pantheon) +12, Listen +11, Move Silently +10, Open Lock +10, Perform +3, Profession +11, Search +7, Spellcraft +15, Spot +10, Survival +11, Swim +12, Use Magic Device +8; Blind-fight, Brew Potion, Dodge, Enlarge Spell, Great Fortitude, Improved Critical (longsword), Improved Initiative, Leadership, Quicken Spell, Skill Focus (knowledge [Pantheon]), Weapon Focus (longsword).

Gear: +2 Longsword, +2 studded leather, 2 throwing daggers; misc. coins.

Cleric Domains: Luck and Water.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; DC 15 + spell level): 0-level—*create water* x2, *cure minor wounds* x2, *mending* x2. 1st—*bane* x2, *cure light wounds* x2, *divine favor*, *entropic shield*†, *magic weapon*, *shield of faith*. 2nd—*align weapon*, *cure moderate wounds* x2, *fog cloud*†, *hold person*, *make whole*. 3rd—*create food and water*, *cure serious wounds*, *sword of the spirit**, *water breathing*†, *water walk* x2. 4th—*control water*†, *cure critical wounds* x2, *divine power*, *tongues*. 5th—*cure light wounds (mass)*, *flame strike*, *ice storm*†, *insect plague*, *scrying*. 6th—*heroes' feast*, *mark of invigoration**, *mislead*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Marianna is difficult to say the least. Most of the Pantheon shy away from her as they cannot predict her changing moods. Guerrion, however, enjoys his sister and revels in the unfocused destruction of her oceans, as well as the chaos she brings to the family. Lan, the Uncle, warmly welcomes his niece's arrival to any family reunion or private meeting. Josea needs Marianna's realm to ply his trade, and so maintains a strange friendship with her.

Current Conflicts & Activities

Currently, Marianna is waging war against Ish-Shih and the ichtyoids. The ocean deities vie for control. In addition, the Outcast gods have begun to pursue the chaotic Marianna as a potential ally. Marianna has not accepted the invitations, but she has not rejected them either.

Rituals, Relics, and Exclusive Spells

Pearl of Waterbreathing: These magical pearls are considered divine by the followers of Marianna. Ordinary pearls can be enchanted to provide the same benefits, but these pearls have the power naturally, and are therefore more valuable because they are seen as blessings from Marianna.

These pearls, when placed in the mouth, give the user the ability to breathe water as if it were air. This ability lasts as long as the pearl remains in the user's mouth.

Faint Transmutation; CL 5; Craft Wondrous Item, water breathing; Price: 30,000 gp.

Clerics

Clerics of Marianna wear sea blue robes and jewelry made from pearls, coral and conches. Many use weapons appropriate to water warfare, such as tridents, daggers and spears. Weapons that require swinging, such as swords and maces, are often ignored.

Specialty Priests & Agents

Aquans. These clerics have fully embraced the realm of their goddess. They explore and colonize the sea. Their temples are found on massive floating rafts or even under water. These clerics see certain undersea creatures as mortal foes, while they embrace others. Creatures such as Suh, Icthyoids, etc., are enemies to Marianna and her followers, while sea elves, for instance, are befriended.



MAYRA

Area of Influence: Hearth and Home

Alignment: LG

Domains: Fire, law, Protection

Sacred: Hearth

Secret: None

Description: Perhaps the favorite daughter of Shea, Mayra protects the homes of those who worship her. Her holy symbol, a representation of a fireplace, adorns the hearths of many houses.

Dogma

The home is the anchor of all societies. Without the sanctuary of the home, the family is lost and wanders needlessly. Central to the home is the hearth, which warms the family and cooks meals. The hearth is the soul of the family and, in turn, the soul of society. All who welcome the gentle warmth that the hearth provides should respect it and tend it carefully. As with any fire, if not respected and watched, the hearth can break its bonds and destroy the home that it protects.

Followers of Mayra

Mayra grants powers to clerics of Mayra, clerics of the Pantheon and paladins.

Alternate Forms

Mayra has no alternate forms, although some think the halflings' goddess of home and hospitality, Ferrella, is an incarnation of Mayra. Both halflings and the clerics of Mayra disagree.

Secret or Sacred

The most devout clerics of Mayra believe the hearth is the center, the soul and heart of the home. To these clerics, any hearth is a shrine to their goddess and a reason for a devotional. They will often offer small tokens of gratitude to the hungry fires of the hearth.

Holy Places

All churches of the Pantheon have a special hearth dedicated to Mayra. The fire, known as Mayra's Breath, burns here eternally, and cannot be extinguished. In addition to Pantheon churches, there are many temples and shrines devoted to Mayra, especially in Dunreth and Kirkland.

Notable Dates

The first of Newwinter is when the goddess of hearth and home comes to her followers and protects them from the winter to come. Clerics of Mayra say this day marks an event in the history of the goddess when she entered a plane of the Ice Lords, powerful beings who brought bitter cold and harsh winter to the world. Mayra wrested a formidable weapon, the Ice Lance, from the Ice Lords, who were using it to create eternal winter on Gothos. The loss of the weapon and an ensuing conflict closed the gate between the two planes, and ever since the winters on Gothos have been natural and seasonal. For centuries before Mayra stole the Ice Lance, the northern continents were covered in glaciers. Afterwards the lands south of Nord experienced a thaw that led to the rise of the civilizations of the southern lands.

Religious Congregation/Festival

Mayra's Blessing is on the 1st of Newwinter. While this date is observed throughout the world, it is most strongly celebrated in Dunreth, Kirkland, and parts of Nord. With the coming harsh winter season, the blessings of Mayra are sought to protect hearth and home. The devout of Mayra will spend the full day in prayer and fasting to ward off tragedy from the common folk, especially those who live on the outskirts of civilization where winter is harshest. At dawn of the 1st of Newwinter, the devout enter the temples and churches to Mayra and light fagots to be used to light their home hearths. They believe that for as long as the flame created by Mayra's Breath warms a house, no evil or disease may befall it.

Major Players of Mayra

Gwendolyn Revere

High Priestess, Favored of Mayra

High Priestess Gwendolyn Revere is a Favored of Mayra and still petitions her causes in the Church United. Gwendolyn takes Mayra's desire to protect the heart of civilization very seriously and still adventures to further this cause.

High Priestess Gwendolyn Revere: Female human Clr15/Ari3: **CR** 17; Medium humanoid; **HD** 18d8+18 (hp 99); **Init** +3 (+3 Dex); Spd 30 ft.; **AC** 13 (+3 Dex; touch 13, flat-footed 10); **Base Atk** +13; Grp +14; **Atk** +20 melee (1d6+5, crit. 19-20/x2, +4 light mace), or +17 ranged (1d8, crit. 19-20/x2, 80 ft., masterwork light crossbow); **Full Atk** +20/+15/+10 melee (1d6+5, crit. 19-20/x2, +4 light mace), or +17/+12/+7 ranged (1d8, crit. 19-20/x2, 80 ft., masterwork light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 21/24; **AL** LG; **SV** Fort +11, Ref +9, Will +17; Str 13, Dex 16, Con 13, Int 7, Wis 20, Cha 18.

Languages: Common.

Skills and feats: Appraise +3, Craft (pottery) +13, Handle Animal +10, Heal +15, Knowledge (Pantheon) +10, Listen +7, Spot +7; Alertness, Brew Potion, Empower Spell, Enlarge Spell, Improved Critical (light mace), Leadership, Still Spell, Weapon Finesse (light mace).

Gear: + 1 Chainmail, +4 light mace, masterwork light crossbow, 2 doses divine ashes, 4 fire gems; misc. coins.

Cleric Domains: Hearth and Protection.

Cleric Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; DC 15 + spell level): 0-level—*create water* x2, *guidance*, *mark of discovery**, *purify food and drink*. 1st—*detect evil*, *detect pregnancy**, *endure elements*†, *protected dreams**, *remove fear* x2, *sanctuary*, *summon monster I*. 2nd—*aid*, *bear's endurance*, *calm emotions*, *home light burning**, *make whole*, *produce flame*†, *zone of truth*. 3rd—*control flames**†, *control flames**, *create food and water*, *dispel magic* x2, *helping hand*, *stone shape*. 4th—*dimensional anchor*, *giant vermin*, *neutralize poison*, *secure shelter*†, *sending*, *tongues*. 5th—*break enchantment*, *mark of justice**, *screaming*, *spell resistance*†, *true seeing*, *wall of stone*. 6th—*animate objects*, *bear's endurance (mass)*, *forbiddance*, *guards and wards*†. 7th—*control weather*, *repulsion*†, *repulsion*. 8th—*cone of divine fire**, *mind blank*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Within the Pantheon, Mayra is universally loved and respected. Even her more chaotic siblings are affected by the true love and passion with which Mayra greets each day. Lan, the Uncle, adores his niece, even though he thinks she could use a little more adventure in her life. The only true enemy Mayra has is Whisper, daughter of the Outcast gods Chargrond and Critarri. Whisper is jealous of the love and status that Mayra holds. Whisper uses her corrupting powers to wreck and ruin families that Mayra so carefully protects. Many theologians believe that the next great God war will be sparked by the enmity between these two daughters.

A cult of the Ice Lords has resurfaced in Nord. These fanatics believe that by reawakening their Lords a new Ice Age will cover the globe and the soft and weak will perish. Because of Mayra's defeat of the Ice Lords millennia ago, these cultists are bent on her destruction. So far, the cult is small and has not yet gained any attention. What even the cultists do not know is that they have actually contacted Ancients who are desperately trying to get back to Gothos. The Ancients have convinced the cultists they are the Ice Lords in an attempt to get them to unlock the barrier between their plane of exile and Gothos.

Current Conflicts & Activities

Currently, Mayra's followers—especially those in Dunreth—have been instructed to watch for encroachment by the Ice Lords in the north.

Rituals, Relics, and Exclusive Spells

Divine Ashes: These ashes can only be found at the eternal fires located in the hearths of Mayra's Breath at the Pantheon temples. Devout worshipers of Mayra smear the ashes on their foreheads on the 1st of Newwinter. They believe this will bestow a blessing for the entire day. The believers receive a +1 morale bonus on all rolls for the duration of the day. On all other days, the ashes are revered but offer no special abilities.

Mayra's Breath: While this is not actually a magic item, it is nonetheless special. The eternal flames of Mayra's Breath can be transferred to any flammable fuel. As long as there is a fuel source, the flames of Mayra's Breath will burn. Even water cannot extinguish this fire. The flames burn in a slow, warming fashion and cannot burn out of control. Mayra has made a pact with Veratana and Agriol to prevent the fires of her breath from destroying wild lands or cultivated lands. The fuel source must be kindling, torches and other such material. In addition, any flame generated from Mayra's Breath cannot harm living creatures; however, when used in the ritual of the Healing Flames, the fire may harm those not named in the incantation (see Healing Flames).

Fire Gems: These special gems are fashioned by Mayra's clerics. Once created, the gem contains a potent version of the cone of divine fire. The spell is triggered when the gem is broken. This can be accomplished by throwing or slinging the gem against a hard surface or a foe. A successful hit requires a ranged attack roll. Then the attacker needs to roll a break check depending on the hardness of the target (DC 5, hard (includes metal armor

and bone), DC 10 normal (includes leather armor and dirt), and DC 15, soft (includes clothes, cloth armor and foliage). If the check is successful, the gem breaks and the effects take place.

The gem does positive energy, 7d4 hit points. This energy heals living creatures, as long as they are not of an evil alignment, and inflicts damage to undead creatures.

Strong Evocation; CL 15th; Craft Wondrous Item; *cone of divine fire*; Price 6,000 gp.

Healing Flames (True Ritual)

Participant Requirements: At least one cleric of Mayra and 3 others who have the skill Heal.

Level: 5th

Proxy: No

Casters Required: 1 cleric.

Casting Time: 2 continuous hours; can only be cast once per week

Range: Within the ritual circle (see text)

Duration: 1 hour/level, or until the fuel is exhausted (see text)

Saving Throw: None

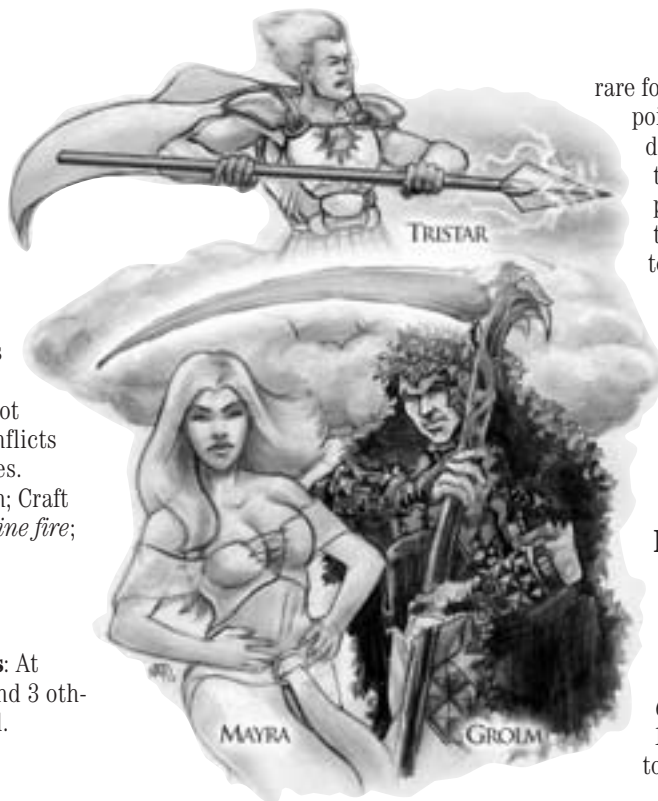
Spell Resistance: No

Other Requirements: Handful of ashes from Mayra's Breath (1 dose of Divine Ashes)

Description of Ritual: To perform this ritual, the cleric must first place dry wood, dusted with the Divine Ashes (see below) on a dry location. The participants link hands to form a rough circle around the wood. The cleric chants the healing magic for the entire 2 hours of the ritual. If the chanting is broken, the cleric must restart the ritual; however, the Divine Ashes and the wood need not be replaced. Also, during the chanting phase of the ritual, the cleric must specify the recipients of the healing. This ritual creates a roaring fire that materializes within the circle of the participants. The fire burns with a magical radiance for the duration of the spell. Having origins from Mayra's Breath, the Healing Flames cannot be extinguished until the spell is spent.

The flames burn away poison, disease and injury from those named during the ritual. If an unnamed individual enters the flames, the fire will do 5d8 points of damage/round of exposure (Will save for half damage).

The Healing Flames cure up to 2d4 hit points/level of the cleric performing the ritual. The flames also heal diseases and remove poisons from the named recipient, as well as restore temporarily lost ability points. Each disease and poison removed and each point of recovered ability score counts as 2d4 hit points. For example, Gerrad, a 12th level cleric of Mayra, performs the ritual while naming Gron, Helen, and Torgenson to receive the healing. Gron has suffered 32 points of damage; Helen is under the influence of a powerful fungus poison and has suffered 3 temporary points of Dexterity damage; Torgenson has contracted a



rare form of malaria that has done 4 points of temporary Constitution damage. The flames heal up to 24d4 of ailments. To completely heal Torgenson will take 10d4 points (8d4 for the temporary ability loss and 2d4 for the disease). Helen needs 8d4 points (6d4 for the ability loss and 2d4 for the poison). The remaining 6d4 can be used to heal Gron, the cleric rolls the dice and applies the results to Gron's hit points.

Exclusive Spell (Clr 3):

Control Flames (Mayra): Increase or reduce flames of a fire up to 10%/level.

Exclusive Spell (Clr 8):

Cone of Divine Fire (Mayra): 1d4/2 levels healing, damage to undead.

Clerics

Mayra's clerics dress in robes of fiery red and orange. They wear a white sash with red highlights. Width and markings on the sash indicate, to the initiated, rank within the order. Mayra's clerics favor blunt weapons over bladed. Wherever they go, Mayra insists they be benevolent and kind toward families. The only exception to this rule is for those creatures that are enemies of humanity and the Church United.

Specialty Priests & Agents

Mayra's order has no unique prestige classes. However, many of her clerics, especially those who forgo the conversion to the Pantheon by taking the Vow of Obedience, favor defense and healing spells and resolutely guard towns and villages. Many villagers are relieved to see these clerics appear, even moreso than stout Templars of Guerrion.

Paladins of Mayra

The paladins of Mayra focus on bringing peace and safety to the lands controlled by the Pantheon, entrusted with using force against invaders, but defending the family of the Church United first.

Charge

Protect and keep safe the homes and lives of the followers of the pantheon.

Attire

Mayra's paladins wear fiery red bracers and vambraces. Their armor is often an ash color, with red and orange highlights. They favor shields, both large and tower, and prefer longswords and scimitars.

True Paths

Celestial Embrace, Compassionate.

Principle Base(s) of Operation

Gildor, Nord.



SHEA

Area of Influence: Earth and Motherhood

Alignment: LN

Domains: Law, Earth, Protection

Sacred: Life

Secret: Influence

Description: Shea is the All Mother. She and Barticus are the parents of the gods. She is a passionate protector of motherhood and the family.

Dogma

Motherhood is precious. The pregnant and the gravid (sentient and non-sentient) are holy and must be protected. Affront to them must be dealt with swiftly. The world is the mother of all and should be protected. Those who rape the world should be punished. The laws of the Church United protect its children and the world and should be obeyed. Barticus is the All Father and must be respected.

Followers of Shea

Shea grants powers to clerics of Shea, clerics of the Pantheon, druids, sayers of truth.

Alternate Forms

In Nord, where women dominate society, Shea is worshiped as Katrinna the She Bear, who is more aggressive about defending motherhood and all womanhood. In Ithganin, Shea is portrayed as a nagging older woman who has lost her beauty and ruthlessly punishes men for not loving her.

Secret or Sacred

One of the great secret beliefs among a small faction of Shea's worshipers is that the All Mother controls the Pantheon, pulling the strings that make the puppet Barticus act. While clerics of Shea respect Barticus, they know that, like all men, he needs feminine counsel to rule effectively. The Sisterhood, as this faction is called, quietly attempts the same on the mortal plane by positioning themselves near strong male leaders and influencing their decisions. Many a duke, and even king, has fallen under the spells of the Sisterhood.

The most devout of Shea's clerics take the Life domain. While not pacifists, these clerics respect life in all of its forms and suffer when there is death near them.

Holy Places

As with Barticus, there are temples of Shea in most parts of the world. Within the Pantheon cathedrals, Shea has the seat next to Barticus and is often worshiped, or at least praised, alongside the All Father. The largest temple exclusively devoted to Shea, outside of Romanus, is in Brynaerd, Nord. There, Nord's have built a huge hall to honor the Queen of the Gods.

Notable Dates

The Uniting (12th of Graden, 850 3c): while this date is most associated with Barticus, many followers say a special prayer of thanks to Shea on this day for holding the Pantheon together. The Trial of Shea (24th of Winterdeep, 120 1c):

This is the date when Shea and Lan went into Midnar to search for a weapon to use against Chargrond. Shea returned from the dream plane with the power of the Umbra Dakaris. Only the most educated in the traditions of Shea know of this date, although most know of her adventure.

Religious Congregation/Festival

Throughout most of the Church United lands, each Freden is a day to revere Shea as well as all mothers. In most devout households the family takes care of all of the chores normally performed by the mother. She, in turn, uses her free time to praise the All Mother for the love and care Shea gives to the world. In addition, there is a major festival the last four days of Coolwhisper, starting on the 28th and culminating the 31st. The festival honors Shea and marks the birth of the world each year as winter gives way to spring. For weeks before the celebration, woodsmen from the outlying areas harvest the trees needed for the bonfires that blaze for the duration of the ceremony. Each city, hamlet and village competes to see which can keep the bonfires going for the entire celebration and die naturally before midnight of the 31st. On many occasions, rival towns or, more commonly hamlets, have attempted to sabotage the bonfire of each other. While some have taken this as a serious sacrilege, others, especially in Dunreth, look upon this as a game that mimics the craft and skill that Shea displayed when she invaded Midnar for Barticus.

To many worshipers, this festival marks the beginning of the larger, All Father Festival, because the celebration to Shea precedes the All Father's by a mere week or so. This has caused some consternation among the devout of Shea, as they see her celebration as unique and separate from that of the All Father.

Major Players of Shea

There are major priests and bishops that owe their allegiance to Shea, but perhaps the most powerful follower is Vibeke Stene, the High Priestess of Kitrinna in Nord.

Vebeke Stene

High Priestess of Kitrinna in Ford

Vibeke is the High Priestess of the incarnation of Shea in Nord. Her temple is located in Brynaerd. Vibeke sees men as necessary only for the continuation of the species and beyond that, a nuisance. She is a leading force in quelling the men's rebellion begun by Matticus Steelhammer, although no one knows that Matticus is behind the rebel activity. Vibeke is beginning to use the rebellion and the need to protect Brynaerd as leverage to undermine Sophie Steelhammer's power. Until the rebellion began, Sophie was secure in her position as Matriarch. The rebellion is causing many women to doubt Sophie's strength as a leader.

Vibeke Stene: Female human Clr10/Bbn7: **CR** 17; Medium humanoid; **HD** 10d8+7d12+17 (hp 107); **Init** +3 (+3 Dex); Spd 40 ft.; **AC** 20 (+3 Dex, +7 magic hide armor; touch 13, flat-footed 17; armor check penalty -2); **Base Atk** +14; Grp +17; **Atk** +22 melee (1d12+9, crit. 19-20/x3, +5 great axe), or +20 ranged (1d6+3, crit. 20/x3, 60 ft., +3 shortbow); **Full Atk** +22/+17/+12 melee (1d12+9, crit. 19-20/x3, +5 great axe), or +20/+15/+10 ranged (1d6+3, crit. 20/x3, 60 ft., +3 shortbow); **Space/Reach** 5 ft./5 ft.; **SA** Rage 2/day, spells, turn undead; **SQ** Damage reduction 1/—, fast movement, illiteracy, trap sense +2, uncanny dodge; Favor 17/22; **AL** LN; **SV** Fort +13, Ref +8, Will +15; Str 16, Dex 16, Con 13, Int 11, Wis 18, Cha 13.

Languages: Common.

Skills and feats: Craft (Weaving) +10, Diplomacy +9, Handle Animal +10, Intimidate +9, Knowledge (religion) +12, Listen +6, Profession (Herbalist) +17,

Survival +9, Swim +8; Brew Potion, Combat Casting, Dodge, Extra Turning, Improved Critical (greataxe), Iron Will, Power Attack.

Gear: +5 Greataxe, +4 hide armor, +3 shortbow; misc. coins.

Cleric Domains: Law and Protection.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; DC 14 + spell level; cast Law spells at +1 caster level): 0-level—*detect magic*, *detect poison*, *guidance*, *light* x2, *mark of discovery**. 1st—*bane*, *bless*, *command* x2, *magic motes**, *sanctuary*†. 2nd—*aid*, *calm emotions*†, *enthrall*, *hold person* x2, *preservation**. 3rd—*dispel magic* x2, *magic circle against chaos*†, *mark of renewal**, *remove curse*. 4th—*discern lies*, *order's wrath*†, *sending*, *summon monster IV*, *tongues*. 5th—*command (greater)*, *spell resistance*†, *zealot**. *New spell detailed in this sourcebook. †Domain spell.

Countess Rosalin

Countess Rosalin, while not a cleric, is one of the richest contributors to the Grand Cathedral of Shea in Triton. Because of her massive donations to the church, she possesses great influence. Fortunately, the countess is highly devoted to Shea's cause and does not desire any personal gain.

Rosalin: Female human Ari18; **CR** 17; Medium humanoid; **HD** 18d8+18 (hp 99); **Init** +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 19 (+2 Dex, +4 ring of protection, +3 robe of armor; touch 16, flat-footed 17); **Base Atk** +13; Grp +12; Atk +15 melee (1d6+2, 18-20/x2, +3 rapier); **Full Atk** +15/+10/+5 melee (1d6+2, 18-20/x2, +3 rapier); **Space/Reach** 5 ft./5 ft.; Favor 5/9; **AL** LN; **SV** Fort +7, Ref +8, Will +15; Str 8, Dex 14, Con 13, Int 10, Wis 14, Cha 18.

Languages: Abyssal, aquan, auran, celestial, common, dwarven, elven, gnoll, halfling, ignan, orc, terran, uncommon.

Skills and feats: Intimidate +16, Knowledge +17 (nature), Knowledge (Pantheon) +19, Listen +22, Ride +14, Sense Motive +15, Speak Language (12 languages), Spot +6; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Leadership, Mounted Combat.

Gear: +3 Rapier, +4 ring of protection, +3 robe of armor (as bracers of armor in a different location); misc. coins.

History, Allies & Enemies

While Mayra is Shea's favorite, Shea herself is the favorite of the Pantheon. The gods see their mother as the caregiver and guardian of the family. Even Lan, who at one time was at odds with the Matriarch, accepts her right to rule the Pantheon with her husband, Barticus. Some theologians suspect that a special bond developed between Shea and Lan during their adventure in Midnar. Certainly, after the adventure, Lan and the rest of the Pantheon grew to accept Shea more than they had before the quest.

Shea's principal allies are Mayra and Bellarius. Mayra reciprocates the love that Shea has for her. Bellarius respects his mother and does his best to defend her. The temples of Shea and Mayra are often near one another and companies of Bellarius Templars often guard Shea's temples.

Perhaps an even greater ally to Shea is the silent and careful Lan. The Uncle has pledged to himself to keep Shea's enemies away from the All Mother and foil any plots against her. This pledge and Lan's actions are not known to the Pantheon at large; only the most trusted clerics of Lan and Shea know.

The greatest enemy to Shea is the Outcast Mother, Critarri, who is jealous of Shea's position in the Pantheon. The Devourer believes she should rule the other gods and sees Shea as weak and foolish.

Current Conflicts & Activities

Critarri has ordered her minions to hunt down and kill all who worship or revere Shea. The She-Wolf knows if she can kill all of the believers and make others fear to acknowledge Shea, the goddess will fade away. Critarri knows this divine struggle could take centuries to complete, but in this, she is patient. So far, the greatest threat from this unholy war has been to rural shrines and temples that lack the protection urban settings get.

Rituals, Relics, and Exclusive Spells

Heart of Shea

When Shea touched the arm of Midnar (see Barticus for more information), she received enough power to create the Umbra Dakaris, but also had enough left over to transfer into 6 amulets: the Hearts of Shea. These powerful items were given to select high priests to aid them in honoring the All Mother. Four of the six are still in the hands of the Archpriests in Gildor, Romanus, Dunreth and Nord. The other two amulets are missing. The church conducts searches for the missing amulets, but to no avail.

When worn, the Heart of Shea gives the wearer a +5 resistance bonus to all saving throws against spells and spell-like abilities. In addition, by reducing her own protection, the wearer can create a zone of protection granting a bonus to all those in the area. The bonus reduces as the radius increases. For each five-foot radius around the wearer, the bonus is reduced by 1. For example, if the wearer extends the protection to those within five feet, all receive a bonus of +4, and if the zone has a radius of ten feet, the bonus is +3. The maximum is 20 feet, with a +1 bonus for all.

Protect the Mother (True Ritual)

Participant Requirements: Follower of Shea, ability to cast divine spells, at least one caster must be able to cast 7th-level divine spells.

Level: 7th

Proxy: No

Casters Required: At least 4, combined levels must equal 30 levels of experience.

Casting Time: 5 continuous hours

Range: Touch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: Cold-wrought iron holy symbol of Shea
Description of Ritual: This ritual protects a pregnant woman for the duration of her term. Once cast, the woman is immune to poison and disease and cannot pass them on to her child. The protective shroud wears off when she gives birth. This ritual takes 2 hours to perform and can only be performed after the first 3 months of pregnancy. If attempted on a woman who is not pregnant, the ritual fails and the participating clerics are noted by the All Mother. Depending on the campaign, this may result in the clerics losing the ability to cast spells until they atone for their misdeed or error.

Blessed Earth (True Ritual)

Participant Requirements: Cleric of Shea who has taken the Earth domain.



Level: 5th

Proxy: No

Casters Required: Minimum of 3 clerics and no more than 5 can participate.

Casting Time: 8 continuous hours

Range: 50-foot radius/level of participants

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

Other Requirements: Handful of earth from the garden of one of Shea's temples.

Description of Ritual: This ritual serves two purposes. First it counteracts the destructive effects of blight magic, returning the land to a fertile condition. Where rangers, druids and white witches were unable to cast their magic in a blighted land, after this ritual, the natural magic of the land is restored. After the land has received this ritual, it is healthy and begins to produce vegetation at a normal rate for very fertile soil. If a spellcaster attempts to use blight magic on an area that has been blessed, he must first check to overcome the blessing (1d20 + caster level versus 10 + combined levels of participants of the blessing). If the spellcaster blights the land, the power yield is 2.5 spell levels per 5 foot radius of land destroyed. However, the caster may draw Shea's attention with this because the blessed earth is under her care.

Cleansing the earth of blight is dangerous as the corruption that taints the area is highly virulent when directly infused with magic. It is more likely that the ones attempting to heal the earth will be corrupted than the original spellcaster who was using blight magic. After the ritual is

finished, whether successful or not, each participant must make a Fortitude save DC 10 + level of spellcaster who blighted the land or be tainted with corruption. The level of corruption (see *The Hunt: Rise of Evil* Wordbook pages 15-17) depends on the extent the participant missed the saving throw. For each 2 points the saving throw was missed, the character receives 1 level of corruption. For example, if a character had cleansed a blight caused by a 10th-level sorcerer, the saving throw would be 20. If the save result was 13, he missed the needed number by 7, which translates into 3.5 levels or, rounding down, 3 levels of corruption.

Second, if cast on non-blighted lands, it increases growth, but not in an unnatural manner. The land becomes fertile, producing exceptional yields. Dormant seeds will germinate and burst forth. In warm climates, this ritual can tease out an extra harvest each year.

Exclusive Spell (Clr 6)

Whispers (Shea): Control thoughts of others.

Exclusive Spell (Clr 6)

Zone of Protection (Shea): Sphere of +4 vs. spells, +3 to all other saves, +2 AC to target only.

New Use for an Existing Skill: Heal

Midwifery: The character can help a mother through pregnancy and delivery. The GM should determine the degree of difficulty for a particular pregnancy and birth and assign a DC. The character makes a Heal check to guide the mother through the dangers. Depending on the nature of the pregnancy, the GM may have the midwife make a series of checks (over a number of months) to guide the mother through the entire process.

Note: Some game masters may make this into an element of a campaign where the PC must protect the mother from outside forces, as well as ensure a successful delivery.

Clerics

Clerics of Shea dress in sky blue robes with a simple, white sash. As the cleric advances within the order of Shea, the sash becomes wider, with elaborate, golden-thread needlework. There is no favored weapon and Shea places no ban on any weapon. As long as a cleric defends motherhood, the earth and the Pantheon, he is free to use any weapon.

Specialty Priests & Agents

Midwives: While not necessarily a cleric, the midwife is a special servant to Shea. Even uninitiated and pagan midwives are considered sacrosanct to the followers of Shea. If a midwife can reach the safety of one of Shea's shrines, temples or churches, she will be protected. Midwives use the Expert class advancement with the only stipulation that they take the Heal skill.



TRISTAR

Area of Influence: Sky

Alignment: NG

Domains: Air, Good, Sun

Sacred: Celestial

Secret: Water

Description: Of all their children, Baticus and Shea are closest to and care most about Tristar, the Sky Lord. His house in the heavens floats on the clouds that pass over Gothos. He brings succoring rains to dry land and life-giving light to the world. Tristar's only interests are in helping the world and

keeping peace within the family. He is powerful and often consulted when disputes threaten the harmony of the gods.

Dogma

Hold yourself to standards and morals above those of others. Do what is in the best interest of the greater good, guarding those in your charge from harm. Be confident and honest. Cherish the sun and all the gifts of the sky. Smite down those who regularly engage in diabolic and malicious acts.

Alternate Forms

Trista Ibn Alfoud (the sky), Matuza (the sun), and Molona (the moon).

Followers of Tristar

Tristar grants power to clerics and paladins.

Secret or Sacred

Tristar holds himself and his clerics to the highest standards and principles. In doing so he has few or no secrets. What is not commonly known is that he holds great power over water and a select number of his clerics develop skills in that element.

Tristar considers his position an obligation of honor. He is committed to his celestial kin and keeps close relations with them.

Tristar is not alone in control of the skies. The pagan god, the North Wind, as well as numerous other minor sky, rain, cloud, and air spirits constantly fight or usurp control from the noble god. When he and the others conflict, violent storms erupt, often out of Tristar's control. To counter this, he has developed a group of clerics known as Sky Wardens, to practice and hone their control over the skies.

Holy Places

Tristar holds all temples and shrines of the Pantheon as holy. Paladins of Tristar within such areas gain divine bonuses to initiative, attacks and damage, varying from +1 to +5.



Notable Dates

Tristar's most notable dates are those associated with his festival of wind, known as the Wind Celebration (Midsun 8th through 14th).

Religious Congregation/Festival

Wind Celebration (8th through 14th of Midsun). This celebration to Tristar is recognized throughout the world. During this time, kite makers fly their products in the winds above parks and open fields.

Major Players of Tristar

Damar Starrider Paladin of Tristar

Damar is the current leader of the Sky Knight sect of Tristar. Damar is the symbol of perfection, and the saying "you damar" is used in Romanus to denote someone doing something perfectly. Damar consults with Vid of Ailieos, and the two groups get along well. Indeed, Damar often competes with Vid to aid others in war.

Damar Starrider: Male human Pal15: **CR** 15; Medium humanoid; **HD** 15d10+15 (97 hp); **Init** +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; **AC** 24 (-1 Dex, +11 magic half plate, +4 magic heavy steel shield; touch 9, flat-footed 24; armor check penalty -7); **Base Atk** +15; Grp +17; Atk +20 melee (1d8+4, crit. 19-20/x2, +2 holy longsword); **Full Atk** +20/+15/+10 melee (1d8+4, crit. 19-20/x2, +2 holy longsword); **Space/Reach** 5 ft./5 ft.; **SA** Smite evil 4/d, spells, turn undead; **SQ** Aura of courage, aura of good, divine grace, divine health, lay on hands, remove disease 4/wk, special mount; Favor 7/23; **AL** LG; **SV** Fort +15, Ref +9, Will +12; Str 15, Dex 8, Con 12, Int 10, Wis 14, Cha 20.

Languages: Common.

Skills and feats: Diplomacy +8, Handle Animal +16, Knowledge (nobility & royalty) +3, Knowledge (religion) +6, Ride +26; Cleave, Improved Initiative, Mounted Combat, Power Attack, Sky Knight, True Path—Cavalry, Weapon Focus (longsword).

Gear: +2 Blinding heavy steel shield, +4 cloak of Charisma, +4 half plate, +2 holy longsword; misc. coins.

Paladin Spells Prepared (3/2/1/1; DC 12 + spell level):
1st—*bless weapon, cure light wounds, graceful recovery*.*
2nd—*bull's strength, remove paralysis*. 3rd—*heal mount*.
4th—*air walk*. *New spell detailed in this sourcebook.

Special Mount: Pegasus: **CR** 6; Large magical beast; **HD** 8d10+27 (63 hp); **Init** +3 (+3 Dex); Spd 70 ft., Fly 130 ft. (average); **AC** 21 (+3 Dex, -1 size, +9 natural; touch 12, flat-footed 18); **Base Atk** +8; Grp +17; Atk +12 melee (1d6+5, crit. 20/x2, hoof); **Full Atk** +12/+12 melee (1d6+5, crit. 20/x2, 2 hooves) and +7 melee (1d3+2, crit. 20/x2, bite); **Space/Reach** 10 ft./5 ft.; **SQ** Darkvision 60 ft., empathic link, improved evasion, improved speed, low-light vision, scent, share saving throws, share spells, spell-like abilities; **AL** LG; **SV** Fort +12, Ref +9, Will +8; Str 20, Dex 16, Con 16, Int 10, Wis 13, Cha 13.

Skills and feats: Diplomacy +3, Listen +12, Sense Motive +9, Spot +12; Fly-by attack, Iron Will, Toughness.

Spell-like abilities (Sp): At will—detect good and detect evil within a 60-ft.-radius. Caster level 5th.

History, Allies & Enemies

Tristar holds tremendous power and influence in the Pantheon and he knows it. Fortunately, he reserves the use of this power for times of great need. He is not particularly fond of Guerrion or Euphrenas, who he sees as without principles. He has a strong interest in Illiana, the goddess of healing, intrigued by her transformation from a petty goddess of vanity and beauty to a lover of life and good in all things. Scholars suggest that he may court her one day, but nothing has happened there yet. Tristar holds the most influence with Barticus and shares the highest favor of his mother, Shea, with his sister Mayra. Tristar's minions will aid followers of Bellarius and Guerrion if it is for a good cause, but unquestioningly aid Barticus people.

Tristar has a strong dislike of the Outcast gods and lends aid to those who actively oppose them. However, his greatest rival is the extremely powerful North Wind, a pagan god of wind, storm, cold, and sea. The North Wind is worshipped in Sheena, Nord, Rylonia, and most of the wilder areas of the world. Tristar has tried to subdue the pagan cult, but his opponent seems beyond the influence of the Pantheon.

Current Conflicts & Activities

Tristar and his followers are in endless conflicts with pagan air, storm, and water spirits, as well as minions of the North Wind. Occasionally they will negotiate with a sect of the North Wind called the Bluefeather that seeks to pull the pagan god towards a milder alignment. Tristar lends aid to others in the Pantheon when they engage in war against the Outsiders. His Sky (or Azure) Knights were created for this purpose, and they ride the winds of the god to do his bidding against the evils of the world.

Rituals, Relics, and Exclusive Spells

Raythair: Tristar wields either a spear or twin swords. These are actually the same weapon, and it is currently missing.

Raythair is a +5 holy weapon with a critical threat range of 16-20 only against evil beings. In addition, any who wield it gain the casting ability of a 5th level cleric.

Strong Transmutation: CL 20th; weight 6 lb.

Ritual of Rising (True Ritual)

Transmutation

Participant Requirements: Followers of Tristar

Level: Pal 3, Clr 4

Proxy: No

Casters Required: 7

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: No

Other Requirements: None

Description of Ritual: The beast to be converted is flown (magically) high into the sky, along with the other members of the ritual. There on a cloud under the open sun, the participants plead with Tristar for the conversion.

Spell Effects: This ritual makes the trained beast into a paladin's celestial special mount.

Special: The beast must have been tamed from the wild by a cloud knight attempting to enter the Sky Knight sect.

Exclusive Spell (Pal 4)

Airwalk (Tristar): Subject treads on air as if solid (climb at 45-degree angle). (This spell is detailed in the SRD.)

Clerics

Tristar's clerics wear classic, ornately carved full plate armor, with a blue feather on the helm (either as "hermes ears" or a single top plume). Tristar's emblem is worn on the cleric's shoulder or breastplate.

Specialty Priests & Agents

Most of the nation of Warkistan worships Tristar, and the number of special groups are too numerous to count.

Paladins of Tristar

There are two tiers of paladins: Cloud Knights and Sky Knights. Cloud knights are younger members who travel to storms of evil and wipe them out. Sky knights are the elite of Tristar's paladins and must tame a wild flying beast to enter their ranks. Tristar paladins are also masters of the saddle and riding. To become a Sky Knight, you must have tamed a wild flying beast yourself (not summoned one via your mount ability) and then take the Sky Knight feat. This beast is then ritually risen to the lofty status of a celestial being through the Rising ritual.

Charge

Keep the peace and create harmony between the gods of the pantheon and their minions. Thwart attacks upon the Pantheon's structure and course.

Attire

Tristar's paladins dress in blue (Sky Knights) and white (Cloud Knights). Tristar's symbol is worn on the shoulder pauldron. They carry bows, greatswords, twin-swords, and lances.

True Paths

Cavalry, Celestial Embrace, Shining Example.

Principle Base(s) of Operation

Romanus, Warkistan (as Trista Ibn Alfoud).



VERATANA

Area of Influence: The Wyld

Alignment: N

Domains: Animal, Plant, Earth

Sacred: Life

Secret: Chaos, Druidic

Description: Some church historians note that Veratana rose to importance within the Pantheon when the church began to convert the pagans of Dunreth. Veratana is a force of nature. Many druids claim the church merely renamed nature as a god and used her to spread the influence of the Pantheon. While Veratana is associated with the wild and many of her clerics appear much like druids, she is indeed a goddess. She is the protector of wild creatures and wild places on Gothos. As nature is neutral, so too is Veratana. The Wyld Maiden, as she is sometimes called, enforces survival of the fittest. Only when the very nature of the wild is threatened, or outside forces trespass on her domain and unbalance her delicate designs, does Veratana react to protect her realm.

Dogma

We are the children of the world, and we should treasure our place within it. Bring man and beast closer together, to live in harmony. Let the wylds and civilization co-exist,

with each giving and taking from the other in equal parts. Nurture the world's wild places, as they are the location of the genesis of new and wondrous life.

Alternate Forms

Veratana is universally thought of as a feminine force of nature. She takes on countless forms, from deer to naked human, to an animate swirl of autumn leaves. In some locales she is known as Vertana, perhaps nothing more than a mis-pronouncement of her name.

Followers of Veratana

Veratana grants powers to clerics, druids and rangers.

Secret or Sacred

Once a pagan god, the child of Sheerhu, Veratana was a wild and free spirit, taken to acts of incredible innocence and horrific ignorance. Unwilling or unable to control her ever fluctuating moods, she became a force of change (or perversion) among her pagan brethren. She infused a horse with supernatural powers to form what is today known as a unicorn. She merged an eagle and lion to form the griffon. Her constant warping of the world alternately caused peace and havoc. In time, Veratana desired the place of her mother, and quickly learned her powers could only increase from having sentient followers. Distraught with the prospect of having to deal with mortals, she turned to those she perceived as her mother's rivals, the Pantheon. Reborn as a child of Barticus, her views and attitude changed to be more in keeping with her new allies. Her fits of furious creativity subdued, she evolved into a more neutral and calm power that merged well with her new family. Over the past few hundred years, she has brought the humans who followed the old ways in line with the new, draining power from her mother and the other pagan gods so she can one day take her rightful place as the force of nature.

Veratana hides her secret desire well, leading both Pagan and Pantheon gods to believe she is really on their side. To the Pagans she has sacrificed her true self and nature to give them a spy among the Pantheon. To the Pantheon, she is a source of increasing power and the lure bringing pagans to the path of salvation.

In pursuit of her goals, Veratana has focused on pulling rangers into her fold. Her clerics spend considerable time converting these warriors of the wyld to the path of the Pantheon. To facilitate these conversions, she has poured power and presence into the rangers who don her mark. As a result, the numbers who follow her grow.

Veratana holds the life and birth of wild things sacred. She works towards her goal, but often longs for her old place and form: simple, free, and complete.

Some druids still follow Veratana, though their numbers dwindle each year.

Holy Places

Clerics of Veratana have a number of sites throughout Gothos they revere as holy. Hidden deep in the wylds of the world, each site, known as "Bhivann, kor'uithinn (Ahvin kor-ith-eun)" or Bhivann for short, holds a specific significance to her. Numbering in the hundreds, each location is covered in a bluish green grass. Followers of Veratana have their caster level increased by 1d6 levels. In addition, rangers in these locations gain a 1d6 morale bonus to attack and damage rolls.

Notable Dates

In the 3rd cycle, on the 12th of Newshine, Veratana was reborn within the Pantheon. Few remember or know of her transformation, believing instead this was the date she was created by Barticus and Shea. On this day each year, one creature type goes extinct and another mutates into a new breed or creature altogether. On the 11th of Winterdeep, Veratana's most wondrous temple outside Mirak was destroyed by its forces. On this day, rangers and clerics of Veratana fast in remembrance of the loss.

Religious Congregation/Festival

During the Month of Newshine, Veratana celebrates the rites of spring, where her followers revel in the wonders of new life brought into their lives during the last year (children, livestock, etc.). They leave their fields to lie fallow during this time, letting weeds enter their fields. Those not yet married are encouraged to seek out new partners, and otherwise better acquaint themselves with those of the opposite sex.

Major Players of Veratana

Veratana's major players are scattered throughout Gothos, and strangely most are non-human (though the majority of Veratana's followers are human and indeed the Pantheon is human centric).

Dakinis Oakenbrook Favored of Veratana

Dakinis is a calm, mild mannered ranger who says only what must be said. His home is the wilds of Dunn Ardinn, where he quietly mingles with his pagan neighbors. Dakinis, or "dak" as most call him, does not exert pressure on the pagans to follow his god. Indeed, he seems disinterested in the war of the gods, focusing on nature instead.

Dakinis Oakenbrook: Male half-elf Rgr18; **CR** 18; Medium humanoid (elf); **HD** 18d8+12 (99 hp); **Init** +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 22 (+6 Dex, +2 light armor mastery, +4 magic leather armor; touch 18, flat-footed 14); **Base Atk** +18; Grp +20; Atk +28 ranged (1d8+5, crit. 20/x3, 275 ft., +2 distance mighty [+2] composite longbow); **Full Atk** +28/+23/+18/+13 ranged (1d8+5, crit. 20/x3, 275 ft., +2 distance mighty [+2] composite longbow); **Space/Reach** 5 ft./5 ft.; **SA** Favored enemy—+2 construct, +4 aberration, +4 dragon, +4 evil outsider; **SQ** Animal companion, camouflage, combat style: archery, evasion, half-elf traits, hide in plain sight, swift tracker, wild empathy +17, woodland stride; Favor 5/9; **AL** CG; **SV** Fort +12, Ref +17, Will +8; Str 14, Dex 22, Con 12, Int 10, Wis 14, Cha 8.

Languages: Common, elven.

Skills and feats: Craft (bowyer/fletcher) +5, Diplomacy +1, Gather Information +1, Hide +31, Jump +7, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +7, Listen +13, Move Silently +31, Ride +11, Search +6, Spot +18, Survival +22, Swim +7, Use Rope +12; [Endurance], Far Shot, Forest Walker, Gifts of Nature, Improved Initiative, [Improved Precise Shot], Light Armor Mastery, [Many Shot], Mystic Ally, Point Blank Shot, [Rapid Shot], [Track].

Half-elf Traits (Ex): Immune to sleep effects, low-light vision, +2 saves vs. Enchantment, elven blood.

Gear: Boots of teleportation, bracers of archery (greater), +2 distance mighty [+2] composite longbow, eyes of

the eagle, +4 gloves of dexterity, 20 masterwork arrows, oil of flame arrow, oil of keen edge, 2 potions of displacement, 2 potions of cure serious wounds, +2 shadow, silent moves leather; misc. coins.

Ranger Spells Prepared (4/3/2/1; DC 12 + spell level):

1st—entangle, glance the blow*, longstrider, magic fang.
2nd—cure light wounds, hummingbird alacrity*, snare.
3rd—armor of thorns*, magic fang (greater). 4th—freedom of movement. *New spell detailed in this sourcebook.

Animal Companion: Rawk; Giant Eagle; **CR** 3; Large Magical Beast; **HD** 6d10+6 (hp 39); **Init** +4 (+4 Dex); Spd 10 ft., fly 80 ft. (average); **AC** 18 (-1 size, +4 Dex, +5 natural; touch 13, flat-footed 14); **Base Atk** +6; Grp +14; Atk +9 melee (1d6+4, crit. 20/x2, claw); **Full Atk** +9/+9 melee (1d6+4, crit. 20/x2, 2 claws) and +7 melee (1d8+2, crit. 20/x2, bite); **Space/Reach** 10 ft./5 ft.; **SA** —; **SQ** Evasion, link, low-light vision, share spells, two bonus tricks; **AL** NG; **SV** Fort +6, Ref +9, Will +4; Str 19, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Languages: Auran, common.

Skills and feats: Knowledge (nature) +2, Listen +8, Sense Motive +6, Spot +15, Survival +3; Alertness, Flyby Attack, Multiattack.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Cranthir the Brown Favored of Veratana

Cranthir walks the Wyld Wood in Sheena, protecting it from brigands and other intruders. Cranthir is widely known as an incredible sage with more depths of knowledge about nature than anyone else in all of Gothos. It is well worth a quest into the dangerous wood for his advice. He is perhaps the only living being who knows all the locations of the Bh'vann sites.

Cranthir the Brown: Male human Clr14/Drd14; **CR** 28; Medium humanoid; **HD** 28d8+112 (238 hp); **Init** +5 (+5 Dex); Spd 30 ft.; **AC** 28 (+5 Dex, +8 bracers of armor, +5 ring of protection; touch 20, flat-footed 23); **Base Atk** +17; Grp +18; Atk +21 melee (2d6+4, crit. 18-20/x2, +3 sylvan scimitar); **Full Atk** +21/+16/+11/+6 melee (2d6+4, crit. 18-20/x2, +3 sylvan scimitar); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** A thousand faces, animal companion, nature sense, resist nature's lure, trackless step, venom immunity, wild empathy +17, wild shape 5/day (Large, Tiny, Plant), woodland stride; Favor 17/29; **AL** N; **SV** Fort +28, Ref +23, Will +35; Str 12, Dex 20, Con 18, Int 8, Wis 33, Cha 20.

Languages: Common.

Skills and feats: Concentration +11, Diplomacy +12, Handle Animal +18, Knowledge (nature) +33, Knowledge (religion) +6, Listen +23, Ride +7, Spellcraft +6, Spot +23, Survival +45; Alertness, Augment Summoning, Belt of Truth*, Combat Casting, Craft Wondrous Item, Divine Favor, Eschew Materials, Leadership, Lightning Reflexes, Natural Spell, Spell Focus (Conjuration). *New feat detailed in this sourcebook.

Gear: Amulet of natural guidance and health*, +8 bracers of armor, +5 cloak of resistance, elemental gems (clear x2, brown x2, orange, blue x2), +6 gloves of dexterity, +4 manual of gainful exercise (used), ring of elemental command (air), +5 ring of protection, robe of stars, rod of absorption, staff of the woodlands, +3 sylvan scimitar, +5 tome of understanding (used), +3 tome of leadership and influence (used); misc. coins. *New magic item detailed in this sourcebook.

Cleric Domains: Animal and Earth.

Cleric Spells Prepared (6/8+1/8+1/7+1/6+1/5+1/5+1/4+1; DC 21 + spell level, 22+ spell level Conjuration): 0-level—*detect magic* x2, *light*, *mending* x2, *virtue*. 1st—*command*, *detect evil*, *detect law*, *magic motes**, *magic stone*†, *shield of faith* x2, *summon monster I* x2‡. 2nd—*align weapon* x2, *enthrall*, *hold animal*†, *hold person* x2, *mark of reversal**, *shatter*, *summon monster II*‡. 3rd—*dispel magic*, *eyes of the sun**, *remove curse*, *searing light*, *stone shape*†, *summon monster III* x2‡, *wind wall*. 4th—*dimensional anchor*, *discern lies*, *imbue with spell ability*, *magic weapon (greater)*, *summon monster IV*‡, *summon nature's ally IV*‡†, *tongues*. 5th—*break enchantment*, *command (greater)*, *disrupting weapon*, *summon monster V* x2‡, *wall of stone*†‡. 6th—*banishment*, *heal* x2‡, *mark of invigoration**, *stoneskin*†, *summon monster VI*‡. 7th—*animal shapes*†, *ethereal jaunt*, *mark of power**, *restoration (greater)*‡, *summon monster VII* x2‡, *symbol of stunning*. *New spell detailed in this sourcebook. †Domain spell. ‡Conjuration spell.

Druid Spells Prepared (6/8/8/7/6/5/5/4; DC 21 + spell level): 0-level—*create water*‡, *detect poison*, *know direction*, *purify food and drink* x2, *resistance*. 1st—*detect animals and plants*, *entangle* x2, *goodberry*, *longstrider*, *magic fang* x2, *open clouds**. 2nd—*barkskin* x2, *brachiation**, *danger sense**, *heat metal*, *summon nature's ally II*‡, *summon swarm*‡, *tree shape*. 3rd—*magic fang (greater)* x2, *north wind**‡, *quench*, *snare*, *summon nature's ally III* x2‡. 4th—*command plants*, *dispel magic*, *flame strike*, *ice storm*, *sapwalk**, *summon nature's ally IV*‡. 5th—*baleful polymorph*, *control winds*, *path of stone**, *summon nature's ally V*‡, *wall of thorns*‡. 6th—*bear's endurance (mass)*, *dispel magic (greater)*, *fire seeds*‡, *offering of the rain**‡, *summon nature's ally VI*‡. 7th—*creeping doom*‡, *fire storm*, *heal*‡, *summon nature's ally VII*‡. *New spell detailed in this sourcebook. ‡Conjuration spell.

Animal Companion: Burr; Male dire wolf; **CR** 5; Large animal; **HD** 10d8+30; hp 75; **Init** +3 (+3 Dex); Spd 50 ft.; **AC** 19 (-1 size, +3 Dex, +7 natural; touch 12, flat-footed 16); **Base Atk** +7; Grp +19; Atk +15 melee (1d8+12/x2, bite); **Full Atk** +15/+10 melee (1d8+12/x2, bite); **Space/Reach** 10 ft./5 ft.; **SA** Trip; **SQ** Devotion, evasion, link, low-light vision, scent, share spells; **AL** N; **SV** Fort +10, Ref +10, Will +8; Str 27, Dex 17, Con 17, Int 2, Wis 12, Cha 10.

Skills and feats: Hide +0, Listen +8, Move Silently +5, Spot +8, Survival +3*; Alertness, Endurance, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

History, Allies & Enemies

Veratana focused upon her own problems, rarely working for or against anyone else. She sides faithfully with Barticus and the Pantheon whenever asked, falling in line with little resistance. She holds a particular dislike for Mirak, and some suggest its flood of recent nightmares is more natural than would be expected. She has no particular love for the Outcast gods, but generally does not bother most of them. The exception to this is Vlag, against whom she has waged a holy jihad for almost 40 years, ever since he desecrated one of her sacred Forgiann locations. Her wrath has since subsided, but she still nurses a simmering hatred for the Plague Lord.

Current Conflicts & Activities

Veratana and her clerics hold an uneasy balance between the Pantheon and Pagan gods. They swing constantly from helping one or the other, to undermining their causes in ever-changing, subtle allegiances. Veratana's clerics focus on converting pagans (particularly rangers) and slowing the destruction of the wylds by civilization.

Rituals, Relics, and Exclusive Spells

Amulet of Natural Guidance and Health

This amulet looks like a gnarled piece of wood on a worn leather loop. When worn by one in favor with Veratana, however, the wood turns green, pulses with life, and sends out roots to embed in the chest of the wearer. Only the wearer can remove the amulet once it has implanted. It grants a +6 enhancement bonus to Wisdom, +4 enhancement bonuses to Constitution and Charisma, +10 competence bonuses to Survival and Knowledge (Nature) checks and a +5 competence bonus to Handle Animal checks.

Strong Transmutation: CL 20th; Weight —.

Seeds of Change

When planted, these silver seeds grow new forests. Trees grow up around the planting at five times their normal rate. Each seed grows one tree.

Strong Transmutation: CL 20th; Craft Wondrous Item, plant growth; Weight 1 oz; Price 10,000 gp.

Living Bow

This bow looks at first like a small sapling. However, when held by a follower of Veratana, the sapling's leaves fold and move about the tree like living bugs, finally forming up as a thick string and longbow. When the string is pulled back, a branch moves into place, forming an arrow. When fired, this acts as the spell forest shot. The bow grants no bonus to hit or damage. It never runs out of branches to fire as arrows, though only 10 can be fired each day. After this, the bow can still be used as normal if arrows are supplied. Any follower of Veratana (1 or more Favor) can wield the bow as though proficient.

Moderate Transmutation: CL 5th; Craft Wondrous Item, forest shot; Price 30,000 gp.; Weight 3 lb.

Staff of the Forgiann

This fine oak staff acts as a +3 quarterstaff or +3 twin-bladed sword (changing it is a standard action). In addition, the user has complete control of all shambling

mounds within 100 yards, and knows the location of any mound within range.

Strong Summoning: CL 18th; Craft Magic Arms and Armor, control plants; Price 240,000 gp.; Weight 4 lb.

From Old to New (True Ritual)

Transmutation

Participant Requirements: Clerics of Veratana and a druid wishing to cross over.

Level: Clr 5, Drd 9

Proxy: No

Casters Required: 3

Casting Time: 48 hours, split into four 12-hour blocks.

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: No

Other Requirements: None

Description of Ritual: The druid sits on an ornately carved tree stump of at least 10,000 gp. value (one exists in Logan's Way in Dunreth and Stephen's Way in Kirkland), covered in fresh berry juice (renewed each day), and wearing silk. The druid falls into a deep sleep and glows with a greenish light while the casters focus their divine energies on the ritual. During one 12 hour period there must be rain, and during another, a clear, sunny day. There is no time limit between the first 12 hour block and the last.

Spell Effects: This ritual alters the druid into a cleric. He retains his skills, but loses all druidic abilities, becoming a cleric of the same level with the Plant, Animal, or Earth domains. Any druid feats that can no longer be used (such as True Paths or those that work with a druid ability) are retained, but their usefulness may be diminished. The cleric has the hindrance that he may only wear druidic armor for 1 year per druid level possessed prior to the ritual. After this period, he may use cleric items with no restriction.

Due to Veratana's intense efforts, the ranger's repertoire of spells and feats have expanded significantly. The following can all be directly attributed to her: armor of thorns, armor of brambles, bow of the sapling, coat of thorns, coat of brambles, glance the blow, hummingbird alacrity, sticks to swords, Elder Ally, Fury of Nature, Gifts of Nature, Mystical Ally, and Terrain Defender. However, most Pagan gods offer these spells and feats as well, making none of them exclusive.

Clerics

Clerics of Veratana wear armor made of non-metallic materials, though there is no stricture against donning it. Druidic items and weapons are common, though ornamental armor (even metal) with runes or forged in the shape of mystical animals are not uncommon.

Specialty Priests & Agents

Veratana has agents throughout every realm except Ithganin. Most are animals, though rangers, clerics, and a few druids also do her bidding. She has two sects of Clerics, the Arborin, who stay in the woods and forests, and the Civar, who work in the cities. With her intense focus on rangers, they have become a powerful component of her fellowship.

CHAPTER 8: OUTCAST GODS

The gods kept to themselves before the time of the Pantheon. Though all were related, they each vied for dominion over their separate realms. Chapter 7 discussed the Gods War and its outcome, but mostly from the side of the victors—Chiefly Barticus and Shea, supported by wiley old Uncle Lan and their many offspring.

Chargrond, the youngest and by far the most vain of the original three brothers, sought endlessly to be the equal of Barticus. When Barticus took a bride and increased his power, Chargrond found himself a wife as well—Crittarrri, older, wiser, and a truly dark power. Though young, Chargrond was always the more sinister of the brothers, but his marriage to Crittarrri pushed him over to true evil. The pair bore two children: twisted and ugly Vlag, born of lust, greed and desire for power; and Whisper, so much like her Uncle Lan that idle tongues might speculate. Unlike her uncle, however, she took to the darker ways of trickery: lies, deceit and corruption.

Crittarrri convinced Chargrond to war against his brother Barticus. The heavens shook from their divine battles. Chargrond made deals with powerful demons and devils, and created his own agents to do battle. With his terrible family at his side and countless legions from the underworld at his disposal, Chargrond nearly won the war in heaven. In the end, his alliance formed of hatred, greed and envy lost to Barticus, supported as he was by Shea's love and Lan's subtlety.

Chargrond, Crittarrri, Vlag, and Whisper were cast from heaven and fled to their own dark realm. They strive to weaken the Pantheon so they may one day rekindle war and take back all that they lost. These are the Outcast gods: plague bringers, masters of chaos and destruction, corruption and betrayal. They will do anything to see the Pantheon brought low.



CHARGROND THE DESTROYER

Area of Influence: Death, Chaos and War

Alignment: CE

Domains: Chaos, Evil, War

Sacred: Destruction

Secret: Pestilence

Description: Chargrond is the youngest brother of Barticus. Where Barticus is interested in the orderly progression of life, Chargrond revels in the chaos and pain of life. In the literature of the Pantheon, Chargrond is pictured living in swamps and blighted regions of the world. When good suffers needlessly, it is Chargrond who is responsible and who celebrates. Some of his worshippers point out that life brings misery and death. In order to live, others must die. Chargrond is the balance to Barticus. Of course, the Pantheon denies this truth. Chargrond is the embarrassing relative.

Dogma

Chaos! Pain! Death! Chargrond revels in these things. Once he was light of heart and fair of visage, but years of jealousy twisted his soul, and his body to match. He became the antithesis of Barticus through great expenditures of magic and power. He or his followers strive to create uncertainty, chaos, pain and suffering wherever they can.

Chargrond is bent on domination. He wants to rule all the gods. He is certainly more powerful than any of the children of Barticus and Shea, but he could never stand up to their combined might. Barticus alone is his equal in power, but the so-called lord of the gods would never meet Chargrond without Shea, Grolm, and Lan at his side. Thus, Chargrond charges his followers to do all they can to topple their precious Church United. Every time he can cause strife in the world, it is a victory against his brothers and sisters, and each victory brings him closer to his goals.

Chargrond Grants Powers To

Clerics of Chargrond, clerics of the Outcast gods, furies of destruction, paladins of Chargrond.

Alternate Forms

Chargrond is powerful and beautiful. His powerful, infinite hatred radiates like palpable heat. His enemies portray him as some bent monster slinking through swamps and marshes, dragging his misshapen knuckles behind him. The god of destruction has a terrible beauty, with cruel, hawkish features and long, silky hair the color of midnight. Most Pantheon faithful will speak of this Outcast god only in hushed tones, saying that his true beast is portrayed because it reflects his ugly spirit.

Chargrond has many forms, but all are called destroyer: Charlyse the Raven, a harbinger of doom and destruction, or the shrouded master hiding in his ruined temple deep within the swamp. While he hates being portrayed as ugly, he is wise enough to let mortals fear him however they like.

Chargrond appreciates and exploits ignorance, since much of his work is done in secret. Every misleading representation of him can only further his ability to move about unnoticed.

Secret or Sacred

Sacred to Chargrond is the domain of Destruction. He longs to unmake all that the other gods create. He revels in destroying their creations and foiling their plans. His bitter jealousy runs deep and limitless. Any time he thwarts one of his brothers it is a victory.

To cultivate his alternate and misleading persona of a terrible swamp god, Chargrond holds secret the domain of Pestilence. Oftentimes his clerics work such magic to promote the misleading view of him within the Pantheon, while at the same time unleashing destruction and misery on those who follow his brothers and sisters.

Though all the gods vowed not to directly influence matters in the world, Chargrond cheats. He actually sends unholy agents to Gothos in the guise of demons or devils. Also, during great rituals a faithful will sacrifice his life to temporarily host the spirit of one of Chargrond's agents. The human form cannot maintain such power for more than a few months, so this is usually only done to achieve an important, specific goal. Whisper, who learned how to violate the covenant of the gods, shared this with Chargrond, who favors his daughter greatly. This was a gift without measure for the Lord of Destruction.

Dembial the Warmaker is Chargrond's most used agent on Gothos. He is usually sent to help incite wars and assist allies of Chargrond to cause great destruction. Dembial was born of drops of blood from Chargrond,

mingled with the blood of Guerrion gathered from a cut Chargrond delivered. As a babe, Dembial was left on a great plain of battle where the gods once warred, to suffer for 100 days. Chargrond performed ritual after ritual on the suffering creature, who both starved and bled as it lay on the field, until Dembial was made into the terrible and powerful creature he is today. No one on Gothos knows the true visage of Dembial, as he only appears when called to infest a hoste who has sacrificed his body for the agent's short stay.



most secret) for the Black Rose in Gildor. Chargrond clerics are often a large part of such celebrations.

Major Players of Chargrond

Being a jealous and cruel god, Chargrond holds his most powerful faithful close to him and keeps their names secret. With the help of his daughter, Whisper, he has placed high-ranking clerics in positions of power in many nations, primarily Gildor, Kirkland, and Romanus. With the help of the Black Rose, his influence in Gildor is strong.

Rafael De-Lecosta

Most prominent of Chargrond's representatives in Gildor is Rafael De-Lecosta. He is a minor noble and wealthy landowner on the Morningstar Plains north of Camden. He holds a seat on the Baron's council for the region as well. Secretly, he is on the high council of the Black Roses of Gildor, the antithesis of

everything Gildor proclaims. He is the highest-ranking cleric of Chargrond to sit on the council, though there are several. De-Lecosta has many agents in Gildor posing as merchants and traders, leaving them free to travel in support of their many plots. Some say Chargrond himself has asked Whisper to keep Rafael secret and safe so he may spread ruin in the massive kingdom. De-Lecosta is both subtle and successful. He is a master of subversion and subterfuge. He has swayed many a lesser, bored noble of Gildor to follow the dark god of destruction.

Rafael De-Lacosta: Male half-elf Ari4/Wiz6/Clr8/Rog2; **CR** 19; Medium humanoid (elf); **HD** 6d4+2d6+12d8 (76 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 22 (+1 Dex, +7 fire resistance leather armor, +4 amulet of natural armor; touch 11, flat-footed 21); **Base Atk** +13; Grp +12; Atk +19 melee (1d4+3+1d6 fire, crit. 19-20/x2, +4 flaming unholy dagger); **Full Atk** +19/+14/+9 melee (1d4+3+1d6 fire, crit. 19-20/x2, +4 flaming unholy dagger); **Space/Reach** 5 ft./5 ft.; **SA** Smite, sneak attack +1d6, spells; **SQ** Evasion, half-elf traits, rebuke undead, spontaneous casting, trapfinding; Favor 11/18; **AL** LE; **SV** Fort +9, Ref +9, Will +20; Str 8, Dex 12, Con 10, Int 14, Wis 20, Cha 13.

Languages: Common, draconic, dwarven, elven.

Skills and feats: Bluff +6, Concentration +10, Decipher Script +8, Diplomacy +19, Gather Information +15, Handle Animal +6, Hide +8, Intimidate +3, Knowledge (arcana) +12, Knowledge (nobility and royalty) +9, Knowledge (religion) +16, Listen +6, Move Silently +8, Ride +8, Search +3, Sense Motive +10, Sleight of Hand +3, Spellcraft +18, Spot +6, Survival +10; Brew Potion, Combat Expertise, Combat Reflexes, Improved Initiative, Quick Draw, Scribe Scroll, Stealthy, Weapon Finesse, Weapon Focus (dagger).

Holy Places

Sacred places of Chargrond are kept most secret. While some are hidden deep in fetid marshes and bogs, more are secretly placed within heavily populated areas. Underground rumors tell of a massive temple within one of the large cities of Gildor, perhaps even the capital itself.

Unholy ground for Chargrond can also be found at sites of massive destruction. When the mountains of Dunreth rose and shifted during the last great Rift, Chargrond thrived and his cults established many hidden temples in the nooks and tunnels revealed by the destruction. When war devastates the lands he shares hallowed ground with Guerrion, with whom he contends for the rights of destruction and war.

Many of Chargrond's unholy places are unrecognized, and therefore secret, because they depict the god in his truest form, which is both beautiful and terrible. Thus, they are often dismissed as temples to some little known or forgotten Pagan god of no consequence.

Notable Dates

Holy days for Chargrond shift annually to keep the followers of Lan and Baticus from discovering and thwarting ceremonies. They are scheduled by a gathering of high priests and center around massive battles and scenes of great destruction.

The biggest event celebrates the devastating 1,000-year Dream Rift, which grants so much extra power to Chargrond's domains. Each year, a notable catastrophic event recorded from a previous rift is chosen as the most unholy of days to celebrate the worship of their cruel and jealous god. Though dates change each year, clerics are expected to bring in their flocks on pain of death.

Religious Congregation/Festival

This is ever changing so they may not be thwarted by Pantheon faithful. Of note are the days of celebration (held

Half-Elf Traits: Low-light vision, immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects. +1 racial bonus on Listen, Search, and Spot checks. +2 racial bonus on Diplomacy and Gather Information checks. Elven blood, for all effects related to race, a half-elf is considered an elf.

Gear: +4 Amulet of natural armor, figurine of wondrous power—marble elephant, +5 fire resistance leather armor, +4 flaming unholy dagger, 2 potions of cure serious wounds, rod of wonder, silver holy symbol, spell component pouch, winged boots, 8 gp.

Cleric Domains: Destruction and Evil.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; DC 15 + spell level; cast Evil spells as Clr9): 0-level—*create water, detect magic, detect poison, guidance, mending, resistance*. 1st—*command, cure light wounds, detect undead, divine favor, entropic shield, protection from good†, shield of faith*. 2nd—*bull's strength, darkness, shatter†, spiritual weapon, zone of truth*. 3rd—*contagion†, cure serious wounds, invisibility purge, prayer, protection from energy*. 4th—*cure critical wounds, greater magic weapon, poison, unholy blight†*. †Domain spell.

Wizard Spells Prepared (4/4/4/2; DC 12 + spell level; arcane spell failure 10%): 0-level—*acid splash, daze, disrupt undead, mage hand*. 1st—*expeditious retreat, magic missile, shield, shocking grasp*. 2nd—*detect thoughts, protection from arrows, scorching ray, web*. 3rd—*fireball, suggestion*.

Spellbooks: 0-level—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*. 1st—*expeditious retreat, jump, magic missile, shield, shocking grasp*. 2nd—*detect thoughts, protection from arrows, scorching ray, web*. 3rd—*arcane sight, fireball, keen edge, suggestion*.

History, Allies & Enemies

Chargrond, being both jealous and cruel, has few allies. In truth, only Whisper has any loyalty to him. Even his wife holds him in disdain for losing the war of the heavens. Chargrond and his wife, the ravenous Critarri, are allies and lovers out of necessity only. By combining their efforts they can thwart the greatest plans of their own brothers and sisters. They trade favors with each other with a high price usually attached.

Chargrond hates Critarri for her obvious disdain for him. To her, he is a pawn to use and control.

Chargrond would be allied with Vlag, his son, if not for the relationship of the Plague Lord to his mother. Some say they are lovers. Chargrond's jealousy runs deep, and the thought that Vlag holds his mother's favor, in and out of bed, eats at him. He hides his hatred for his son as best he can only because Vlag's power over disease is among the best destructive forces at the command of the Outcast gods.

Whisper loves her cruel father and they are steadfast allies. Of course, Whisper has both Vlag and Critarri convinced she loves them alone. In truth, if Chargrond asked Whisper to strike down either mother or brother, she would do so without hesitation.

Current Conflicts & Activities

Chargrond has plot after plot being carried out in the mortal and immortal realms.

Chargrond and Whisper have found a way to bring Dembial to the mortal world forever. Due to the strangeness of his birth, Dembial may be recreated in other forms. It is known that most humanoid forms, even dwarves and elves, cannot hold such power. However, the pair of evil gods think a Romanus body, cursed with the resilience of the dark elves by the dark goddess of the drow herself, or a half-fiend born of Ithganin, may survive the unholy power of Dembial. Chargrond would much prefer to use a Romanus, one of Barticus' very own people.

The first attempt at this ritual failed, but Chargrond and Whisper, through their clerics, are preparing to try again. If it works, Dembial will be born into the world of men, raised by men, with no one suspecting that a true agent of the Outcast gods walks the lands of Gothos. This is the priority of the current faithful of Chargrond.

Chargrond has also sent his clerics to encourage the war of the Ice Queen, and his agents seek to bind Mirak and Ithganin to her cause against the entire central Gothos Kingdoms.

In Goldor, Rafael De-Lecosta works tirelessly to thwart the next reincarnation of their queen so the nation will be plunged into chaos. Of course, the current incarnation of Katherine is young and healthy, so this may take a while, but ultimately it is his goal and the will of Chargrond that this be carried out.

Rituals, Relics, and Exclusive Spells

Chargrond does not spend time developing new powers for his clerics and followers. Chargrond is too jealous and possessive to give up any items of power or share in their making. Thus, while there may be some, no special items of Chargrond are known to exist made by the god himself. There are many minor items and artifacts rumored to have been created by his most powerful clerics.

Summon Agent of Chargrond (Infusion) (True Ritual)

Participant Requirements: Follower of Chargrond, ability to cast 3rd level divine spells.

Level: Clr12 as leader

Proxy: Yes

Casters Required: 12

Casting Time: 18 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: A willing humanoid sacrifice.

Description of Ritual: This can only be performed in a place sacred to Chargrond. The sacrifice is encased in a metal coffin, alive, and he must be willing and desire to lose his life to further the ends of his dark god. Symbols are painted over the coffin while the clerics mutter the first of many incantations. After the symbols are completed, the coffin is placed on an unholy altar of Chargrond. The clerics light 100 black candles while reciting the next ritual incantation. Once done, the clerics gather around and in turn, while chanting through the rest of the entire ritual, cut their arms and drop blood through holes in the coffin. This feeds the power of the ritual. The coffin turns black, as though wax from the hundred candles had poured over it, and the symbols glow a strange, luminescent green. When the seal is cracked away and the coffin opened, the agent of Chargrond, now encased in the willing host/sacrifice, steps out.

Spell Effects: Through this ritual, the clerics call a true agent of Chargrond to inhabit the humanoid body of the sacrifice. Those who perform the ritual have no control or influence over the agent. Rather, they should bow in servitude to the creature.

These agents are brought to the world to serve the will of their lord, not the summoners, so it is most likely it will immediately direct the clerics to their tasks. The agent's time is limited, as the body will only last so long before his power destroys it. The stronger the sacrifice, the longer the agent can last. Essentially, the body lasts 1 week per hit die of the willing sacrifice, to a maximum of three months.

Which agent is called, and what the tasks are, is entirely up to the GM. If the task is important enough, it may even be Dembial himself.

The body stays perfect until the last 24 hours. At this point, it deteriorates rapidly, crumbling to dust as the agent departs. This causes great pain to the agent, who cannot return to Chargrond's realm until the body is either killed or crumbles in this fashion. The agent often will focus his pain into a rage of destruction before departing. Most Chargrond clerics flee at this stage.

Clerics

Clerics of Chargrond hide themselves, often using the most powerful spells of concealment available to them. They appear as merchants and traders so they can move about freely.

In secret, clerics of Chargrond wear evil-looking plate armor (spiked, and usually black) with dark velvet robes of red. They also often wear masks or helmets carved with a beautiful human face. Adventurers that have encountered Chargrond clerics in their full regalia often have no idea what to make of them.

Clerics die their hair black as night to further celebrate the terrible beauty of their powerful god.

Specialty Priests & Agents

A special order exists within the ranks of the Chargrond clerics, paladins, and faithful. This order is known as the Furies of Destruction. They are warrior-clerics that appear in great battles, picking the side most likely to generate the most destruction and chaos. They offer their services freely and often claim to be simple hedge knights or worshippers of Guerrion. When Chargrond senses an impending battle he directs his clerics to send these masters of devastation in to do as much damage as possible.



CRITARRI, THE DEVOURER

Area of Influence: Chaos, Pestilence, Ruin

Alignment: CE

Domains: Chaos, Decay, Pestilence

Sacred: Wolf, Plague

Secret: Passion

"You shall rue the day you choose her over me! I shall wither her children and in the end have all she doth possess!"

Description: Wife of Chargrond and mother of the pestilences, Critarri is a god mad with jealousy, vengeance, and desire. She is the combined embodiment of a jealous woman scorned and a ravenous beast. Critarri is represented as a ravenous she-wolf. She is the beast that destroys the flocks. When farmers lose their livestock with no explanation, they blame Critarri. All born of Critarri is corrupt, spreading suffering and consuming all in its path. She is ever-wanting

and jealous of what others have. She cares little for her own possessions and followers, losing interest in them almost as soon as they are acquired. Critarri has incredible control over wolves and most canines.

Dogma

Infest and consume. Take what you want without regard to anything else. What you have is never enough, for it will decay to nothing in the end. Cherish life; take it slowly from others. Rule by impulse. Never let your foes predict your actions. Weaken the Pantheon. Increase Critarri's influence. Canines are sacred, so protect them. Breed often and spread your spawn across the world.

Alternate Forms

To the Pantheon and most of Gothos, Critarri is a large, ravenous wolf, rabid and drooling. Her followers and those who know about the Outcast gods depict her as a slightly overweight brunette woman. She is in her late twenties, with blotched skin everywhere but her face (which is pristine), and red eyes. She wears a long black dress, with a white or gray fur cape.

Followers of Critarri

Critarri grants powers to a host of evil beings: clerics, rangers, druids, her wolves of woe and Unshaunthk Anth.

Secret or Sacred

Critarri's true desire is to destroy or banish all the other female gods, so she can have Barticus and the other male gods all to herself. Her first target is the most hated Shea. She cares little for Chargrond, who she has at her whim, though she keeps this opinion to herself. Critarri was once a goddess of passion (see history below for more details), and that part of her cherishes life, and above all wants to be wanted and desired. Perhaps due to this, Critarri and her followers sometimes randomly spare people. A pack of wolves rabid with Critarri's rage spares a man and his child from the slaughter they spread in a local town. Elsewhere, random people are immune to a plague that decimates a province.

Her affinity for wolves is shrouded in mystery, even to her followers. Some suggest it revolves around an ancient pact with Sheerhu, the Earth Mother. Many werewolves worship Critarri, and the disease lycanthropy was originally designed by her to twist others to her own image. In time the disease (like most of her creations) spread to other breeds and types. All lycanthropes are sacred to Critarri, but werewolves are revered above all others.

Women who worship Critarri generally get involved in the ritual of plague endemic and become viral carriers, spreading disease and producing endless ones when they breed. It is common for the priesthood to capture women for this purpose.

Holy Places

Places of mass slaughter or plague are considered holy for up to a few months after the event. Critarri otherwise has few places of worship, instead insisting her followers are constantly on the move, consuming or spreading suffering.

Notable Dates

This first day of fall (sometime during Septan) is the most holy day, the Day of Consumption. During this time, followers must infect another with a disease, impregnate them-



selves or another, or inflict injury upon themselves. Those who fail are forsaken by the god until All Hollow's Eve.

Religious Congregation/Festival

Critarri treats each full moon as a holy night. Most of her minions believe it is good luck to kill or otherwise cause sorrow to others on these evenings. She also reveres All Hollow's Eve.

Major Players of Critarri

Warmorven, Favored of Critarri

Warmorven makes a tremendous effort to spread Critarri's seed across gothos, focusing on creating followers through infection. She and her packs spawn in one realm, only to move to another in 5-6 months. Warmorven can rapidly move between realms using her shadowwalker boots.

Warmorven: Female werewolf Clr19: **CR** 20; Medium humanoid (shapechanger); **HD** 19d8+57 (142 hp); **Init** +1 (+1 Dex); Spd 20 ft.; **AC** 26 (+1 Dex, +4 ring of protection, +5 magic chainmail; touch 15, flat-footed 25; armor check penalty -4); **Base Atk** +15; Grp +16; Atk +18 melee (1d8+2, crit. 20/x2, +1 anarchic heavy mace); **Full Atk** +18/+13/+8 melee (1d8+2, crit. 20/x2, +1 anarchic heavy mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Shapechange, shadowwalk 3/day; Favor 24/28; **AL** CE; **SV** Fort +17, Ref +10, Will +22; Str 12, Dex 12, Con 16, Int 11, Wis 28, Cha 16.

Languages: Common.

Skills and feats: Concentration +10, Control Shape +21, Diplomacy +10, Heal +16, Knowledge (arcana) +10, Knowledge (history) +7, Knowledge (religion) +15, Listen +13, Spellcraft +9, Spot +14; Combat Casting, Control Shape, Eschew Materials, Extra Turning, [Iron Will], Natural Casting, Pious*, Ravenous*, [Track], Weapon Focus (heavy mace). *New feat detailed in this sourcebook.

Gear: +1 Anarchic heavy mace, +6 cloak of Charisma, girdle of superior physique*, +5 periapt of Wisdom, +4 ring of protection, shadowwalker boots*, +4 wild chainmail; misc. coins. *New item detailed in this sourcebook.

Cleric Domains: Chaos and Decay.

Cleric Spells Prepared (6/8+1/7+1/7+1/7+1/7+1/5+1/5+1/4+1/4+1; DC 19 + spell level): 0-level—*cure minor wounds* x2, *detect magic* x2, *detect poison*, *light*. 1st—*bane* x2, *command*, *cure light wounds* x2, *deathwatch*, *protection from law*†, *remove fear*, *sanctuary*. 2nd—*cure moderate wounds* x2, *death knell*, *hold person*, *shatter*†, *silence* x2, *status*. 3rd—*bestow curse*, *contagion*, *cure serious wounds*, *dispel magic* x2, *magic circle against law*†, *remove curse*, *vacuum**. 4th—*chaos hammer*†, *cure critical wounds* x2, *divine power* x2, *freedom of movement*, *poison*, *seeping wounds**. 5th—*break enchantment* x2, *dispel good*, *flame strike*, *inflict light wounds (mass)*†, *righteous might* x2, *true seeing*. 6th—*blade barrier*, *harm*†, *heal* x2, *mark of invigoration**, *word of recall*. 7th—*blasphemy*, *destruction*, *regenerate* x2, *word of chaos*†, *word of chaos*. 8th—*antimagic field*, *cloak of chaos*, *discern location*, *fire storm*, *unholy aura*†. 9th—*energy drain*, *eye of the storm**, *implosion*, *soul bind*†, *storm of vengeance*. *New spell detailed in this sourcebook. †Domain spell.

Unshaunthk Anth

Women of Critarri, hell bent on plaguing the world with their pain. Many are blessed with a plague or are werewolves.

Unshaunthk Anth: Female human Com3: **CR** 2; Medium humanoid; **HD** 3d4+6 (13 hp); **Init** +1 (+1 Dex); Spd 30 ft.; **AC** 11 (+1 Dex; touch 11, flat-footed 10); **Base Atk** +1; Grp +2; Atk +2 melee (1d3+1, crit. 20/x2, unarmed strike); **Space/Reach** 5 ft./5 ft.; Favor 6/6; **AL** CE; **SV** Fort +3, Ref +2, Will +1; Str 13, Dex 12, Con 15, Int 8, Wis 10, Cha 14.

Languages: Common.

Skills and feats: Listen +6, Spot +6; Pious, Plague Blessed.

Gear: Unshaunthk Anth carry nothing.

Wolves of Woe

Wolves of Woe are invariably canites born under the Howling Moon birth sign. They become more wolf-like, and move about the woods and mountains of Dunreth and Nord killing and pillaging wherever they go.

Wolves of Woe: Male canite Brb4: **CR** 4; Medium humanoid (canite); **HD** 4d12+12 (38 hp); **Init** +1 (+1 Dex); Spd 40 ft.; **AC** 15 (+1 Dex, +4 masterwork chain shirt; touch 11, flat-footed 14; armor check penalty -1); **Base Atk** +4; Grp +8; Atk +10 melee (1d12+6, crit. 20/x3, masterwork greataxe); **Space/Reach** 5 ft./5 ft.; **SA** Rage 2/day; **SQ** Canite traits, fast movement, illiteracy, trap sense +1, uncanny dodge; Favor 0/2; **AL** CE; **SV** Fort +7, Ref +2, Will +0; Str 18, Dex 13, Con 16, Int 12, Wis 8, Cha 6.

Languages: Canite, common, orc.

Skills and feats: Climb +9, Handle Animal +3, Intimidate +3, Jump +9, Listen +6, Ride +8, Survival +4; Howling Moon, Weapon Focus (great axe).

Canite Traits (Ex): Colorblind, empathy, low-light vision, scent.

Empathy (Ex): Canites are able to sense the mood of other humanoids such as hostility, peaceful, calm, agitated, etc. To do this, the canite must make an opposed

Wisdom check. If he succeeds, the canite picks up the current emotional state of the target.

Gear: Masterwork chain shirt, masterwork greataxe; misc. coins.

History, Allies & Enemies

Critarri was once the goddess of passion. She lusted after Barticus. Her passion for him consumed her, however, making her incapable of rational thought. When he chose Shea over Critarri, she lost what little control she had over her emotions, and in a flagrant display of defiance, cursed Barticus' and Shea's creations, warping them to slowly be eaten from within. Her rage was such that the plague spread to all living things. This action, more than anything else, brought about her exile. Finally, she agreed to marry Chargrond on a whim, but quickly lost interest in him after he failed. She causes grief and pain to any and all, her followers included. However, she focuses on Shea and her followers.

Critarri at one time tried to help the pagan gods, and may be willing to do so again, on a whim. She is allied with the other Outcast gods, which is to say she generally does not go out of her way to cause them grief. She will come to her son's aid, and her clerics often work with Vlag's.

Current Conflicts & Activities

Critarri spreads knowledge of herself among all sentient beings. This generally means inflicting pestilence upon them. Her minions wage all-out war on the Pantheon and its agents through destroying their families and home towns. She particularly delights in birth defects, still births, and childhood diseases. Her clerics have recently focused on converting canites in and near Dunreth. Those who do convert gain blessings from the god, becoming more wolf-like, and infused with the goddess' holy power. These are her "Wolves of Woe."

Rituals, Relics, and Exclusive Spells

Girdle of Superior Physique: This heavily-tooled wide leather girdle fits snugly around the waist of the user, conforming to his shape and enhancing it. The girdle grants a +2 enhancement bonus to Strength, Dexterity and Constitution.

Moderate Transmutation; CL 6th; Craft Wondrous Item; Weight 1 lb.

Shadowwalker Boots: These tasseled boots allow the wearer to, three times per day, step into a shadow and appear out of any other shadow within line of sight. The individual may also take one of the 8 beads from the boots' tasseled top seam and place it in a shadow. The shadowwalker can shadowwalk to any bead's location, provided it is in the dark or in shadow when the item is used.

Strong Conjururation; CL 18th, Craft Wondrous Item, 3 lb.

Ritual of Lycanthros & Ritual of Plague Epidemic (True Rituals)

Transformation

Participant Requirements: Follower of Critarri

Level: Clr 3, Drd 3, Rgr 2

Proxy: No

Casters Required: 6

Casting Time: 8 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: None
Other Requirements: No

Description of Ritual: The afflicted is minorly wounded by knives covered in wolves' blood (often allowed to fester for hours into thick puddles before the ceremony) for lycanthros, and in the blood of a diseased lamb for the ritual of plague epidemic.

Spell Effects: This ritual allows the recipient to take the feat Lycanthropic or Plague Blessed, respectively.

Special Requirements: Must be performed under a full moon.

Clerics

The standard priesthood of Critarri is a good mix of male and female. Men are tools to be used and discarded, while women gather more followers, or create them through breeding. The clerics dress in black robes or dresses with cloaks or capes made of wolf fur, complete with headdress. Their equipment is in a constant state of deterioration or decay. Many seek out werewolves for infection, and a number of the most potent clerics have succeeded in the transformation.

Specialty Priests & Agents

Critarri has one specialty sect, known as the Unshaunth Anth. They are female mistresses who spread disease across the landscape through intimate encounters that infect their mates and spawn unspeakable monstrosities.

VLAG, THE PLAGUE LORD



Area of Influence: Disease, Decay, Pestilence

Alignment: CE

Domains: Death, Evil, Pestilence

Sacred: Plague

Secret: Decay

Chagrond said to his unbelievers, "I will bring one more plague unto the unbelievers. After that, he will let you go from here, and when he does, he will drive you out completely." But it seemed the newborn son of Chargrond and Critarri had found places to secrete himself away from the eyes of his parents, splitting into millions of tiny particles, spreading himself further and further, building power and repute of his own.

Description: Vlag is the sickly son of Chargrond and Critarri. He spreads disease and pestilence across the lands of men. All disease comes from Vlag and he works feverishly to create new and crueller ways to die painfully. Vlag, of all the evil deities, has by far the most agents in the world. Many are invisible, microscopic disease carriers he makes in his awful, stinking labs. Vlag is portrayed as a twisted, disease-ridden, corpse-like humanoid dressed in ragged but fine robes befitting a ranking wizard or cleric.

Dogma

Death comes to all, but how that death is brought upon us and how we suffer is the unknown factor. To truly appreciate death one must feel the despair of living. Prolonged suffering prepares you for the ultimate death and helps you appreciate the life you had.

Follower Types

Vlag grants power to clerics, blackguards, and sorcerer priests of Vlag.

Alternate Forms

Vlag does not display himself in an alternate form, as what could be more beautiful or awe inspiring than that of his pestilent form.

Secret or Sacred

Vlag has not that many secrets, unless you count his operatives from the tiny virus to the most able of his clerics, moving in the population.

Holy Places

While some temples to evil gods are rarely tolerated in some civilized areas, Vlag the Plague Lord is driven out wherever he emerges. Vlag's temples are all hidden away from the eyes of the paranoid public. Some temples are set up as leper colonies, helping those no one else can, while also converting them to their masses.

Clerics of Vlag have congregations near sources of natural water: small springs and bubbling wells. These watering holes are revered by the clerics as potential sources of Vlag's power. Here, amid the surrounding beauty, they conduct ceremonies to pollute the water, hoping in this way to touch Vlag.

Notable Dates

The Eve of Writhing Flesh is held at Lacunea End, midway through the Waxing Gibbous Moon in the first half of Darken, the 6th of Darken in the year 963 4c.

Religious Congregation/Festival

Clerics of Vlag rarely get together, as they spread far and wide to convert the unworthy. A few will gather from time to time to inflict a Pollution upon an area, but once per year, midway through the Waxing Gibbous Moon of Darken, the most influential among the clerics of Vlag will gather at Lacunea End to perform the Eve of Writhing Flesh. The current keeper of the Cauldron of Vlag brings the sacred relic to the ceremony, and each cleric brings his Plague Censer. The purpose of the ceremony is to contact Vlag, discern his wishes for the coming year, and receive his newly created viruses and plagues. Some clerics do not survive the ceremony, but those that do are truly worthy of Vlag's favor for the coming year.

Major Players of Vlag

Kelmore Taine

Holder of the Cauldron of Vlag

Kelmore Taine: Male human Clr17; **HD** 17d8+68 (hp 144); **Init** +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 21 (+3 Dex, +5 amulet of natural armor, +3 ring of protection; touch 16, flat-footed 18); **Base Atk** +12; Grp +14; **Atk** +18 melee (2d4+7, 20/x2, +4 unholy spiked chain); **Full Atk** +18/+13/+8 melee (2d4+7, 20/x2, +4 unholy spiked chain); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 19/20; **AL** NE; **SV** Fort +14, Ref +8, Will +15; Str 15, Dex 16, Con 18, Int 17, Wis 21, Cha 10.

Languages: Abyssal, common, halfling, orc.

Skills and feats: Concentration +24, Craft (Leatherworking) +13, Knowledge (Arcana) +22,

Knowledge (Religion) +23, Spellcraft +18; Combat Casting, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Leadership, Spell Penetration, Vlag's Will.

Gear: +5 Amulet of natural armor, +4 unholy spiked chain, +3 ring of protection, cloak of displacement (minor); misc. coins.

Cleric Domains: Death and Pestilence.

Cleric Spells Prepared (6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; DC 15 + spell level, +2 to overcome spell resistance): 0-level—*create water*, *cure minor wounds* x2, *detect magic*, *detect poison*, *resistance*. 1st—*bane*, *blood itch**, *cause fear*, *cure light wounds* x2, *curse water*†, *ears of undeath**, *obscuring mist*. 2nd—*align weapon*, *cure moderate wounds*, *death knell*†, *dread alert**, *pestilent carrier**, *summon monster II*, *undetected alignment*. 3rd—*contagion*†, *cure serious wounds* x2, *obscure object*, *vacuum**, *water breathing*, *water walk*. 4th—*cure critical wounds*, *divine power*, *poison*†, *seeping wounds**, *spell immunity* x2, *summon monster IV*. 5th—*command (greater)*, *dispel good*, *giant vermin*†, *slay living*, *symbol of sleep*, *true seeing*. 6th—*antilife shell*, *heal*, *insect plague*†, *symbol of persuasion*, *word of recall*. 7th—*blasphemy*†, *ethereal jaunt*, *regenerate*, *repulsion*. 8th—*firestorm*, *repulsion*†, *symbol of insanity*. 9th—*implosion*, *wail of the banshee*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

There have only been minor skirmishes. Although Vlag's followers are hated by many, their organization is such that they are rarely gathered in sufficient numbers to make a concerted attack worthwhile.

Current Conflicts & Activities

Followers of Vlag keep to themselves. They move among us quietly and secretly, passing on their gifts of disease. They avoid conflict, as it raises their profile and direct contact is not their way. Followers of Grolm dislike Vlag's interference in the fate of the dying. Illiana hates the diseases that hamper her work and bring pain to the populace. Pagans abhor his destruction of the mortal shell. Clerics of Vlag care little for the concerns of others.

Rituals, Relics, and Exclusive Spells

Foul Censer. The foul censer burns normal incense and emits a fragrant smoke. It is made from plain brass link, with a plain brass ball at the end, with holes to emit vapors from within. Once per day, the foul censer may be activated, while burning incense, to emit a stinking cloud, as per the spell (save DC 16). The censer may also be used as a weapon.

Weapon	Cost	Damage	Critical	Range	Weight	Type
				Increment		
Censer (Medium Exotic)	10 gp	1d4	x2	—	4 lb.	B

Plague Cauldron (Major Artifact). Vlag himself used the Plague Cauldron in his own laboratories to concoct brews and diseases. As he gained followers he passed the cauldron down to them to enhance their contact with him. It is a plain cauldron, with a 6-foot wide, rusty opening. The cauldron is used mainly at the Eve of Writhing

Flesh, where it renders down the offered flesh. The cauldron can also raise those who have died from disease as Vlag's Zombies. The newly created zombies are the same as average zombies, but also carry a disease inflicted upon them at the time of creation. This may not be the same disease they died from. The cauldron can create 2 Medium zombies, 4 small zombies, etc.

Contact Vlag (True Ritual)

Participant Requirements: Follower of Vlag, ability to cast 5th level divine spells

Level: Clr9

Proxy: No

Casters Required: 4

Casting Time: 5 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: Cauldron

Description of Ritual: The clerics gather around the Cauldron of Vlag set upon a newly-built stone pedestal. Each caster offers a freshly stripped piece of his own flesh, all the while chanting and swaying his foul censer. The lead caster powers the cauldron with his incantations. He continues with the incantation as the rest remain silent, swaying to the rhythm of his voice. At the climax of the ceremony, all fall silent as Vlag speaks into the mind of each cleric, checking loyalty and worth and passing on his wisdom for the coming month. Then from the cauldron spews forth a swarm of flies, engulfing all the clerics and inflicting upon each a disease of Vlag's choosing. Each cleric must make a Fortitude save (DC 16) to survive, unless they have the feat Vlag's Will. The congregation then scatters, leaving in silence, abandoning those who fell during the ceremony.

Spell Effects: Each surviving caster knows Vlag's will for the coming year, and carries a new disease to offer to the population.

Pollution (True Ritual)

Participant Requirements: Follower of Vlag, ability to cast 3rd level divine spells.

Level: Clr 3

Proxy: No

Casters Required: 4

Casting Time: 2 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: Plague Cauldron

Description of Ritual: The casters meet where water enters the land; a natural spring, for instance. Here they

THE TRUTH

Throughout this book you will find minor inconsistencies as to the true happenings or forces behind particular groups. This is by design to allow the GM to determine the real truth for his campaign. For example, is Illiana's sect of Beauty actually a sect of Whisper? Or do they both exist as the same or different entities? Only the GM of a given campaign will really know.

set their fire and boil water taken from the spring, all the while chanting prayers to Vlag. Into the boiling water each places an offering of diseased flesh cut from those who died of the disease, all the while chanting and taking it in turn to stir the foul broth. At the climax of the ritual, each caster plunges his hands into the boiling mess (1d2 hit points of damage), lifting chunks of the flesh out and throwing them into the flowing waters of the spring.

Spell Effects: This ritual is not meant to directly pollute the population. It is an offering to Vlag, but it will often have a desired side effect. Though not conducted close enough to affect major populations, the ceremony will often have an effect on livestock drinking from the streams. Any living creature that drinks from the polluted water must make a Fortitude save DC 16 or contract a disease (GM choice). For every mile away from the location of the ritual, the DC is lowered by 1.

Exclusive Spell (Clr 2, Sor/Wiz 2): Pestilent Carrier (Vlag): Delay disease, but -4 to save against the disease once it sets in.

Clerics

Clerics of Vlag dress in the image of their god, garbed in ragged but fine outfits befitting a wizard or cleric of rank. Often mistaken for beggars or lepers, the most practiced do not change their robes ever.

Specialty Priests & Agents

Sorcerer Priests of Vlag, and possibly the Blighted Druid (detailed in the Worldbook).



WHISPER THE CORRUPTOR

Area of Influence: Betrayal, lies, deceit

Alignment: NE

Domains: Corruption, Evil, Trickery

Sacred: Guile

Secret: Beauty

Description: Whisper is the daughter of Chargrond and Critarri. Being born of a relationship based on lies and deception, the young goddess is the queen of lies and deception. Her closest possible rival in the Pantheon is her uncle, Lan, who she considers the biggest threat. Whisper favors her father, with her long, knee-length hair so black it seems to suck the light from around it. Her skin is pale, almost translucent, and her piercing green eyes are cold and without emotion. She is always depicted as a fantastic beauty, though utterly cold and without a hint of feeling. She wears black dresses, sometimes with a spider or web motif to reflect the webs of deceit she spins.

Dogma

Destroy morals, honor, faith, and belief. Undermine the gods of the Pantheon and society itself. Gain power, through the downfall of others. Corrupt the incorruptible, like a paladin. Undermine the weak foundations that support the world of the Pantheon, that the truly powerful might rise and take their place.

Followers of Whisper

Whisper grants power to clerics of Whisper (Custos Mysteria), the Deep Sleepers, paladins of Whisper, any other specialty cult or group related to Whisper.

Alternate Forms

Whisper has many forms in the world. Oftentimes she is referred to as Vind, a vampire-lady of legend who thrived in Kirland, then Gildor. The other gods all know that this could not possibly be Whisper, since all the gods swore a covenant to never directly interfere with the world of men. Chargrond alone knows that Vind is an avatar of Whisper, and the ancient vampire is often possessed by the spirit of Whisper herself.

In Warkistan, the most popular form of Whisper is a djinn called Min-Kalri. In addition, the Kalri assassin's cult in Warkistan is hers to command.

One of her most interesting and deceptive moves of late is to appear as a Pagan goddess named Innaris, Goddess of Beauty. This following is growing among noble women who prize beauty above all else. They have been duped into worshipping the queen of lies and will slowly be turned to her true ways.

Secret or Sacred

Sacred to Whisper is the domain of Guile, which is far more subtle than Corruption or Trickery. She thrives in subtlety and deception, and her most favored clerics are masters in this area. Many clerics of Whisper, as with Lan, are also rogues or even arcane spellcasters with spells focused on deception and charm. Clerics who take arcane levels and focus on spells to beguile and deceive are highly favored.

Of late, she holds in secret the domain of Beauty. Stolen from the Illiana of old (see Illiana), Whisper is using this to legitimize her alternate form Innaris.

Holy Places

Like the other Outcast gods, specific holy sites for Whisper are hard to find. Her congregations move often and she has no temples openly in her name. Only the growing cult of Innaris has public ceremonies, and this is all a lie. Whisper, while as beautiful as a goddess can be, cares nothing for physical appearance except as a means to an end.

It is rumored the clerics of Whisper can gain power through a ritual cast on places where a great betrayal or deceit has taken place. In true form of Whisper and her ways, this cannot be substantiated.

Notable Dates

Whisper was said to be born on the 30th of Draken, All Hollow's Eve, and her followers are touched by her power on that day. This is the only day commonly worshipped by her followers.

Religious Congregation/Festival

Like the other Outcast gods, open celebration in a world dominated by the Pantheon is difficult. However, Whisper being similar in nature to her wily Uncle Lan, her followers give special worship on All Fools' Day (13th of Unclar on the Gothos calendar), also known as Uncle's Day. Whispers followers can congregate and act freely during this 24-hour celebration of masks, wild parties, and debauchery. Whisper views this as a subtle victory against her uncle. If Lan knows Whisper is sharing his holy day, he has not made it known. Of course, that would be just like him to know and go on as if not knowing.

Major Players of Whisper

The most powerful of Whisper's following is Vind, who

through rituals that Whisper created, is sometimes Whisper herself. Vind, a truly ancient and powerful vampire, is the avatar of the corruptor, and while often acting as herself, she is as often possessed by Whisper. Vind/Whisper has united several powerful vampire lords under her cause. Most are clerics of the dark goddess. Vind currently resides in Gildor after fleeing Kirkland, where Grolm clerics were slowly catching up to her.

Whisper has many other powerful worshipers throughout the world. Of note are Viarra Athus, lady regent and governor of the empire in Sajapur province. Viarra is the direct descendant of the former kings of Sajapur before the small kingdom was absorbed into the Romanus Empire. She hates the Empire still and as a powerful cleric and worshipper of Whisper she hopes to cause great pain to Romanus.

Also of note is Armand Duval, advisor to the Duke and Dutchess of the Aguilla region in Goldor. Armand also serves as a negotiator to the Sheena Islands, a position that allows him to plant deceit and betrayal between the mighty Gildan kingdom and the small pirate isles.

Vind: Female vampire human Clr9/Rog3: **CR** 14; Medium undead (augmented humanoid); **HD** 12d12 (78 hp); **Init** +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; **AC** 25 (+4 Dex, +6 natural, +5 glamered studded leather armor; touch 14, flat-footed 21); **Base Atk** +8; Grp +13; Atk +13 melee (1d6+5 plus energy drain, crit. 20/x2, slam); **Full Atk** +13/+8 melee (1d6+5 plus energy drain, crit. 20/x2, slam); **Space/Reach** 5 ft./5 ft.; **SA** Blood drain, children of the night, create spawn, dominate, energy drain, sneak attack +2d6, spells; **SQ** Alternate form, damage reduction 10/silver and magic, evasion, fast healing 5, gaseous form, rebuke undead, resistance to cold 10 and electricity 10, spider climb, spontaneous casting, trap sense +1, trap-finding, +4 turn resistance; Favor 18/21; **AL** LE; **SV** Fort +7, Ref +12, Will +11; Str 20, Dex 18, Con —, Int 12, Wis 19, Cha 16.

Languages: Common.

Skills and feats: Bluff +16, Concentration +8, Diplomacy +5, Hide +18, Intimidate +11, Knowledge (arcana) +9, Knowledge (religion) +13, Listen +14, Move Silently +18, Search +9, Sense Motive +12, Sleight of Hand +10, Spellcraft +11, Spot +14; Alertness, Combat Reflexes, Dodge, Extra Turning, Improved Initiative, Lightning Reflexes, Quicken Spell, Maximize Spell, Power Attack, Spell Focus (Enchantment), Spell Penetration.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less **HD** and as a vampire if it had 5 or more **HD**. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 19 Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Gear: +2 glamered studded leather armor, potion of barkskin +3, potion of displacement, potion of inflict moderate wounds, ring of minor fire resistance, silver holy symbol, tan bag of tricks, 15 pp.

Cleric Domains: Evil and Trickery.

Cleric Spells Prepared (6/4+1/4+1/3+1/2+1/1+1; DC 14 + spell level; DC 15 + spell level for Enchantment spells; +2 overcome Spell Resistance; cast Evil spells as C1r10):

0-level—detect magic x2, guidance x2, light, resistance. 1st—bless, command‡, divine favor, protection from good†, shield of faith. 2nd—hold person‡, invisibility†, resist energy, silence, undetectable alignment. 3rd—bestow curse, dispel magic, nondetection†, speak with dead. 4th—divine power, spell immunity, unholy blight†. 5th—dispel good†, mass inflict light wounds. †Domain spell. ‡Enchantment school spell.

History, Allies & Enemies

Whisper is among the youngest of the goddesses born to the Pantheon deities. She is the only daughter of Chagrond and Crittari. Their deceitful relationship spawned Whisper and determined her fate before she was born.

Prior to the war of the gods, Lan took young Whisper under his wing to teach her the ways of rogue and trickery. She took to it well but ultimately the seeds of evil from Chagrond and Crittari took over, and Trickery became Corruption. Lan tried to keep her from slipping over into evil, but failed. She betrayed him for her father, but Old Uncle was ready for her and she was beaten. She fled with Chagrond, Crittari and Vlag.

Whisper considers only Uncle Lan to be a real challenge. Her goal is to beat Lan at his own game. Whisper is crafty and has formed some great plots against Lan, but Old Uncle has yet to be caught. The two play a dangerous game where they constantly attempt to outwit one another. Sometimes, their followers pay the cost.

Whisper is the only true ally of her father Chagrond. She loves her father for reasons only she could explain. While she fools the other Outcast gods into believing she has good relationships with each of them, this is a farce. She has no loyalty to her mother, who dotes on Vlag, and Vlag himself disgusts her. But Whisper pretends and plots and prepares, knowing one day she will turn on her family to defend her father.

The queen of betrayers has other allies as well. The Black Rose order has embraced all Outcast gods, as well as some devils and demons who can aid their cause in Gildor. She has struck a loose alliance with Ilaza Ravenfiend, the Blood Prince of Ithganin himself. The two share much in common. None know of this alliance but a handful of trusted clerics of Whisper and some of Ilaza's most loyal samurai.

Enemies abound for Whisper. All the Pantheon gods are against her, with Lan being the most active. She sees the danger that Whisper presents and preaches often of the need to lay the queen of deceit low. The Pantheon gods must be wary of the devious goddess or she may do great harm to the church with her subterfuge. Whisper is also at odds with many entities of evil that vie for power in the mortal realm. It is Whisper who keeps her small family at the top of the power chain, and for that many Pagan deities or demons and devils would love to see her fall.

Current Conflicts & Activities

Whisper is the youngest of the Pantheon gods and goddesses, yet she has accomplished what no other could. She has devised rituals for cheating the covenant of the gods, allowing her direct minions to enter the mortal world. Whisper and Chagrond use these rituals sparingly, the cost is a faithful worshipper and their worship rarely inspires such altruism. With every god from the Pantheon and Pagan faiths aligned against them, Whisper and Chagrond need their true faithful.

What Whisper has not told her father, is that she can enter the world of men herself, undetected by the Pantheon gods, in the body of her vampire lady Vind. The vampire is so old and so great that Whisper does not destroy her physical form with her power. Whisper can only possess Vind for short periods, as eventually her power would destroy even the immortal form of the vampire. The longest Whisper has stayed in Vind's body is two months, and she was weakening rapidly at that point. Whisper rewards Vind—one of her most loyal followers—lavishly, and gives her almost anything within her power.

Now, Whisper is working with Chargrond to have one of the Destroyer's faithful servants born into the world of men forever. This is Dembial, who was created from the blood of Chargrond and Guerrion. They have had one failure, but if they succeed it could bring in a new reign of evil unheard of even during the Great Rifts.

Aside from these lofty goals, Whisper always has her clerics meddling in the affairs of world, corrupting the innocent, turning brother against brother, and weakening the foundations of the world.

Rituals, Relics, and Exclusive Spells

Whisper is steeped in secret knowledge, which is surprising since all history states she is the youngest of the Pantheon offspring. Some of the greatest gifts she bestows are noted here.

Betrayer Knives: Like many divine items, these black daggers were the creation of Whisper herself and cannot be duplicated or assigned a monetary value. There are five such daggers in the world and Whisper sent them to Gothos to create chaos in the ranks of the Pantheon clerics.

Betrayer Knives appear to be simple daggers, with a black hilt and deep blue, almost black blade. They have a permanent aura of nondetection as cast by a 20th level wizard or cleric, though they always detect as some sort of magic. If used as a weapon, the knife has no bonus to hit or damage and is not considered magic for the purpose of damage reduction.

When a creature with Int 8 or higher touches a Betrayer Knife for the first time, he must make a Will save DC 30. If he fails, he is possessed by the spirit of Whisper (symbolically not literally). From that day forward, he will betray all of his closest allies one by one, starting with a best friend or spouse and working his way out from there. Driven by the spirit of the dagger, he must attempt to betray at least five close friends, loved ones, or associates in one year. If he succeeds, he is compelled to then throw the knife away for another to find. All influences of the knife wear off after one week, at which time the character will still recall all the terrible deeds he did but loses all knowledge of the knife itself.

Those possessed of extremely high intellect (16+) or vast amounts of magical lore (Knowledge (Arcana) or (Religion) or Spellcraft 10+ ranks) may make a saving throw every month as noted above to overcome the influence.

Stong Transmutation: CL 18th; 3 lb.

Summon Agent of Whisper (Infusion) (True Ritual)

Participant Requirements: Follower of Whisper, ability to cast 3rd level divine spells.

Level: Clr12 as leader

Proxy: Yes

Casters Required: 12

Casting Time: 18 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: A willing humanoid sacrifice.

Description of Ritual: This can only be performed in a place sacred to Whisper. The willing sacrifice is encased alive in a metal coffin. Symbols of the ritual are painted over the coffin while the clerics mutter the first of many incantations. After the symbols are complete, the coffin is placed on an unholy altar of Whisper. The clerics light 100 black candles while reciting the next incantation. Once done, the clerics gather around and each in turn, while chanting through the rest of the ritual, cuts his arm and drops blood through holes in the coffin to feed the power of the ritual. When complete, the coffin turns black, as though wax from the hundred candles had poured over it, and the symbols stand out in a strange, glowing green. The seal cracks away and the coffin opens to release the agent of Whisper, who now inhabits the form of the willing sacrifice.

Spell Effects: Through this ritual, clerics call a true agent of Whisper to inhabit the humanoid body of the sacrifice. Those who perform the ritual have no control or influence over this being. Rather, they should bow in servitude to the creature.

These agents are brought to the world to serve the will of Whisper, not the summoners, so it is likely the agent will immediately direct the clerics to their new task. The agent's time is limited, as the body lasts only so long before power destroys it. The stronger the sacrifice, the longer the body lasts. Essentially, the body lasts 1 week per hit die of the willing sacrifice, to a maximum of three months.

The body stays perfect for the host's use until the last 24 hours. At that point it deteriorates rapidly and crumbles to dust. This end causes great pain to the agent, who cannot return to Whisper's realm until the body is killed or crumbles.

Clerics

Whisper's clerics never appear in priestly garb unless in a high unholy service to the dark lady. Normally, clerics of Whisper are mistaken (intentionally) for merchants, bards, or other charismatic types that are quick to gain knowledge.

During an unholy service, clerics wear simple black robes with a deep cowl and some sort of mask that fits the personality of the individual.

Whisper's clerics are known as the Custos Mysteria (Secret Keepers), and are thought to be a blasphemous attempt to emulate Lan's clerics. While they are not such in Whisper's eyes, she considers her Uncle's faithful to be direct adversaries to her own clerics.

Specialty Priests & Agents

Whisper has her own version of the strictors within the ranks of her clerics. These are few and far between and selected by the goddess herself. She grants them the ability to take levels in strictor, and they join the Deep Sleepers, who police her ranks searching for betrayal. Being a goddess of deception, betrayal, and lies, she attracts those who will turn against their own faith. While Whisper does not frown on her clerics betraying one another when appropriate, she will not tolerate them betraying her.

CHAPTER 9: OUTSIDER GODS

Called Outsiders because the Pantheon fears to call them Pagan, these are the old gods of races that came long before men recorded a history on Gothos. The Outsiders are the gods of canites, dwarves, elves, gnomes, half-orcs, and halflings.

These deities are respected by the Pantheon and are rarely targeted by the inquisition. The Outsiders are often allied with clerics of the Pantheon to attain a common goal.

While on the surface, the relationship between the Outsiders and the Pantheon seems solid and good, it is truly a fragile thing. The power of the Church United is slowly taking over the world. Man reproduces faster than any other race save orcs and goblins, but those foul creatures are not nearly as creative, intelligent or adaptable as mankind.

Due to the vast spread of man's faith, the Outsiders are losing ground and their ways are being driven from the world slowly, like the creatures that worship them.

Resentment is building slowly within the ranks of the Outsiders, who are now beginning to realize the true threat the Pantheon poses: their extinction. Unfortunately, it is not of the nature of these ancient gods to war with the gods of man, as many of them are allied in purpose. Still, the resentment grows and only time will tell how this will play out.



CARITAS

Area of Influence: Canite tribes, wild places

Alignment: NG

Domains: Healing, Protection, Animal

Sacred: Druidic

Secret: Dreams

Description: Canites believe the world is watched over by a caring and compassionate she-wolf-goddess, Caritas. While they know there is evil and suffering in the world, they also see it could be worse. Followers of Caritas are gentle and kind to their own, as well as strangers.

Dogma

Care for others. Breed kindness and loyalty in your young. Gnaw upon the darkness of the world. Work within its framework rather than tearing it apart. Fiercely defend and work with your allies, for they are your hope and salvation.

Alternate Forms

Caritas is always depicted as a female canite of perfect form, with golden brown fur and dark black eyes.

Followers of Caritas

Caritas grants power to clerics and paladins and strangely (because she allies with the druids and rangers mostly), only rarely to rangers and druids.

Secret or Sacred

Caritas and her clerics know the truth behind their existence. Their presence upon Gothos is a direct result of dreams and the conduit of Midnar. While they are thankful for the opportunity to exist, they have an overwhelming yearning to be a true and real part of the world, as though they are looking for acceptance. Above all else, clerics of Caritas yearn for the power of the elder Pagan gods. To be a child of the ancients is their highest goal, for it means true acceptance.

However, a few clerics believe it is wrong to deny their true selves. Their true calling lies in dreams and nightmares, and the control and creation of new ones. Strangely, a number of these clerics are evil; however, they still seem to gain divine power. To the very few sages who know of this dichotomy, it suggests another power behind them, perhaps from the dreamers themselves, or even the mighty and mysterious Midnar.

Holy Places

Caritas holds the paw crater in the White Fang mountains north of Dunreth as her only holy site. This location is said to be where the Canites first came into the world. It houses the largest concentration of canites in its quarter mile expanse. Clerics of Caritas find increased power in this location (double caster level for all spell effects), and an unusually large number of children of the waking dream seem to emerge from here.

Notable Dates

Caritas and the canites follow no set calendar and even the "birth date" of the race is not known.

Religious Congregation/Festival

Caritas holds most of the spring as a special time of year. During this time new pups are born, and the canites hold elaborate festivals to the god for each birth. Since canites are born in litters, this often leads to whole weeks of festivities.

Major Players of Caritas

Rurtha

Favored of Caritas

Rurtha leads the largest settlement of canites in all of Gothos. In the northern portion of the Dunn-Ardinn forest, along hills that lead into the White Fangs, Rurtha breeds purity and goodness in her population, which has tripled its number of paladins and other do gooders in recent years. She has a caring nature and loyalty to match. She does have a temper regarding a sect of canites known as the Wolves of Woe. She is rash and uncomfortably focused upon their removal. She is also searching for the secret of becoming a child of the ancients (Druidic domain via the Faith feat). She has heard of others of her race doing it, but as yet has been unable to do it herself.

Rurtha: Female canite Clr14: **CR** 14; Medium humanoid (canite); **HD** 14d8 (63 hp); **Init** +1 (+1 Dex); Spd 20 ft.; **AC** 18 (+1 Dex, +7 magic chainmail; touch 11, flat-footed 17; armor check penalty -4); **Base Atk** +10; Grp +11; Atk +12 melee (1d8+2, crit. 20/x2, +1 heavy mace) or +12 ranged (1d8, crit. 19-20/x2, masterwork light crossbow); **Full Atk** +12/+7 melee (1d8+2, crit. 20/x2, +1 heavy mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Canite traits; Favor 17/19; **AL** NG; **SV** Fort +11, Ref +9, Will +15; Str 12, Dex 13, Con 10, Int 12, Wis 18, Cha 14.

Languages: Canite, celestial, common.

Skills and feats: Diplomacy +12, Heal +17, Knowledge (arcana) +4, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (the planes) +4, Knowledge (religion) +11, Listen +11, Spellcraft +6; Birth

Sign—the Mother*, Brew Potion, Craft Wondrous Item, Lightning Reflexes, Skill Focus (Heal). *New feat detailed in this sourcebook.

Canite Traits (Ex): Colorblind, empathy, low-light vision, scent.

Empathy (Ex): Canites are able to sense the mood of other humanoids such as hostility, peaceful, calm, agitated, etc. To do this, the canite must make an opposed Wisdom check. If he succeeds, the canite picks up the current emotional state of the target.

Gear: 10 Masterwork bolts, +2 chainmail, +2 cloak of resistance, helm of canite favor*, +1 mace, masterwork light crossbow, potion of cure moderate wounds; misc. coins. *New item detailed in this sourcebook.

Cleric Domains: Animal and Healing.

Cleric Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/3+1/2+1; DC 14 + spell level): 0-level—*cure minor wounds* x2, *detect magic*, *detect poison*, *purify food and drink*, *virtue*. 1st—*calm animals*†, *detect evil*, *doom*, *magic weapon*, *sanctuary*, *shield of faith* x2. 2nd—*align weapon*, *bear's endurance*, *hold animal*†, *hold person*, *preservation**, *remove paralysis*, *status*. 3rd—*create food and water*, *dispel magic* x2, *dominate animal*†, *mark of renewal**, *remove blindness/deafness*. 4th—*death ward*, *giant vermin*, *magic weapon (greater)*, *mark of health**, *restoration*, *summon nature's ally IV*†. 5th—*commune with nature*†, *dispel evil*, *spell resistance* x2. 6th—*anti-life shell*†, *bear's endurance (mass)*, *dispel magic (greater)*, *mark of invigoration**. 7th—*regenerate*†, *repulsion*, *resurrection*. *New spell detailed in this sourcebook. †Domain spell.

Dag

Paw and Fang of Rurtha

Dag is Rurtha's guardian, sworn to protect her above all things. His father was the protector of the last chief, and his father before him. Dag is known as Rurtha's Paw and Fang when she wishes some task done. It is not uncommon to see this gruff canite in human towns, gathering information, supplies, or otherwise snooping about.

Dag: Male canite Ftr18: **CR** 18; Medium humanoid (canite); **HD** 18d10+72 (171 hp); **Init** +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; **AC** 30 (+2 Dex, +4 ring of protection, +4 amulet of natural armor, +10 magic mithral full plate; touch 16, flat-footed 28; armor check penalty -3); **Base Atk** +18; Grp +24; Atk +28 melee (2d6+15, crit. 15-20/x2, +2 keen vicious greatsword); **Full Atk** +28/+23/+18/+13 melee (2d6+15, crit. 15-20/x2, +2 keen vicious greatsword); **Space/Reach** 5 ft./5 ft.; **SQ** Canite traits; Favor 10/18; **AL** CG; **SV** Fort +15, Ref +10, Will +7; Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha 6.

Languages: Canite, common.

Skills and feats: Climb +13, Handle Animal +3, Heal +4, Intimidate +8, Jump +13, Knowledge (religion) +6, Listen +1, Ride +11, Swim +13; Celerity*, Cleave, Dauntless*, Dodge, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Pious*, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *New feat detailed in this sourcebook.

Canite Traits (Ex): Colorblind, empathy, low-light vision, scent.

Empathy (Ex): Canites are able to sense the mood of other humanoids such as hostility, peaceful, calm, agitated, etc. To do this, the canite must make an opposed Wisdom check. If he succeeds, the canite picks up the current emotional state of the target.

Gear: +4 Amulet of natural armor, +4 girdle of giant strength, +2 keen, vicious greatsword, +2 moderate fortification mithril full plate, 2 potions of bear's endurance, 2 potions of haste, 2 potions of heroism, +4 ring of protection; misc. coins.

Pum

Favored of Caritas

Pum is well known because of his relationship with the humans of Dunreth. Intent on creating a more positive relationship between the two people, he moves among the humans, offering aid and assistance to those who seem to need it. However, this has gotten him into trouble with guards and Pantheon sympathizers, who often see his work as "putting the seeds of impurity" into the heads of those he helps.

Pum: Male canite Clr8: **CR** 8; Medium humanoid (canite); **HD** 8d8+8 (48 hp); **Init** +2 (+2 Dex); Spd 20 ft.; **AC** 18 (+2 Dex, +6 magic chainmail; touch 12, flat-footed 16; armor check penalty -3); **Base Atk** +6; Grp +6; Atk +7 melee (1d6+1, crit. 20/x2, +1 light mace); **Full Atk** +7/+2 melee (1d6+1, crit. 20/x2, +1 light mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Canite traits; Favor 10/11; **AL** NG; **SV** Fort +7, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 13, Wis 16, Cha 11.

Languages: Canite, common, orc.

Skills and feats: Concentration +11, Heal +8, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +5, Spellcraft +11; Combat Casting, Devotion*, Extra Turning. *New feat detailed in this sourcebook.

Canite Traits (Ex): Colorblind, empathy, low-light vision, scent.

Empathy (Ex): Canites are able to sense the mood of other humanoids such as hostility, peaceful, calm, agitated, etc. To do this, the canite must make an opposed Wisdom check. If he succeeds, the canite picks up the current emotional state of the target.

Gear: +1 Chainmail, +1 light mace, +2 periapt of Wisdom, 2 potions of bull's strength, 2 potions of cure moderate wounds; misc. coins.

Cleric Domains: Animal and Protection.

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; DC 13 + spell level): 0-level—*create water*, *detect magic* x2, *mending* x2. 1st—*bane*, *bless*, *endure elements*, *remove fear* x2, *sanctuary*†. 2nd—*align weapon*, *hold animal*†, *make whole*, *restoration (lesser)*, *sacrificial speed**. 3rd—*dispel magic*, *invisibility purge*, *locate object*, *magic circle against evil*, *protection from energy*†. 4th—*freedom of movement*, *neutralize poison*, *spell immunity*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Caritas and her clerics are firmly allied with the Pagan gods, and find the Pantheon's human-centric focus unsettling. Keeping to themselves, only Critarri seems to be the focus of their wrath.

Current Conflicts & Activities

Caritas works with her Pagan brethren, often defending them even when they do not ask for the help (or otherwise work in a coordinated way). This has pitted her people against various factions of the Outcast or Pantheon gods, or just civilization from time to time. In recent years, her children have focused on the nightmares of the world, often in association with the Dreamcatcher guild (see Guilds and Adventurers for more information on this guild).

Rituals, Relics, and Exclusive Spells

Helm of Cainite Favor: This leather and steel helm was passed down from the goddess to her children that they might overcome their burdens. The wearer, who must be a cainite, gains a +2 enhancement bonus to Wisdom and Charisma, and a +5 competence bonus to Listen checks. Should anyone other than a cainite attempt to wear this helm, they instead get a -2 enhancement penalty to Wisdom and Charisma and automatically fail all Listen checks. These penalties can only be removed through remove curse, and only if the helm is removed.

Moderate Transmutation; CL 18th; Weight 1 lb.

Bone of Critarri: This bone was stolen from the goddess Critarri. Regardless of the origin, it has been infused with the power of Caritas and allows its owner to turn and destroy Critarri's minions as undead.

Strong Abjuration; CL 19th; 1 lb.

Clerics

Clerics of Caritas wear leather or no armor, and dress for comfort. They wield wooden clubs and shields adorned with the symbol of caritas.

Speciality Priests & Agents: A number of the Werefaynoddin follow Caritas, but otherwise the whole of the canite race at least acknowledges her in some form or other.

Paladins of Caritas: Caritas paladins are ambassadors from the valley, often going on long pilgrimages to help canites who live far from their homeland north of Dunreth. These journeys seem trivial to non-canites. However, there is always sound purpose and importance to their efforts. They help others, especially those who have shown kindness to their kin. Loyalty is their name-sake, and kindness their ally.

Charge

Protect and defend our children far from home. Interact with the other races, standing as a shield against darker thoughts. Seek out and destroy nightmares.

Attire

Caritas paladins wear light brown or light green lacquered armor with gold trim at the shoulders showing rank. It is considered rude to have a more elaborate armament than your mentor in the order. Caritas paladins favor flails and short, fast weapons.

True Paths

Compassionate, Loyalty.

Principle Base(s) of Operation

Dunreth, Nord.



DRYAELLA

Area of Influence: Earth & Water

Alignment: NG

Domains: Earth, Good, Plants, Water

Sacred: Animal

Secret: Protection, Druidic

Description: Dryaella is the earth-goddess. While humans worship Shea, the elves believe Dryaella is the true mother of Gothos. Elves attempt to tread lightly on the earth so as not to disturb their mother. Dryaella is the mate of Shar-Riel. Although not a married couple, the two are bound for eternity to one another. Clouds hold a special place for elves, as they are seen as the union between Shar-Riel and Dryaella.

Dogma

The world and all the nature she encompasses is a living form, which must be cherished and treated with care. Never pass a day without appreciating the glory of Dryaella in her material form. Tread carefully on the earth for it is her. Take only that which is needed, and appreciate every tree for she places them where she wishes to watch upon the world, where she feels her care is most needed.

Follower Types

Dryaella grants power to clerics and druids.

Alternate Forms

Dryaella will often appear as an elven maiden of pure beauty, unclothed and unashamed.



Secret or Sacred

Clerics of Dryaella can feel the cycles of Gothos. They can sense the approach of a cycle's end and the looming end of the Dream Rifts. This is not an exact science, just a sense of growing foreboding as the end approaches.

Holy Places

The Sacred Grove of Kirk-Roma (Qel-Tethier) sits nestled in the center of the Kirk-Roma wood. Being equally accepted by both nations—Kirkland and Romanus—the grove has no fear of attack, and is in fact protected by both nations. The Grove is a wonder, as trees of all species flourish here; exotic trees from far lands stand by the common oak and elm, all carefully cultivated by druids. At the center of the grove grows the Mother Tree, a massive and ancient oak believed to be the first tree that spawned every other tree in the world. She is 100 feet tall, her trunk and branches withered and diseased, but leaves flourish on her limbs all year round.

Notable Dates

The first day of every month is observed. All currently lodged within the Sacred Grove gather round the Mother Tree to offer prayers from journeys or private meditations.

Religious Congregation/Festival

Once per year at the beginning of spring three are chosen from the Secular Sect of the Sacred Grove to perform the seven-day cleansing ritual at the roots of the Mother Tree. They spend these seven days in full contact with her the whole time, sleeping by night wrapped in her roots and by day climbing her branches, removing debris and parasitic insects. It is the highest honor that can be bestowed upon a follower to be chosen for this task.

Major Players of Dryaella

Tallehorn is the current druid in the Keeper's role within the Sacred Grove, he has a term of 40 years to watch the grove and maintain the faith in followers of Draella.

Tallehorn: Male elf Drd16; **CR** 16; Medium humanoid (elf); **HD** 16d8+16 (hp 88); **Init** +3 (+3 Dex); Spd 20 ft.; **AC** 21 (+3 Dex, +5 amulet of natural armor, +3 ring of protection; touch 17, flat-footed 23, armor check penalty -2); **Base Atk** +12; Grp +14; **Atk** +18 (1d6+6, crit. 20/x2, +4 sickle); **Full Atk** +16/+11/+6 (1d6+6, crit. 20/x2, +4 sickle); **SA** Spells; **SQ** A thousand faces, animal companion, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +20, wild shape 5/day (elemental 1/day, Huge, Large, Tiny, plant), woodland stride; **Space/Reach** 5 ft./5 ft.; Favor 7/8; **AL** NG; **SV** Fort +14, Ref +11, Will +17; Str 14, Dex 16, Con 12, Int 17, Wis 19, Cha 14.

Languages: Common, druidic, elven, sylvan.

Skills & Feats: Concentration +20, Diplomacy +18, Heal +18, Knowledge (Geography) +14, Knowledge (History) +10, Knowledge (Nature) +22, Knowledge (Religion) +8, Survival +21, Profession (Herbalist) +15; Augment Summoning, Endurance, Natural Spell, Skill Focus (Profession (Herbalist)), Spell Focus (Summoning), Track.

Gear: +5 Amulet of natural armor, +3 cloak of resistance, +3 ring of protection, +4 sickle, staff of the woodlands; misc. coins.

Druid Spells Prepared (6/6/6/6/5/4/3/3/2; save DC 14 + spell level): 0-level—*create water*, *detect magic*, *flare*, *mending*, *purify food and drink* x2. 1st—*cure light wounds*, *entangle* x2, *magic fang*, *obscuring mist*, *pass without trace*. 2nd—*animal messenger*, *animal trance* x2, *speak with animals*, *tree shape* x2. 3rd—*bat's sight*, *cure moderate wounds*, *greater magic fang*, *speak with plants*, *stone shape*. 4th—*cure serious wounds*, *freedom of movement*, *reincarnate*, *sapwalk*, *south wind*. 5th—*atonement*, *death ward*, *wall of thorns* x2. 6th—*finger of death*, *transport via plants* x2. 7th—*creeping doom*, *harm*, *heal*. 8th—*command plants*, *summon nature's ally VIII*.

History, Allies & Enemies

In the early years of the fourth cycle the Pantheon tried to push their ways upon the elves of the Romanus region, claiming the elves were abhorrent in the eyes of their gods. It was only through careful negotiations that war was avoided; the situation now is much different, with elves openly accepted in the region. The people of Dunreth give warm welcome to clerics of Dryaella, offering them similar status to Pantheon clerics. The blighted druids of Ithganin often defile and rape Dryealla's sacred lands and her watchful trees.

Current Conflicts & Activities

Currently there are no major conflicts for Dryaella and her followers.

Rituals, Relics, and Exclusive Spells

Exclusive Spell (Drd 2): Tree Whispering (Dryaella): Send a message over vast distances when in contact with the Mother Tree.

Clerics

Clerics and druids of Dryaella dress in plain green robes. During ceremonies all wear robes, hair adornments of flowers and twigs.

Specialty Priests & Agents

The Secular Sect of the Sacred Grove, Protectors of the Woodland, Sanctifiers of the Land is a group of clerics, druids and rangers based in the Sacred Grove of Kirk-Roma Wood. They are called when the woodlands are threatened or its creature's put in danger. Wearing the plain green robes of Dryaella, they have learned to work the environment to their own advantage.



FERRELLA

Area of Influence: Home, Hospitality

Alignment: CG

Domains: Good, Healing, Protection, Luck

Sacred: Hearth

Secret: Trickery

Description: Although halflings have adopted most of the gods of the Pantheon, they have not let go of the one they cherish the most: Ferrella, Goddess of home and hospitality. Ferrella delights in the pleasure of others. When a halfling entertains guests at his home, an extra plate is set for Ferrella.

Dogma

We are made stronger and better by the pleasure we

share and the gratitude of others. To stand alone and selfish is to die a little each day. Hospitality shows your worth and power within your own home.

Followers of Ferrella

Ferrella grants power to clerics of Ferrella.

Alternate Forms

In legends and stories, Ferrella appears as an old beggar woman who comes to the door seeking food and shelter. According to the stories, those who welcome her into their homes are blessed with good fortune and happiness, while those who turn her away are cursed so that others do not feel welcome and stop visiting.

Secret or Sacred

There is a small sect of Ferrella that feels that there should be a price for hospitality. For them, to be entertained or to achieve some monetary remuneration is a fair trade for the burden of hosting guests. This sect delights in small tricks or thefts as part of their hospitality, but they walk a thin line, as they still do not wish to embarrass or anger a guest in their house. It is fine if the guest realizes the trick or theft after he has left the house, as long as he is not upset within the confines of the house. This sect has few followers—according to the clerics—but it persists. Some say Lan encourages these followers to keep this ancient way alive.

Holy Places

In the wilds of northwest Dunreth lies the most sacred place to Ferrella. Known as the First Home, this small but well kept home is the home Ferrella built and entertained in before the God Wars. Since the war, she has remained aloof and hidden from daily life. Still, many clerics make pilgrimages to this place to receive special instruction in their goddess' powers and blessings.

Notable Dates

While the Pantheon recognizes the first of Newwinter as the festival of Mayra, the worshippers of Ferrella use this day to celebrate kindness and hospitality. Starting on the first of Newwinter and lasting for seven days, the followers of Ferrella open their homes to others. During this week it is considered the highest disgrace to deny a guest. As time has passed, it has become a contest to outdo neighbors in offering hospitality. Many will save and skimp for months to throw lavish dinners and parties.

Religious Congregation/Festival

In addition to the principle festival celebrated at the beginning of Newwinter, the followers of Ferrella gather each Freden to display their hospitality and praise of Ferrella. The honor of hosting is passed around within a congregation so all can share the delights.

Major Players of Ferrella

Outside of Ferrella's worshippers, her clerics try to keep a low profile. While many of the Pantheon turn a blind eye to the halfling deity, the followers know that a whim or even a serving of bad turnips can turn the wrath of the Inquisition on them. Therefore, there are few powerful prominent figures.

Duncan Merrywine

Duncan Merrywine, in Gildor, has gained some renown as the proprietor of the Merrywine Inn and Fine Eatery.

While the halflings in the area know Duncan is high priest of Ferrella, most others think he is just the greatest innkeeper in all of Gildor. Such is the fame of the Merrywine that the rich and powerful from as far as Dunreth have come to Triton, not to see the Immortal Queen Katherine, but rather to stay at the luxurious inn overlooking the cliffs of Roes Bay. Duncan dedicates his services and the joy of his guests to his beloved goddess.

Duncan Merrywine: Male halfling Clr14/Exp6: **CR** 19; Small humanoid (halfling); **HD** 14d8+6d6+20 (hp 104); **Init** +5 (+5 Dex); Spd 20 ft.; **AC** 24 (+5 Dex, +1 Size, +6 magic studded leather, +2 ring of protection; touch 18, flat-footed 19); **Base Atk** +14; Grp +10; Atk +18 melee (1d4+3, crit. 19-20/x2, +3 shortsword) or +17 melee (1d3+2, crit. 19-20/x2, +2 dagger), or +20 ranged (1d3+2, crit. 19-20/x2, 10 ft., +2 dagger); **Full Atk** +16/+11/+6 melee (1d4+3, crit. 19-20/x2, +3 shortsword) and +15 melee (1d3+2, crit. 19-20/x2, +2 dagger), or +18/+13/+8 melee (1d4+3, crit. 19-20/x2, +3 shortsword) or +17/+12/+7 melee (1d3+2, crit. 19-20/x2, +2 dagger), or +20/+15/+10 ranged (1d3+2, crit. 19-20/x2, 10 ft., +2 dagger); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Halfling traits; Favor 20/24; **AL** CG; **SV** Fort +13, Ref +12, Will +18; Str 11, Dex 21, Con 12, Int 13, Wis 17, Cha 18.

Languages: Common, elven, halfling.

Skills and feats: Concentration +8, Diplomacy +19, Forgery +10, Heal +17, Hide +9, Jump +8, Knowledge (religion) +18, Perform +5, Sense motive +12, Sleight of hand +12, Use magic device +11; Craft Magic Arms and Armor, Craft Staff, Scribe Scroll, Skill Focus (Knowledge [religion]), Skill Focus (Diplomacy), Skill Focus (Heal), Two-weapon Fighting.

Halfling Traits (Ex): +2 morale bonus on saves vs fear, +1 racial bonus on attack rolls with thrown weapons and slings.

Gear: +2 Dagger, +2 ring of protection, +3 shortsword, +3 studded leather; misc. coins.

Cleric Domains: Good and Luck.

Cleric Spells Prepared (6/6+1/6+1/5+1/4+1/3+1/3+1/2+1; DC 13 + spell level; +1 caster level on Good spells): 0-level—*create water, detect magic, light x2, mending, resistance*. 1st—*bane, bless, entropic shield†, magic motes*, protected dreams*, remove fear, sanctuary*. 2nd—*aid†, calm emotions, delay poison, enthrall, home light burning*, make whole, zone of truth*. 3rd—*create feast*, daylight, dispel magic x2, magic circle against evil†, prayer*. 4th—*freedom of movement†, neutralize poison, repel vermin, sending, tongues*. 5th—*dispel evil†, spell resistance, symbol of sleep, wall of stone*. 6th—*animate objects, bear's endurance (mass), mark of invigoration*, mislead†*. 7th—*repulsion, spell turning†, symbol of weakness*. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Other than the Outcast gods, Ferrella has no true enemies. Even the Pantheon has not taken a hard line against her or her worshippers. In Romanus, the Church United has decreed that open worship of Ferrella is against the law, but as long as her worshippers are not flagrant, the Inquisition does not investigate. In Dunreth, Ferrella is openly worshipped by halflings and there are shrines to her in cities. Shea and Mayra view the halfling goddess as a wayward daughter or sister who, rather than

being a threat to the faithful, adds a sense of comfort and happiness to the homes of the people of Gothos. On more than one occasion, Shea has whispered in the ear of a zealous cleric who was about to decree an Inquest into Ferrella's followers, stopping him.

Current Conflicts & Activities

As Ferrella and her followers keep a low profile and do what they can to please others, there are no current conflicts. Duncan Merrywine has plans to open a second inn located in Dire Port, Dunreth. He hopes that through good food and service he can win the way of Ferrella into the hearts and stomachs of Pantheon-controlled areas. Even some of her clerics believe Ferrella is positioning herself to be admitted into the Pantheon as the first non-human deity.

Rituals, Relics, and Exclusive Spells

Bless the Home (True Ritual)

Participant Requirements: Follower of Ferrella; ability to cast divine spells, at least one must be able to cast 5th-level divine spells.

Level: 5

Proxy: No

Casters Required: At least 4, combined levels must equal 15 levels of experience

Casting Time: 2 continuous hours

Range: Touch: The ritual must be performed within the structure to be blessed. Upon completion, the spell works for 100 square feet per combined level of divine caster in the ritual. The ritual effects move along the nearest walls to enclose the rooms and floors of the house if possible. If the ritual cannot enclose an entire room, the room is not subject to the effects and the extra square footage is wasted.

Duration: 1 day/2 levels of principal spellcaster

Saving Throw: None

Spell Resistance: No

Other Requirements: Water blessed by a cleric of Ferrella.

Description of Ritual: This ritual protects a home from danger and provides a sense of warmth and hospitality. For the duration, the rooms and those who dwell within the home have the following protections: protection from evil and bless. The protection only applies as long the subjects do not leave the affected rooms. They may freely move from one protected room to another without losing the benefits of the spells.

Exclusive Spell (Clr 3) *Create Feast* (Ferrella): Create gourmet meal for 3 people/level.

New Use of an Existing Skill: Diplomacy—Host (Cha). This skill is best suited for extended action as it represents the character's ability to make another feel at home and enjoy the service of the character. The DC depends on the mood of the guests and any other situation the GM can conceive. If successful, the guests improve their impression of the character and gain 1 level on the NPC attitude table. If the check fails, the NPCs may see the host as overbearing, rude or uncouth. This may lower the NPC's opinion of the character. If the character has Bluff or a Cook skill at 5 ranks or higher, he receives a +2 synergy bonus.

Clerics

Clerics of Ferrella dress in warm colors, like orange and red. They wear an apron and have traces of soot or flour on their

hands or face. While they normally do not carry weapons, they can employ any simple weapon and have an affinity for butcher knives, cleavers and other kitchen cutlery.



GARN

Area of Influence: Wildness

Alignment: CN

Domains: Chaos, Destruction, War

Sacred: Protection

Secret: None

Description: Half-orcs identify with a god named Garn who may have been one of the original gods. Garn appears as a berserk orc. While Garn makes no demands on his followers, most of his clerics have a special hatred for dwarves and elves.

Dogma

Garn tells no one what to do. Those who wish to show respect will wear a bird skull around their neck, with Garn's symbol etched upon it.

Follower Types

Garn grants power to clerics.

Alternate Forms

Garn appears as a 10 ft. tall orc warrior in prime physical condition, but lacking a head. Garn has put upon the world an artifact built from his severed head in an attempt to enhance orcs and half-orcs, but only if they prove worthy.

Secret or Sacred

Garn holds no secrets. He simply wishes his half-breed followers were more accepted.

Holy Places

Though Garn holds no specific place as a temple, his followers feel closer to him in uncivilized areas. The more barren and wild, the better they feel his presence. Deep in the White Fang Mountains of Dunreth, and deep within the Wyld Wood of Gildor, the followers of Garn say they feel his spirit flow about them.

Notable Dates

There are no notable dates for Garn calendar. Each follower worships in his own way, selecting a date special to them.

Religious Congregation/Festival

With the unpopularity of their race, followers of Garn find meeting in large groups difficult and often dangerous.

Major Players of Garn

Kikbrab An

The current owner of the Shrunken Head of Garn is a lesser shaman of the Clan Nisstug tribe, operating out of the Fang Mountains in Nord. His name is Kikbrab An. Garn is still unsure of Kikbrab, but feels a power rising within him. He may well be the one who could turn the destiny of the orcs and half-breeds. Garn has decided to allow Kikbrab to carry the shrunken head for now and see how he fares. Kikbrab has done a fair job so far, keeping it secret even within his own clan. He happened upon the head while hunting in the southern regions of the mountains. He came across the bodies of several half-orcs, all in war gear, all crushed to death in a rockslide. He dug looking for useful items for the clan when he spotted the shrunken head. Any cleric of Garn

worth his salt knows about the Shrunken Head of Garn, and Kikbrab took it and kept it hidden. He fears to tell anyone in case word gets out. His tribe is quite small and could never defend against those who would come after the shrunken head. He keeps it secret and waits, hoping for the day when he figures out what he is supposed to do with it.

Kikbrab An: Male half-orc Bbn2/Clr9; **CR** 11; Medium humanoid (orc); **HD** 2d12+9d8+11 (hp 64); **Init** +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; **AC** 17 (+1 Dex, +4 magic hide armor, +2 ring of protection; touch 13, flat-footed 17, armor check penalty -2); **Base Atk** +8; Grp +11; Atk +13 melee (2d4+6, crit. 18-20/x2, +2 falchion) or +9 ranged (1d8, crit. 20/x3, 100 ft., longbow); **Full Atk** +13/+8 melee (2d4+6, crit. 18-20/x2, +2 falchion) or +9/+4 ranged (1d8, crit. 20/x3, 100 ft., longbow); **Space/Reach** 5 ft./5 ft.; **SA** Rage, spells, turn undead; **SQ** Fast movement, half-orc traits, uncanny dodge; Favor 10/12; **AL** CN; **SV** Fort +10, Ref +6, Will +9; Str 16; Dex 12; Con 13; Int 11; Wis 16; Cha 8.

Languages: Common, goblin, orc.

Skills and feats: Concentration +7, Craft (Leatherworking) +10, Heal +9, Intimidate +9, Spellcraft +6; Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack; misc. coins.

Half-Orc Traits (Ex): Darkvision 60 ft., orc blood.

Gear: +2 Falchion, +1 hide armor, longbow, +2 ring of protection, Shrunken Head of Garn; misc. coins.

Cleric Domains: Destruction and Chaos.

Cleric Spells Prepared

(6/4+1/4+1/3+1/2+1/1+1; DC 13 + spell level): 0-level—*create water, cure minor wounds, light, mending, purify food & drink, resistance*. 1st—*deathwatch, divine favor, entropic shield, inflict minor wounds†, random action*. 2nd—*bull's strength, endurance, make whole, shatter†, speak with animals*. 3rd—*bestow curse, invisibility purge, magic circle against law†, obscure object*. 4th—*divination, divine power, inflict critical wounds†*. 5th—*harm†, summon monster IV*. †Domain spell.

History, Allies & Enemies

The Pantheon does not see the religion of Garn as any threat, leaving it to others to thin them out. Followers of Krag clash with the orcs and half-orcs for land rights. Though followers of Garn also hate elves, there is not as much hostility between the two, more because the elves try to find less hostile alternatives. Whenever the elves enter into combat with half-orcs, it is the Garn followers who are beaten into retreat.

Current Conflicts & Activities

No major conflicts at present except the ongoing hatred for elves and dwarves.

Rituals, Relics, and Exclusive Spells

Shrunken Head of Garn (Major Artifact). This shriveled

head, about the size of a grapefruit, is rumored to be the actual head of Garn, taken in ages gone by, its history lost in the annals of time. Its mouth and eyes are sewn shut, its ears folded and sewn to the side, its hair is tied in a top knot to the top of a short stick. The neck is folded and sewn around the stick, which is no longer than the head itself. The head is sought by half-orcs and orcs from every tribe, each claiming it by ancestral right. The amount of fighting over the head seems incredible since no one actually knows what it does. It radiates only slight magic and seems to have no powers at all.

The Shrunken Head of Garn is, however, a major artifact and awaits only its activation to bring about great change for all orcs and half-orcs. When it is activated, Garn will fill it with his spirit, knowing that someone worthy has at last called upon him.

The Shrunken Head of Garn is an intelligent item, with abilities as follows. Should anyone find the means to activate the head, the stitches slowly unfurl from the eyes, mouth and ears and fill with life.

Shrunken Head of Garn:

Int 16, Wis 22, Chr 20; Speech (Common, Dwarf, Elf, Orc) and telepathy, CN; Wielder does not need to sleep or breathe, Sense Motive (10 ranks), cure critical wounds on wielder twice per day; stonewall (wielder only, 10 minutes/use, twice per day), finger of death (100 ft., DC 17, once per day);

Special purpose: Defend half-orcs (true resurrection on wielder, one time only, as special purpose power); EGO 30.

Anyone activating the Head will in effect become the mortal avatar of Garn.

Clerics

Clerics of Garn follow no strict dress codes, except for the presentation of their bird skull in remembrance of Garn.

Specialty Priests & Agents

With the disorganization of their faith, clerics of Garn do not specialize in areas of their religion.



ISSH-SHIH, THE TSUNAMI

Area of Influence: Seas

Alignment: LE

Domains: Law, Evil, Death, Water

Sacred: Sacrifice, Storm

Secret: Itk-kic-Brut

Description: Issh-Shih is the deity of the ichtyoids, an ancient race of intelligent aquatic monstrous humanoids whose society predates that of any land-living creatures. When the elves were beginning to build their forest cities, the ichtyoids looked on from the water's edge and began to plot. Issh-Shih is a demanding god who requires sacrifice to garner his favor. It is patient, knowing the land will some day erode and the waters of the oceans will cover the globe. Its children will again reign supreme.

Dogma

Ik-Tun-kic-Blrot-Tunnti-brrrr. (All shall rot at the bottom. Bring them there.)

Alternate Forms

Issh-Shih is depicted as a storm upon the seas. It is otherwise seen as a very large and bloated squid with crab claws at the ends of each tentacle.

Followers of Issh-Shih: Issh-Shih grants powers only to clerics.

Secret or Sacred

Issh-Shih holds sacrifice as the ultimate in sacred acts. Ichtyoid society revolves around sacrifice. It is routine for over half the population's offspring to be given up to the consumer. Raiding parties along the coasts of Gildor, Sheena, and Dunreth have provoked the salvager's guild to attempt to reduce the population of this foul race. High priests of Issh raise deadly storms to hamper and destroy the sand crawler's homes, allowing raids.

Of all the gods, Issh-Shih seems to land dwellers the most mysterious and devious. However, in actuality his persona is close to home. Issh-Shih is a beast of tremendous size that lives in the depths of the seas. So old and powerful (as old as the elder Pagan gods, some say), the creature exudes divine magic to those who follow or worship it. The creature longs only to eat, and has little more intelligence than a young child. Bhot-Itik, its High Priest, has cultivated all the myths, beliefs, and thoughts of his people for centuries, living off the divine "presence" of his god. It is Bhot-Itik, not Issh-Shih, who wishes to see the world covered in water and under his control. To protect himself from rivals, Bhot-Itik has shaped the society in such a way that upon reaching the rank of "Grrut hin boft" (Master of the Depths) a high priest is required to journey the deepest reaches of the seas to confront Issh. Only Bhot-Itik has returned from this journey.

Holy Places

Unt-blit (Dark Trench) is the only holy site of Issh-Shih, and where it resides most of the time. At the edge of Unt-blit is a massive complex, 300 feet beneath the waves. Here, Bhot-Itik issues the commands of the god to the rest of the ichtyoids.

Notable Dates

To the ichtyoids, time is not measured by the surface calendar. Instead, it is measured by the deep thermal-cline tides, which change based on the dream cycle, as Gothos itself increases and decreases its proximity to Earth.

Religious Congregation/Festival

Due to the length of their calendar, holy days (ISSH_SUNT!) for the ichtyoids occur once or twice each century. Each clan or colony competes to bring the most sacrifices to Unt-blit to be fed to Issh-Shih. In preparation for these days, the ichtyoids raid and war upon the surface dwellers.

Major Players of Issh-Shih

Ick-this In-Otho Shhish ishshish Bhot-Itik!!!!!!

It is rare one would ever see or even know of Bhot, but he has ways to call Issh-Shih itself to his aid. His palace has over 2,000 ichtyoids at his beck and call.

Bhot-Itik: Male ichtyoid Clr25: **CR** 27; Medium monstrous humanoid (aquatic); **HD** 25d8 (112 hp); **Init** +1 (+1 Dex); Spd 15 ft., Swim 30 ft.; **AC** 31 (+1 Dex, +2 natural, +5 ring of protection, +13 magic full plate armor; touch 16, flat-footed 30; armor check penalty -5); **Base Atk** +18; Grp +17; **Atk** +20 ranged (1d8, crit. 19-20/x2, 80 ft., masterwork light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Ichtyoid traits; Favor 32/32; **AL** LE; **SV** Fort +14, Ref +11, Will +25; Str 8, Dex 13, Con 10, Int 12, Wis 33, Cha 19.

Languages: Ap-nah, common, droh-nah.

Skills and feats: Concentration +20, Knowledge (arcana) +24, Knowledge (history) +5, Knowledge (religion) +21, Spellcraft +23; Empower Spell, Extra Turning, Improved Spell Capacity (epic, taken twice), Lightning Reflexes, Maximize Spell, Pious*, Quicken Spell, Skill Focus (Knowledge [arcane]), True Faith*, Widen Spell. *New feat detailed in this sourcebook.

Ichtyoid Traits (Ex): Amphibious, sonar, resistant to poison, weapon proficiency, claw (option), poor eyesight, hated.

Amphibious (Ex): Ichtyoids can breath equally well above or below the surface of the ocean. While they are native ocean dwellers, they are extremely resilient and suffer no penalties for being in fresh water.

Sonar (Ex): Ichtyoids have acute sonar capability that works well underwater. This acts like the ability Blindsight. Above the surface, the range for this ability is only 20 ft., but below this range extends to 90 ft.

Resistant to Poison: Ichtyoids have a +4 racial bonus to saving throws versus poisons. This due to hunting and eating poisonous sea creatures, which are part of their diet.

Weapon Proficiency: Ichtyoids have a +2 racial bonus to hit with all spears to include the trident this bonus is increased to +4 underwater.

Claw (Option): On creation, a player can choose to make their offhand a terrible claw. This natural weapon will do 1d6 damage, but the character will suffer a -2 racial penalty to skill checks using these skills: Balance, Climb, Disable Device, Open Locks, Sleight of Hand, or any other skill that may require the use of two hands. This penalty also applies to the use of two-handed weapons.

Poor Eyesight (Ex): If an Ichtyoid is on the surface and trying to use their eyesight to determine things instead of sonar they suffer a -6 circumstance penalty to all related skill rolls and attack rolls. They rarely use their eyesight above the surface unless trying to read, and then they almost always use a magnifier of some sort to compensate.

Hated: Ichtyoids are hated by most surface dwellers and suffer a -6 circumstance penalty to the reaction of any intelligent surface creature that recognizes them for an Ichtyoid.

Gear: +6 Cloak of charisma, +6 periapt of Wisdom, +5 SR 19 plate armor of the deep, +5 ring of protection, ring of spell storming (major), rod of metamagic (quicken greater), scroll—cure light wounds (mass) x2 (CL 15), scroll—heal x5 (CL15), scroll—miracle x2 (CL 18), staff of necromancy, strand of prayer beads (greater), +5 tome of understanding (used); misc. coins.

Cleric Domains: Death, Evil and Water.

Cleric Spells Prepared (6/8+1/8+1/8+1/7+1/7+1/6+1/6+1/

5+1/5+1/2/2; DC 21 + spell level): 0-level—*create water* x2, *cure minor wounds*, *detect magic* x2, *mark of discovery**. 1st—*bane*, *cause fear*†, *command*, *cure light wounds* x2, *curse water*, *detect good*, *doom*, *sanctuary*. 2nd—*coif of damnation**, *cure moderate wounds* x2, *darkness*, *death knell*, *fog cloud*†, *morbid relation**, *silence* x2. 3rd—*bestow curse*, *cure serious wounds* x2, *dispel magic* x2, *magic circle against good*†, *magic circle against good* x2, *obscure object*. 4th—*cure critical wounds* x2, *divine power*, *poison*, *sending* x2, *spell immunity*, *unholy blight*†. 5th—*command (greater)*, *dispel good*, *ice storm*†, *mark of faith**, *plane shift*, *scrying*, *true seeing*, *unhallow*. 6th—*blade barrier*, *cone of cold*†, *dispel magic (greater)* x2, *harm*, *heal* x2. 7th—*blasphemy*†, *destruction*, *mark of power* x2*, *maximized flame strike*, *repulsion*, *widened flame strike*. 8th—*antimagic field*, *dimensional lock*, *discern location*, *fire storm*, *shield of law*, *unholy aura*†. 9th—*empowered inflict critical wounds (mass)*, *heal (mass)*, *maximized empowered blade barrier*, *miracle*, *summon monster IX*, *wail of the banshee**. 10th—*maximized firestorm*, *widened antimagic field*†, *widened earthquake*. 11th—*quickened summon monster VIII*, *widened storm of vengeance*. *New spell detailed in this sourcebook. †Domain spell. ‡ring of spell storing.

Ish-Thikk-Aka

Ish-Thikk-Aka Un thnk Ocpooshhhh. (Ish-Thikk-Aka is typical of a leader in an Icythoid city or group which would reside near coastal waters.)

Ish-Thikk-Aka: Male ictyoid Rog14/Sor6: **CR** 22; Medium monstrous humanoid (aquatic); **HD** 14d6+6d4+23 (87 hp); **Init** +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft., Swim 40 ft.; **AC** 25 (+5 Dex, +2 natural, +2 ring of protection, +6 bracers of armor; touch 17, flat-footed 20); **Base Atk** +13; Grp +13; Atk +14 melee (1d6, crit. 18-20/x2, masterwork rapier) or +19 ranged (1d8+1, crit. 19-20/x2, 80 ft., +1 light crossbow); **Full Atk** +14/+9/+4 melee (1d6, crit. 18-20/x2, masterwork rapier); **Space/Reach** 5 ft./5 ft.; **SA** Sneak attack +7d6, spells; **SQ** Evasion, ictyoid traits, improved evasion, improved uncanny dodge, skill mastery (bluff, listen, sense motive, sleight of hand), trap sense +4, trapfinding, uncanny dodge; Favor 2/10; **AL** NE; **SV** Fort +7, Ref +16, Will +9; Str 10, Dex 20, Con 13, Int 12, Wis 10, Cha 20.

Languages: Ap-nah, aquan, common, droh-nah.

Skills and feats: Balance +12, Bluff +25, Concentration +7, Diplomacy +9, Disguise +8, Hide +22, Intimidate +7, Jump +9, Knowledge (arcana) +7, Listen +15, Move Silently +22, Search +11, Sense Motive +15, Sleight of Hand +22, Spellcraft +9, Spot +15, Swim +8, Tumble +29; Acrobatic, Combat Casting, Craft Wand, Dodge, Eschew Materials, Improved Initiative, Stealthy.

Ictyoid Traits (Ex): amphibious, sonar, resistant to poison, weapon proficiency, claw (option), poor eyesight, hated.

Amphibious (Ex): Icthyoids can breath equally well above or below the surface of the ocean. While they are native ocean dwellers, they are extremely resilient and suffer no penalties for being in fresh water.

Sonar (Ex): Icthyoids have acute sonar capability that works well underwater. This acts like the ability Blindsight. Above the surface, the range for this ability is only 20 ft., but below this range extends to 90 ft.

Resistant to Poison: Icthyoids have a +4 racial bonus to

saving throws versus poisons. This due to hunting and eating poisonous sea creatures, which are part of their diet.

Weapon Proficiency: Icthyoids have a +2 racial bonus to hit with all spears to include the trident this bonus is increased to +4 underwater.

Claw (Option): On creation, a player can choose to make their offhand a terrible claw. This natural weapon will do 1d6 damage, but the character will suffer a -2 racial penalty to skill checks using these skills: Balance, Climb, Disable Device, Open Locks, Sleight of Hand, or any other skill that may require the use of two hands. This penalty also applies to the use of two-handed weapons.

Poor Eyesight (Ex): If an Icthyoid is on the surface and trying to use their eyesight to determine things instead of sonar they suffer a -6 circumstance penalty to all related skill rolls and attack rolls. They rarely use their eyesight above the surface unless trying to read, and then they almost always use a magnifier of some sort to compensate.

Hated: Icthyoids are hated by most surface dwellers and suffer a -6 circumstance penalty to the reaction of any intelligent surface creature that recognizes them for an Icthyoid.

Gear: +6 Bracers of armor, +4 cloak of charisma, +4 gloves of dexterity, +1 light crossbow, masterwork rapier, +2 ring of protection, wand of fireball, wand of hold person, wand of silence; misc. coins.

Sorcerer Spells Known (8/7/6/4; DC 15 + spell level): (7/4/2/1) 0-level—*acid splash*, *detect magic*, *ghost sound*, *hesitate**, *message*, *prestidigitation*, *resistance*. 1st—*detect secret doors*, *disguise self*, *expeditious retreat*, *reduce person*. 2nd—*invisibility*, *lungmist**. 3rd—*lung-water**. *New spell detailed in this sourcebook.

Familiar: Shiss; Diminutive animal; **HD** 6d8 (43 hp); **Init** +1 (+1 Dex); Spd 5 ft.; **AC** 18 (+1 Dex, +4 size, +3 natural; touch 15, flat-footed 17); **Base Atk** +13; Grp -4; Atk +18 melee (touch only); **Full Atk** +18/+13/+8 melee (touch only); **Space/Reach** 1 ft./0 ft.; **SA** Touch; **SQ** Amphibious, deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; **AL** LG; **SV** Fort +6, Ref +12, Will +11; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

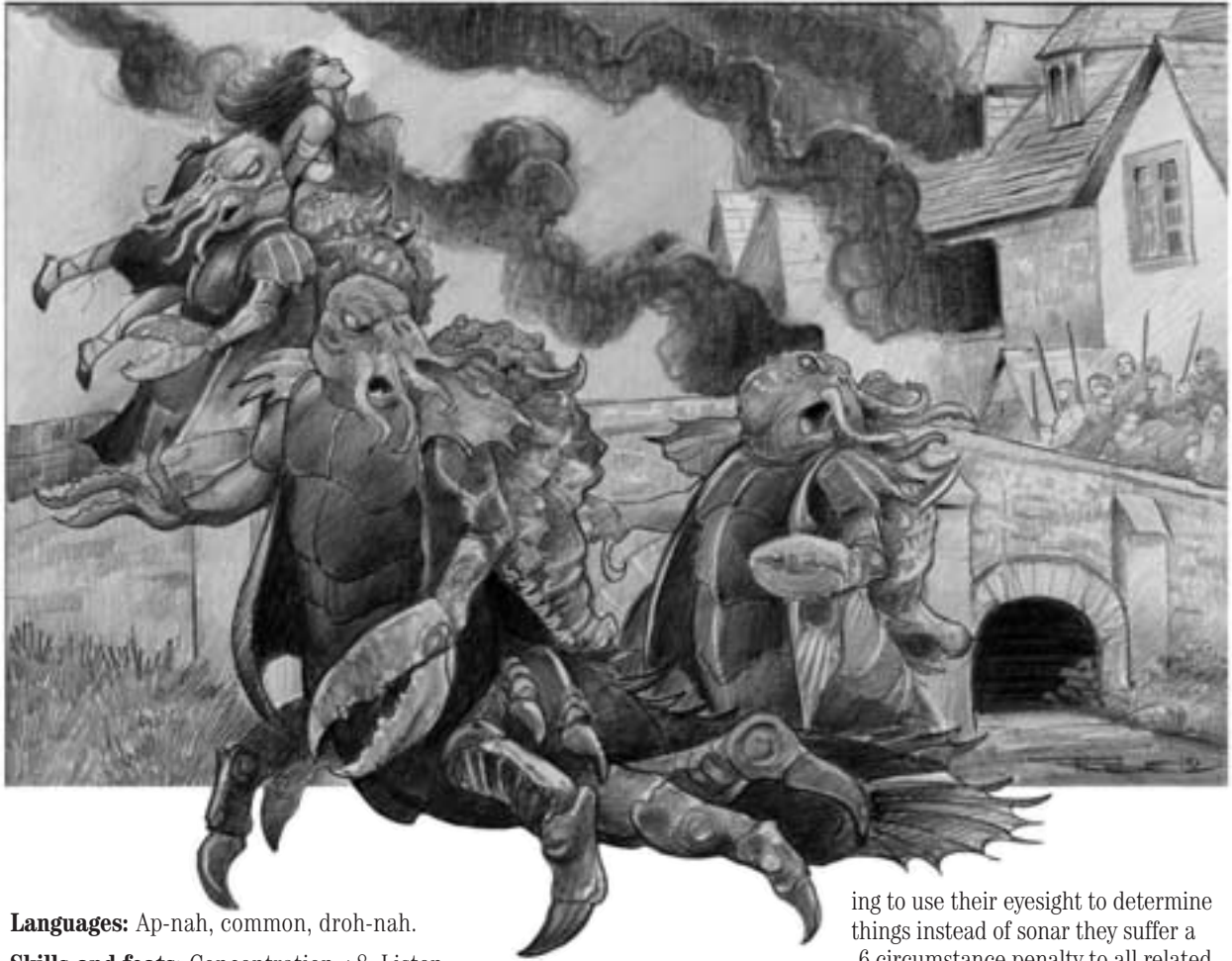
Skills and feats: Hide +21*, Listen +4, Spot +4; Alertness.

*A toad's coloration gives it a +4 racial bonus to Hide checks.

Spawn

Spith-Itk Unith hishhhhh! (Spawn are the weakest priests of Issh-Shih one might encounter on the surface in a raid.)

Spawn: Male ictyoid Clr5: **CR** 7; Medium monstrous humanoid (aquatic); **HD** 6d8+18 (45 hp); **Init** +1 (+1 Dex); Spd 15 ft., Swim 30 ft.; **AC** 20 (+1 Dex, +2 natural, +7 magic breastplate; touch 11, flat-footed 19; armor check penalty -3); **Base Atk** +4; Grp +4; Atk +7 melee (1d6, crit. 20/x2, masterwork short spear) or +4 melee (1d6, crit. 20/x2, claw) or +8 ranged (1d6, crit. 20/x2, 20 ft., masterwork short spear) or +5 ranged (1d4, crit. 19-20/x2, 30 ft., hand crossbow); **Full Atk** +3 melee (1d6, crit. 20/x2, masterwork short spear) and -4 melee (1d6, crit. 20/x2, claw); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Ictyoid traits; Favor 8/8; **AL** NE; **SV** Fort +7, Ref +4, Will +8; Str 11, Dex 13, Con 16, Int 11, Wis 14, Cha 7.



Languages: Ap-nah, common, droh-nah.

Skills and feats: Concentration +8, Listen +6, Spellcraft +5, Spot +6, Survival +6, Swim +10; Alertness, Faith, Pious*. *New feat detailed in this sourcebook.

Ichtyoid Traits (Ex): amphibious, sonar, resistant to poison, weapon proficiency, claw (option), poor eyesight, hated.

Amphibious (Ex): Ichtyoids can breath equally well above or below the surface of the ocean. While they are native ocean dwellers, they are extremely resilient and suffer no penalties for being in fresh water.

Sonar (Ex): Ichtyoids have acute sonar capability that works well underwater. This acts like the ability Blindsight. Above the surface, the range for this ability is only 20 ft., but below this range extends to 90 ft.

Resistant to Poison: Ichtyoids have a +4 racial bonus to saving throws versus poisons. This due to hunting and eating poisonous sea creatures, which are part of their diet.

Weapon Proficiency: Ichtyoids have a +2 racial bonus to hit with all spears to include the trident this bonus is increased to +4 underwater.

Claw (Option): On creation, a player can choose to make their offhand a terrible claw. This natural weapon will do 1d6 damage, but the character will suffer a –2 racial penalty to skill checks using these skills: Balance, Climb, Disable Device, Open Locks, Sleight of Hand, or any other skill that may require the use of two hands. This penalty also applies to the use of two-handed weapons.

Poor Eyesight (Ex): If an Ichtyoid is on the surface and try-

ing to use their eyesight to determine things instead of sonar they suffer a –6 circumstance penalty to all related skill rolls and attack rolls. They rarely use their eyesight above the surface unless trying to read, and then they almost always use a magnifier of some sort to compensate.

Hated: Ichtyoids are hated by most surface dwellers and suffer a –6 circumstance penalty to the reaction of any intelligent surface creature that recognizes them for an Ichtyoid.

Gear: +1 Breastplate (shell), hand crossbow, masterwork short spear, potion of cure moderate wounds; misc. coins.

Cleric Domains: Evil and Itk-kic-Brut.

Cleric Spells Prepared (5/4+1/3+1/1+1; DC 12 + spell level): 0-level—*create water* x2, *detect magic*, *guidance*, *resistance*. 1st—*bane*, *bleeding touch**, *detect good*, *entropic shield*, *lungmist*†. 2nd—*align weapon*, *cure moderate wounds*, *lungwater*†, *mark of reversal**. 3rd—*cure serious wounds*, *magic circle against good*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Issh-Shih has no divine enemies, as most divine beings do not consider it divine. The ichtyoid race, however, can safely call almost every other sentient race mortal enemies. If an Issh-Sunt is approaching, or recently past, the Pantheon calls upon heroes to defend or counterattack, but in most cases this is futile as the ichtyoids are masters of the seas.

Current Conflicts & Activities

It has been some time since the last Issh-Sunt and most sea-savvy scholars suggest another is due soon. Clerics of Euphrenas have taken up residence in or near coastal villages.

Rituals, Relics, and Exclusive Spells

Coil of Consumption: This purple-glazed metallic cord wraps around the tentacles of an ichtyoid, so it can be used in its tentacle attacks. A creature without such tentacles attempting to wield this weapon must treat it as an exotic weapon. A successful strike forces a Fortitude Save DC 25, or the target is consumed by the coil and utterly destroyed. The Coil has been stolen from the sea, and resides, hidden, somewhere in Sheena.

Strong Evocation [Force]: CL 26th; Weight 3 lb.

Sting of Issh-Shih: This is the common holy symbol for clerics of Issh-Shih. These caps are placed upon the claws or tentacles of the cleric and allow him to project a ray of enfeeblement as a standard action, as cast by a sorcerer of his cleric level. This can be done three times per day above water, or at will underwater.

Moderate Necromancy: CL 8th: Craft Wonderous Item, ray of enfeeblement; Price 6,000 gp.

Exclusive Spells: Clerics of Issh-Shih use their spells to wreak havoc on the surface or to take a moment to breathe the sea purely for their personal pleasure.

Exclusive Spell (Sor/Wiz 2, Itk-kic-Brut 1): Lungmist (Issh-Shih): Diminish spellcasting (20% failure chance) and vocal abilities of air breathers

Exclusive Spell (Sor/Wiz 3, Itk-kic-Brut 2): Lungwater (Issh-Shih): Diminish spellcasting (40% failure chance) and vocal abilities of air breathers

Exclusive Spell (Sor/Wiz 7, Itk-kic-Brut 6): Lungflood (Issh-Shih): Diminish spellcasting (80% failure chance) and vocal abilities of air breathers.

Clerics

Clerics of Issh-Shih are recognizable by their purple-tipped tentacles or claws with the sting of Issh-Shih. Clerics control and shepherd their flocks. If the head cleric of an ichtyoid raiding party is killed, and no other clerics remain, the group loses cohesion, and any tricks or traps they would normally use are reduced to simple fight or flight responses.

Specialty Priests & Agents

Bhot-Itik has recently inserted a number of agents called simply "Issh" into the populations of several Gildor and Sheena locations, preparing for the next Issh-Sunt, in which he plans to enslave part or all of each island, or at the least have his clan win the competition, as it has since the dawn of their civilization.

More information on Icythoids and the Issh can be found at www.mysticeyegames.com as a free web enhancement.



ITHGANIN

Area of Influence: The Ithganin Empire and its people

Alignment: LE

Domains: Evil, Magic, Power, Trickery, War

Sacred: Corruption, Power

Secret: Fire, Rebirth

Description: Ithganin is the terrible emperor of a land called Ithganin. A careless sorcerer summoned him a few thousand years ago. Ithganin forced the sorcerer to summon and free his brothers, siblings, and mate. He then immediately slew his mate to avoid complications,

sending her raging spirit back to the hells from which the powerful devil lords came.

Dogma

The world belongs to Ithganin. Those who stand in his way will be converted or killed, or sundered from all they hold dear. Those who serve Ithganin shall be given a position as determined by their ability and birthright, or his whim. Honor thy master and all of higher rank. Show mercy only for gain. Follow the law, as it is written. Kill the infidel. Only those with Ithganin's divine blood are not expendable.

Alternate Forms

Ke'Tir (fire enveloped samurai with ornate devil mask and massive bat-like wings), Inyx, god of Rebirth.

Followers of Ithganin

Ithganin grants power only to clerics and the taken.

Secret or Sacred

Ithganin holds his personal wellbeing, reputation, and power more important than anything else. However, his contacts in Hell are not as strong as most believe. In his quest for subjugation, he neglected his duties back in his native realm. When he failed to conquer Warkistan, he lost allies in Hell, who had protected him from aggressors. This has placed Ithganin in a state of personal emergency, desperate to keep what few allies he has, while improving his power base on this plane. Thus, Ithganin has secretly gone back to hell.

Scattered in remote parts of Ithganin are small villages of individuals brought up with the following virtues: personal honor, friendship, chastity, self-sacrifice, and respect for life. These places are carefully guarded by Ithganin and kept isolated from the rest of society. These innocents worship Inyx, the firey pagan god of rebirth who is actually Ithganin in disguise. In these gardens of purity Ithganin and his most loyal servants handpick the most perfect candidates. Acting as leaders of the community, Ithganin's agents manipulate the targets into positions of near hopelessness. When the victim is most vulnerable, they offer an out, the power to fix their problems, but first they must agree to any cost. Ithganin's minions then take the victim (or sometimes an innocent the victim loved dearly) to be used for the god's purposes. Very recently, Ithganin has extended this practice into other countries. There he continues his guise as the Pagan god Inyx, with some of his agents infiltrating the real Inyx's temples.

Ithganin takes these victims and uses them to create his most elite and loyal minions, the Tir'Chi Ithgra. His Tir'chi Ithgra (Ithganin's Taken, more commonly known as Tir or the Taken) have surfaced in society as his most elite and loyal guards and servants. They serve the dual purpose of granting his allies in hell corrupted souls to consume, and giving him powerful loyal subjects who do his bidding without question. For more information, see the Taken in Chapter 3: Prestige Classes.

Holy Places

Ithganin has a holy temple in most communities of village size or larger. They are created by desecrating ground with the mixed blood of a child and Ithganin. These locations increase the effective caster level of devout Ithganin clerics, agents of Ithganin, and and Tir'chi by 1 to 3 levels

(depending on the power level). All of Ithuk (the capital city of fire and ash, which resides on the side of a volcano) is considered holy and grants a +1 caster level to the above beings, as well as members of the royal family. The royal palace itself grants a minimum of 3 caster levels, 6 in the throne room. Ithus Island, the home of Ithganin's ancient brother Ithus, is also a holy place. The power level of Ithganin's faithful on this Island is determined, both up or down, at the whim of his brother.

Notable Dates

On Ki'Char (first day of Summer), all followers are required to burn a sacrifice to Ithganin. The sacrifice must be a living creature or cloth object of great worth to the individual.

Religious Congregation/Festival

Ithganin holds only one festival. On the first day of summer, he calls upon the lower castes to choose their most honorable and loyal (to him) warriors. These individuals are granted access to his palace to compete at arms, might, and magic—a competition called the Ki' Char. The top three competitors are recruited into his royal guard or offered the chance to become Tir'chi (see the Taken for more details). He occasionally decides on special days at his whim, often giving only a week's notice. These most often mark his victories or the sorrows of another country. Ithganin tolerates no other special occasions other than marriages and funerals.

Major Players of Ithganin

Ithganin's family are his holy beings (see the Worldbook for details), and Asrina (deceased).

History, Allies & Enemies

When Ithganin first came to power in this realm, he had a devilish mate called Asrina Kei. Asrina was a short, stunningly beautiful female with a pear-shaped face, purple-black hair, dark brown almond eyes, and no devilish physicalities. She enjoyed displaying her legs in elegant outfits. It is said that the sight of them was such as to bewitch any male mortal who laid eyes upon them. Asrina loved to draw individuals into a false sense of security, building them up for weeks, months, or even years, for the sole purpose framing or disgracing them at her pleasure. Asrina was well liked by the population, as she appeared to reward loyalty instead of simply demanding it. In time, her followers nearly rivaled Ithganin's. Upset at this, Ithganin embarked on a secret effort to undermine and dishonor Asrina Kei. After his mir gami deceived a number of Asrina's followers into a plan to dethrone Ithganin (a plan Ithganin himself had crafted solely for the purpose of giving him an excuse for his actions), the "outraged" god struck her down openly in court. Asrina's followers rallied large numbers of the population into a civil war that lasted 5 years. Whole villages were decimated and the population of Ithganin dropped by 40%. Since the war, there has been little open unrest in the country, though it is rumored her followers, the Asri'Torku, plot Ithganin's downfall to this day.

Until recently, when Ithganin abandoned his responsibilities to focus on Gothos, he and his family were highly regarded and respected in Hell. Today, Ithganin hides his fallen status from his elder brother Ithus. He has few allies. His royal family and personal servants work on his behalf. He works diligently to improve his ties with allies on differ-

ent planes. Ithganin is and always has been at war with the whole of the Pantheon and most Pagan gods. Inyx in particular hates Ithganin, and grants renewal to an ever-increasing number of the Ithganin population. Tristar is also eager to repay Ithganin for his recent invasion of Warkistan.

Current Conflicts & Activities

Ithganin is chiefly involved in gathering resources, including victims used to create a Tir'chi, and followers in Warkistan. He seeks to undermine Inyx and Tristar, but avoids calling attention to himself from the rest of the Pantheon. Asrina's Asri'Torku are constantly doing minor things to cause Ithganin grief. They care not who they help, whether innocent, honorable, or even the most holy paladins, as long as it causes Ithganin hurt or helps them bring Asrina back.

Rituals, Relics, and Exclusive Spells

Ithganin grants cheap power to those willing to lose their freedom. His clerics use a ritual called Ho Tar (infusion) to place unholy blood into a creature, bonding it to Ithganin. A more potent version of this ritual creates Ithganin's Tir'chi (see the Taken for more information). Ithganin's family carries a number of relics, including Ithuk's Whip of Lies (see the Hunt: Rise of Evil Worldbook for more information), but most remain unknown outside of the family. Ithganin offers quick power in return for long term enslavement or loss. His clerics follow this principle.

Ho Tar (Infusion) (True Ritual)

Participant Requirements: Follower of Ithganin, ability to cast 3rd level divine spells.

Level: Clr3

Proxy: No

Casters Required: 4

Casting Time: 12 continuous hours

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

Other Requirements: Blood of Ithganin or his family, host.

Description of Ritual: The host is strapped to a wooden table and encircled by the participants. The participants chant the words of the ritual while dripping goat or bat blood from their left hands, onto daggers held in their right. They each in turn move to the table and stab into the limbs of the victim, pinning him to the table. This is painful, but only causes 1 hit point of damage per dagger. Assuming the host survives, the leader of the ritual pours devil blood over each dagger wound, and the remainder onto the host's eyes. For the rest of the ritual, the host writhes about as the devil blood merges with their own. In the final moments of the ritual, the participants each remove their daggers.

Spell Effects: This ritual infuses the host with the blood of a devil, granting him powers. The host's outward appearance is not affected. He immediately gains the ability to cast a 1st level sorcerer spell per day as a 1st level caster. If the host is 6th level or higher at the time of the ritual, he gains a 2nd level spell instead, cast as a 3rd level sorcerer. If the host is 12th level or higher at the time of the ritual, he gains a 3rd level spell cast as a 6th level caster. The spell is randomly chosen and does not change once selected. The individual must make a Will save DC 20 to do anything against the will of Ithganin. Failure forces the individual to take no action.

Clerics

Ithganin clerics wear cloaks of red or orange, embroidered to look like fiendish wings, at all times, even when bathing and sleeping. They otherwise wear white (the color of death in oriental cultures) emblazoned with red and orange. Clerics of Ithganin gain their spells at dusk each day. In addition, they must corrupt, deceive, or subjugate a victim each day, or give themselves pain before praying for spells. This has led to the clerics often having random individuals taken from the population each day who follow them around for the sole purpose of being tormented or corrupted. Clerics of Ithganin follow the letter of the law and have a rigid system for advancement within their order.

Specialty Priests & Agents

Ithganin is at first generous and later more frugal in granting powers. His intention is to keep all below himself, equal enough in power that they are more concerned with each other than himself. 95% of his clerics are of his normal type. His Mir gami, however, work on special projects, like raising his Tir'chi, or working behind the scenes to keep his brothers and other family members loyal. To qualify to be a Mir gami, a cleric must, through the feats Faith or True Faith, take the Power sacred domain and go through the Ho Tar ritual. Mir gami have agents (of most every class type) throughout the known world, constantly working to corrupt the innocent. Mir gami gain access to the Devilian and Unholy Infusion feats via the Ho Tar Ritual, but otherwise are standard clerics.



KRAG

Area of Influence: War

Alignment: CG

Domains: Chaos, Death, Good, War

Sacred: Strength

Secret: None

Description: Krag is a heavily muscled dwarf in full plate armor. He carries a massive battleaxe and warhammer. Krag can be a demanding god. Those who follow him live according to the Iron Road, which requires a dwarf to not fear battle, to never retreat from goblinoids, and to seek an honorable death. This is the model for which the followers of Krag strive, though few attain it.

Dogma

Die in glorious battle. The larger the foe or the more numerous, the better. Never, but never, back down from goblinoid scum.

Follower Type

Krag grants power to dwarven clerics and paladins.

Alternate Forms

Krag sometimes appears as a rough-hewn statue of himself, angular and carved from dark grey granite. The only real definition on the statue lies in the finely carved goblinoid heads around his waist, their faces twisted in anguish.

Secret or Sacred

Krag holds no secrets. He is known by all, followers or otherwise, as the essence of war and battle.

Holy Places

There is a place of virtual myth, a place called Krag's

Hole. There are few alive now who can recount tales passed down from grandparents, but these same grandparents fought horns single-handed so their tales are questionable. Krag's Hole is a vast cavern deep beneath the mountains (the specific range changes with each telling), a perfect globe taken out of the center of the mountain, so large you cannot see one side from the other.

Notable Dates

Krag holds no specific dates as noteworthy, but for every day his clerics can prove themselves in battle.

Religious Congregation/Festival

Whenever worshippers of Krag get together it can be deemed a congregation or festival. They drink themselves into a stupor, one-upping each other with tales of heroism and valor.

Major Players of Krag

Gelena and Onka Shalewarden are dwarf twins. Until recently they lived in the City of Freeport within Gildor, until they answered the call to open up their ancestral lands deep beneath the Ill-Marshal Mountains. They have fought in these mountains for over a year now. The going is slow as clans of orcs have set up in some of the larger halls of Kren Lageash, the area of the massive city that Onka and Gelena's troop were sent to subdue. Gelena has risen through the ranks of her priesthood quickly, as she vanquished many of the unorganized followers of Garn.

Onka now leads the troops of dwarf warriors as they wend their way through miles of passageways and halls in the massive city. His faith in Krag and his sister's powers sustain him as he throws himself into battle against an increasingly difficult foe.

Onka Shalewarden

Onka Shalewarden: Male dwarf Ftr8: **CR** 8; Medium humanoid (dwarf); **HD** 8d10+24 (hp 68); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 20 ft.; **AC** 22 (+1 Dex, +7 magic chainmail, +2 magic light steel shield, +2 amulet of natural armor; touch 11, flat-footed 21, armor check penalty -4); **Base Atk** +8; **Grp** +12; **Atk** +15 melee (1d8+6, crit. 19-20/x3, +2 warhammer) or +9 ranged (1d6, crit. 20/x3, shortbow); **Full Atk** +15/+10 melee (1d8+6, crit. 19-20/x3, +2 warhammer) or +9/+4 ranged (1d6, crit. 20/x3, shortbow); **Space/Reach** 5 ft./5 ft.; **SQ** Dwarven traits; Favor 1/4; **AL** CG; **SV** Fort +9, Ref +3, Will +4; **Str** 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10.

Languages: Common, dwarven, gnome.

Skills and feats: Climb +8, Diplomacy +5, Intimidate +4, Jump +9, Swim +9; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Power Attack, Sunder, Weapon Focus (warhammer).

Dwarf traits (Ex): Darkvision 60 ft., stonecunning, weapon familiarity (dwarven waraxe and dwarven urgosh), stability, +2 racial bonus on saves vs poison, +2 racial bonus on saves vs spells and spell-like effects, +1 racial bonus on attack rolls vs orcs and goblinoids, +4 dodge bonus to **AC** vs monsters of giant type, +2 on Appraise checks related to stone or metal, +2 on Craft checks related to stone or metal.

Gear: +2 Amulet of natural armor, +2 chainmail, shortbow, +1 light steel shield, +2 warhammer; misc. coins.

Gelena Shalewarden

Gelena Shalewarden: Female dwarf Clr9: **CR** 9; Medium humanoid (dwarf); **HD** 9d8+27 (hp 67); **Init** +4 (+4 Improved Initiative); Spd 20 ft.; **AC** 19 (+5 magic scale mail, +1 light steel shield, +3 ring of protection; touch 10, flat-footed 19, armor check penalty -3); **Base Atk** +6; Grp +7; Atk +9 melee (1d6+3, crit. 20/x2, +2 throwing light mace) or +8 ranged (1d6+3, crit. 20/x2, 10 ft., +2 throwing light mace); **Full Atk** +9/+4 melee (1d6+3, crit. 20/x2, +2 throwing light mace) or +8 ranged (1d6+3, crit. 20/x2, 10 ft., +2 throwing light mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Dwarf traits; Favor 13/14; **AL** CG; **SV** Fort +9, Ref +5, Will +10; Str 13, Dex 11, Con 17, Int 10, Wis 16, Cha 14.

Languages: Common, dwarven.

Skills and feats: Concentration +15, Knowledge (Religion) +12; Endurance, Improved Initiative, Leadership, Lightning Reflexes.

Dwarf traits (Ex): Darkvision 60 ft., stonecunning, weapon familiarity (dwarven waraxe and dwarven urgosh), stability, +2 racial bonus on saves vs poison, +2 racial bonus on saves vs spells and spell-like effects, +1 racial bonus on attack rolls vs orcs and goblinoids, +4 dodge bonus to **AC** vs monsters of giant type, +2 on Appraise checks related to stone or metal, +2 on Craft checks related to stone or metal.

Gear: Light steel shield, necklace of prayer beads (healing), rod of mineral & metal detection, +1 scale mail, +2 throwing light mace; misc. coins.

Cleric Domains: Good and Strength.

Cleric Spells Prepared (6/4+1/4+1/3+1/2+1/1+1; DC 13+spell level, +1 caster level Good spells): 0-level—*create water, detect magic, mending, purify food & drink, read magic, resistance*. 1st—*bles, comprehend languages, divine favor, entropic shield, protection from evil*†. 2nd—*bull's strength*†, *bear's endurance, find traps, lesser restoration, resist elements*. 3rd—*dispel magic, magic circle against evil, magical vestments*†, *searing light*. 4th—*death ward, holy smite*†, *magic weapon (greater)*. 5th—*hallow, righteous might*†. †Domain spell.

History, Allies & Enemies

Krag makes and breaks alliances, and switches allies and enemies.

Current Conflicts & Activities

Krag and his followers are always in conflict. They are true and good allies to have, fighting by your side in honor of their god and companions, but get on Krag's wrong side and it will be a long war.

There is an ongoing feud fueled by racial hatred with the followers of Garn, those malodorous orcs and half-breeds.

Rituals, Relics, and Exclusive Spells

Krag's Fist: This is the favored weapon of Krag's devout followers. This hammer has a head shaped like a large, over-sized fist. The back of the head is a stout and efficient axe blade.

Table 9-1. Krag's Fist Statistics

Exotic One-Handed Weapon	Cost	Dmg, Sml	Dmg, Med	Crit	Rng	Wt	Type
Krag's Fist (Hammer)	60gp	1d6	1d8	x3	-	17lb	Bludgeoning
Krag's Fist (Axe)	-	1d4	1d6	x4	-	-	Slashing

A proficient wielder can switch his attacks (if multiple) between axe and hammer during combat.

Strength of One: Detailed in Chapter 4: Feats.

Krag's Fury (Minor Artifact): Krag's Fury has been passed among the Clans for generations. When a dwarven clan makes a heroic display in battle, they request the belt from the current holder. A trial of combat may ensue, with Krag himself judging. The belt is crafted from the hide of a grey render, with a wide waist band that hangs low, down to a dwarf's knees. Hair is sewn into the flesh along the whole length, with a crude mouth detailed in relief on the front.

Any dwarf who wears the belt and utters Krag's name in defiance against a foe activates Krag's Maw. The mouth opens wide and bellows. This does 2d6 sonic damage as per the shout spell to all in range (Fort save DC 18). Also, those affected must make a Will save DC 20 or suffer the effects of a fear spell as cast at 14th level.

Krag's Fury also bestows upon the wearer a +6 competence bonus on all Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 penalty on similar checks when dealing with anyone else, as well as a +2 enhancement bonus to Constitution and Strength, and +2 resistance bonuses on saves against poison, spells, and spell-like effects.

Strong Transmutation: CL 19th, 2 lb.

Clerics

Clerics of Krag vary from heavily armored warriors ready for the onslaught of battle to barechested psychotic berserks who put their faith in Krag to protect them in battle while they get goblin blood on their hammers.

Paladins of Krag: As chaotic as Krag is, it is a surprise to most non-dwarves he has any paladins at all. However, his paladins outnumber Torggan's 10 to 1. (In fact Torggan paladins have become rarer overtime, and now very few exist). Paladins of Krag focus on the glory of battle and the extermination of goblinoids. They follow the laws of the dwarves to an extreme. However, outside the bounds of the dwarves their actions can seem hot-tempered and chaotic. Groups of these paladins scour the lands in search of goblinoid tribes to decimate.

Charge

Seek out and destroy the goblinoid races such that only the true heirs of this world remain to claim it.

Attire

Paladins of Krag wear shiny armor—the more steel showing the better. Spikes, blades and other sharp edges commonly cover their armor and shields. Bloodstains from notable goblinoids they have killed are the only things allowed to soil their armor for any length of time. Most paladins of Krag carry Fists of Krag as their primary weapon.

True Paths

Eradicator, Wrath of God.

Principle Base(s) of Operation

Tor-Urgas (Dunreth), Mirak, Nord.



Otto

Area of Influence: Miners and Tinkerers

Alignment: N

Domains: Clockwork, Earth, Knowledge, Luck

Sacred: None

Secret: Destruction

Description: Otto is the neutral god of gnomes, miners and machines. He appears to his followers as a large, clockwork gnome of solid gold. He is known by many other names throughout Gothos, the most popular being the Ticktock King, the Mechanical One, and, favored by other races the Lord of Disaster. His symbol consists of two or three mechanical cogs fixed together. Otto's favored weapon is the hooked gnome hammer.

Dogma

Life is what you make of it, or better yet, what you make live. We seek precious metals to create our wondrous beasts. When the cogs turn and the wheel spins, the inanimate begins to shake and shudder and move. Who is say that that is not life in a way? What are we but creatures with pumps and valves. As Otto created life from cogs too small to see, so too shall we create life in our own humble way.

Followers of Otto

Otto grants powers to clerics of Otto.

Alternate Forms

As mentioned above, Otto has many alternate names. However, he has but two forms. The first is a small, wizened gnome with large magnifying spectacles, a robe full of pockets and a floppy hat. The second form is more ominous: a huge clockwork golem with a crown decorated with cogs. While Otto is associated with mining, that is merely a path to uncover the ores with which to build his clockwork creatures.

Many cultures view Otto as the Lord of Disaster because the clever inventions of gnomes are often too clever for others to operate and end up malfunctioning and causing great trouble and mischief. Rather than blaming themselves for a lack of understanding, the other cultures find it easier to blame the gnome deity, and gnomes themselves, for their difficulties. Forty years ago in Dire Port, a huge mechanical dock machine went berserk and destroyed three of the Dunn warships before finally being disabled by the combined might of the military garrison and a wandering druid. Since that time, Dire Port has proclaimed clockwork creations dangerous and prohibited from the city.

Secret or Sacred

Clerics of Otto know the Clockwork domain is the principal focus of their belief. There is no need to have any worship more sacred than that. However, there is a small, slowly increasing number of clerics who believe the

Clockwork domain is a sham, a mere imitation of life. To them, Otto has a scheme, a deceitful plan to trick the world. They do not believe Otto is evil in deceiving the world, just that he is more clever than anyone suspects.

Holy Places

Holy places for Otto reside deep within the earth. Other races would see them more as strange labs than temples. Cogs and spare parts mixed with holy scrolls and texts litter workbenches and shelves. Numerous creatures in various stages of construction occupy temple spaces. Below the city of Kandle in Gildor there is a major temple to Otto. Here, clerics produce wondrous clockwork devices, not just creatures but ships and land machines. They carefully keep their various constructions hidden, as they know outsiders will use these devices to wage war and inflict harm upon the world.

Notable Dates

There are no special dates to the gnomes; however, the 13th of Unclar (All Fools' Day) holds a special place in the hearts of gnomes. They play harmless pranks on friends and strangers alike.

Religious Congregation/Festival

While no date is special, each Tursen is considered a day of rest and contemplation for Otto's followers. On this day, workers stop their constructions and relax. Many take this opportunity to go to temple to thank their god for his inspirations.

Major Players of Otto

Margorie Harkental High Tinker of Kandle

Margorie Harkental has been instrumental in the latest phase of Otto's Great Inspired Plan: a new line of clockwork creations. Margorie has been inspired to manufacture clockwork beasts more independent than current examples, and has even begun toying with clockwork people. So far, her work has met with frustration, but she pursues her dream with great passion. Margorie and her congregation have constructed an army of clockwork creatures that guard their underground temple complex.

Margorie: Female gnome Clr16/Exp4: **CR** 19; Small humanoid (gnome); **HD** 16d8+4d6+20 (hp 106); **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 22 (+3 Dex, +1 size, +8 magic scale mail; touch 14, flat-footed 19, armor check penalty -3); **Base Atk** +16; **Grp** +13; **Atk** +22 melee (1d6+4, crit. 20/x3 or 20/x4, +3 gnome hooked hammer) or +21 ranged (1d8+1, crit. 19-20/x2, 80 ft., +1 light crossbow); **Full Atk** +22/+17/+12/+7 melee (1d6+4, crit. 20/x3 or 20/x4, +3 gnome hooked hammer) or +21/+16/+11/+6 ranged (1d8+1, crit. 19-20/x2, 80 ft., +1 light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Gnome traits; **Favor** 23/26; **AL** N; **SV** Fort +12, Ref +9, Will +19; **Str** 12, **Dex** 16, **Con** 12, **Int** 9, **Wis** 20, **Cha** 13.

Languages: Common, gnome.

Skills and feats: Bluff +2, Forgery +4, Gather Information +3, Hide +8, Knowledge (Arcana) +4, Knowledge (Religion) +15, Listen +7, Move Silently +5, Tinkering +17, Use Rope +4; **Craft** Wondrous Item, **Empower Spell**, **Extend Spell**, **Extra Turning**, **Forge Ring**, **Scribe Scroll**, **Weapon Focus** (gnome hooked hammer).



Gnome Traits (Ex): Low-Light Vision, weapon familiarity (gnome hooked hammers), +2 racial bonus on saving throws against illusions, add +1 to the DC for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type, +2 racial bonus on Craft (alchemy) checks, spell-like abilities.

Spell-Like Abilities (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Gear: +3 Gnome hooked hammer, +1 light crossbow, + 4 scale mail; misc. coins.

Cleric Domains: Clockwork and Trickery.

Cleric Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1; save DC 15 + spell level): 0-level—*create water*, *detect magic*, *guidance* x2, *mending* x2. 1st—*command* x2, *confusion (lesser)*†, *endure elements* x2, *mark of discovery** x2, *shield of faith*. 2nd—*bull's strength*, *find traps*, *invisibility*†, *make whole* x2, *mark of reversal**, *resist energy*. 3rd—*dispel magic* x2, *helping hand*, *locate object* x2, *nondetection*†, *stone shape*. 4th—*confusion*†, *divination*, *neutralize poison*, *restoration* x2, *sending*. 5th—*break enchantment*, *false vision*†, *insect plague*, *mark of justice*, *spell resistance*, *true seeing*. 6th—*animate objects*, *blade barrier*, *heal*, *summon monster VI*†. 7th—*destruction*, *repulsion*, *restoration (greater)*, *screen*†. 8th—*antimagick field*, *discern location*, *iron body*†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

The gnomes don't believe Otto created the world or the creatures on it. They do not argue with other gods' follow-

ers who claim their divine geneses. Rather, they believe Otto will improve on this imperfect creation. Otto's creations will eventually replace the difficult and ultimately doomed life forms with perfect mechanical beings.

Otto claims no allies, but Euphrenas at least appreciates his quest to develop new techniques and apply science to the world's problems. However, Otto is gaining enemies in both the Pantheon and the Pagan communities. Agriol and Veratana are both concerned with preserving living creatures and will resist any efforts of Otto and his followers in filling the world with clockwork creations.

Current Conflicts & Activities

Because of resistance from the Pantheon and the negative reaction from human communities after the disastrous events in Dire Port, Otto has retreated from openly displaying his clockwork creations. He has redoubled his followers' efforts in secret, however, because he feels a momentous time is approaching. This may have to do with the Dream Rift cycle.

Rituals, Relics, and Exclusive Spells

Tinkering is a mysterious skill that combines the mechanical art of constructing objects from metal with mystical arts that grant the constructs rudimentary intelligence and autonomous function. (Some GMs may wish to govern this ability by having the accompanying true ritual, spark of life, necessary for clockwork beasts. Clocks, ships and other strictly mechanical creations do not need spark of life.)

Spark of Life (True Ritual)

Participant Requirements: Only one participant is required for this ritual. However, if the cleric overseeing the ritual did not create the clockwork beast, the creator must also be present. The cleric must be a follower of Otto and must be able to cast 6th-level spells.

Level: 6

Proxy: No

Casters Required: Only one cleric is required

Casting Time: 1 continuous hour

Range: Touch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Other Requirements: Symbol of Otto and the clockwork beast to be infused with life.

Description of Ritual: This ritual infuses a clockwork beast with a semblance of life. In much the same manner as animate object, the creature acts with autonomic sense. It responds to outside stimuli. As noted below, only the creator of the clockwork beast can control it. Once the beast receives the spark of life, it behaves as a normal creature of its animal type.

New Skill: Tinkering (Int, trained only)

The character can build and repair all manner of clockwork mechanisms.

Check: A successful skill check indicates that the character built or repaired a clockwork mechanism. The difficulty class of the skill check varies depending on the size of the mechanism. Below is a list of common difficulty classes.

Table 9-2. Tinkering Costs, Time and DCs by Size.

Size	Build DC	Repair DC	Time Needed to build *	Cost in Parts to Build
Fine	15	10	1-2 hours	250 gp
Diminutive	15	10	3-4 hours	500 gp
Tiny	20	15	5-6 hours	750 gp
Small	20	15	7-10 hours	1,000 gp
Medium	25	20	10-20 hours	2,000 gp
Large	25	20	1-3 Days	5,000 gp
Huge	30	25	1-3 Weeks	10,000 gp
Gargantuan	30	25	1-3 months	25,000 gp

* The time it takes to repair a clockwork mechanism depends on the severity of the damage. Minor repairs usually take 10-30 minutes.

Making a clockwork mechanism requires cogs, gears, springs, etc. These things are not free, and are usually only available in gnomish cities. If a character is repairing a mechanism, it costs 20% +1d20% of the amount to build it. If the initial skill check fails, he can try again. However, the DC increases by 5 for every check after the first. The same goes if another character tries to use this skill on the same mechanism. It is assumed the first character botched the job somewhere, and has made the task more difficult for anyone else who tries.

Special: A character must have at least 5 ranks in Tinkering before he can make a clockwork beast. Clockwork beasts created with this skill only follow the commands of their creator. Also, if a character other than a gnome attempts to operate a clockwork mechanism, there is a slight chance it will malfunction. Any time someone other than a gnome uses a clockwork mechanism, roll a d20. If the roll is a 1, 2, or 3, then he has made the mechanism inoperable.

Examples of clockwork mechanisms that can be made are: wrist clock, clockwork beast, clockwork boat, and revolving rooms.

Clockwork Beast Construct Template

Clockwork Beasts: The gnomes of Gothos are known for their ability to tinker with all forms of mechanical devices. Sometimes this is a good thing; sometimes not. The clockwork beast is one invention that, though odd in appearance, shows the power gnomes can command, especially with an army of clockwork beasts to back them up. Clockwork beasts come in many different shapes and sizes, from Diminutive to Gargantuan. They are mechanical animals built to mimic the original animal in every way, with a few minor adjustments. Clockwork beasts are made entirely out of metal. The metal used varies depending on available resources. However, gnomes favor gold as it is most easily shaped. The beasts run on systems of cogs, springs, pulleys, and a little bit of magic. They are usually heard before they are seen, as their internal mechanisms give off a ticking noise. "Clockwork Beast" is a template that can be added to any Animal or Vermin. The creature's type becomes Construct and retains all of its base statistics, except those noted here.

Clockwork Beast Template

Speed: The creature's base speed increases by 10 ft. (Applies to all forms of movement.)

Hit Dice: Increases to d10

AC: Gains +3 natural

Special Attacks and Qualities: Creature loses all special attacks and qualities, but gains the qualities Construct and Magic Immunity, as described below.

Saves: Adjust based off of the creature's new ability scores.

Abilities: Str +6, Dex +2, Con — (no longer used), Int becomes 1, Wis becomes 10, Cha +1

Skills and feats: Creature loses all skills and feats possessed.

Climate Terrain: Any appropriate near gnomes.

Challenge Rating: +1 to creature's original CR. (Round fractions down.)

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity: Clockwork beasts are immune to all spells, spell-like abilities, and supernatural effects, except the following. Electricity effects haste clockwork beasts for 1d6 rounds (as the spell) and will negate any slow effects on them. Cold-based attacks slow clockwork beasts for 1d3 rounds.

An example of applying the template to a creature shows how a rat is converted into a clockwork creation.

Clockwork Rat

Tiny Construct

Hit Dice: 1/4 d10 (2 hp)

Initiative: +3 (Dex)

Speed: 25 ft., Climb 25 ft.

AC: 18 (+2 size, +3 Dex, +3 natural; touch 15, flat-footed 15)

Attacks: Bite +4 melee

Damage: 1d3-3

Space/Reach: 2 1/2/0 ft.

Special Qualities: Construct, magic immunity

Saves: Fort+2, Ref +3, Will +2

Abilities: Str 8, Dex 17, Con —, Int 1, Wis 10, Cha 3

Climate/Terrain: Any appropriate land near gnomes

Organization: Solitary, pack (2d8), Swarm (10d100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: As original creature

Rats are among the first animals a gnome learns to mimic in clockwork. They act like rats for the most part, but also understand basic verbal commands given by the creator. They appear as metallic replicas of the original animal. It is usually heard before it is seen, as its collection of springs and cogs give off a ticking noise.

Combat

Clockwork rats attack as normal rats: they bite really hard.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity: Clockwork rats are immune to all spells, spell-like abilities, and supernatural effects, except the following. Electricity effects haste clockwork rats for 1d6 rounds as the spell, and will negate any slow effects on it. Cold-based attacks slow the clockwork rat for 1d3 rounds.



SHAR-RIEL

Area of Influence: Heavens, Air
Alignment: CG
Domains: Air, Chaos, Good, Protection
Sacred: Storm
Secret: Destruction

Description: Shar-Riel is the winged god of the sky. He appears as a tall, beautiful male elf with eagle wings. He is the principal sky god of the elves. Shar-Riel is the Bringer of Rain and Lightning, who cares for his children, the elves, and protects them from harm.

Dogma

Shar-Riel watches over us from the heavens. He touches us with the gentle breeze and nourishes the world with rain. He is the last of the free spirits, unfettered by the bonds of earth or sea. He sees all but rarely judges. When angered, he bellows and rants against the injustices and evils that plague his children. The storm is witness to his displeasure. While the storm may be fierce and terrible, it is but an echo of the anger from which Shar-Riel shields us.

Followers of Shar-Riel

Shar-Riel grants powers to clerics of Shar-Riel and druids.

Alternate Forms

Shar-Riel has no other name but is sometimes depicted as a giant eagle or roc. Elves who worship Shar-Riel will not attack either of these avian species unless the birds attack first.

Secret or Sacred

Shar-Riel's most sacred duty is to protect the elves. His clerics are obligated to protect any elf, even an elf of another alignment. In addition, clerics cannot initiate attacks on any elf. Unless an elf directly attacks the cleric, he cannot harm the elf. If a cleric ever hesitates to protect another elf, he will lose access to the Protection domain until Shar-Riel is satisfied with some sort of atonement, which usually comes in the form of a difficult mission against enemies of elvenkind.

As storms bring vital rains to quench the land's thirst, so do they also bring violence and destruction. A secret sect of Shar-Riel reveres him as the Storm God. In this role, Shar-Riel appears as wild-eyed elf with silvery flowing hair and lightning playing from his fingertips. These followers believe that destruction brings rebirth and the world needs to purge itself occasionally and start anew. They believe also that the cleansing time is close at hand and are preparing for it. Deep within their hidden caves and secluded vales, the followers gather food and supplies kept guarded in shelters to be used as refuges when the destruction begins.

Holy Places

Mountaintops are holy to the followers of Shar-Riel, as too are the aeries of the giant birds of prey. There is a legend of a mountaintop temple in the White Fang Mountains near Griffin Pass. Elf clerics and their attendants have wings of eagles and can fly to and from the temple. While these elves have not been seen for many human generations, they live in the stories and legends of Nord and Dunreth.

Notable Dates

Shar-Riel has no notable date. To the elves, he has always lived for he is the sky and the wind.

Religious Congregation/Festival

The festival of Shar-Riel takes place during the second week of Highsun. During this week, elves burn valuable possessions to show dedication to their god. Smoke from the fires is said to travel the winds to Shar-Riel.

Major Players of Shar-Riel

Xavier Starchild

High Priest of Shar-Riel

High Priest Xavier Starchild is the leading figure of the Heavenly Aerie, the principle temple of Shar-Riel in the White Fang Mountains. Xavier heard the call of the Shivre-Tal (see below) and ordered the beginnings of the silent war. Whenever a follower of Shar-Riel, whether clerical or lay, has personal doubts, Xavier is willing and even eager to help. Many have made the difficult and treacherous journey to visit with the High Priest and seek his wisdom.

Xavier Starchild: Male elf Clr20: **CR** 20; Medium humanoid (elf); **HD** 20d8+60 (hp 150); **Init** +2 (+2 Dex); Spd 30 ft.; **AC** 12 (+2 Dex; touch 12, flat-footed 10); **Base Atk** +15; Grp 18; Atk +24 melee (1d8+9, crit. x3, +5 spear), or +23 ranged (1d8+8, crit. 20/x3, 10 ft., +5 spear); **Full Atk** +24/+19/+14 melee (1d8+9, crit. x3, +5 spear), or +23/+18/+13 ranged (1d8+8, crit. 20/x3, 10 ft., +5 spear); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Elf traits; Favor 25/26; **AL** CG; **SV** Fort +15, Ref +8, Will +17; Str 17, Dex 14, Con 16, Int 12, Wis 21, Cha 17.

Languages: Common, elven, gnoll.

Skills and feats: Concentration +19, Craft (alchemy) +14, Diplomacy +20, Heal +23, Knowledge (arcana) +8; Combat Casting, Craft Wondrous Item, Extend Spell, Forge Ring, Leadership, Scribe Scroll, Weapon Focus (spear).

Elf Traits (Ex): Immunity to magic sleep effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision, weapon proficiency longsword, rapier, longbow (including composite longbow) and shortbow (including composite shortbow). An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Gear: +3 elven chainmail, +5 spear, wings of eagles*; misc. coins. *New magic item detailed in this sourcebook.

Cleric Domains: Air and Good.

Cleric Spells Prepared (6/7+1/6+1/6+1/6+1/6+1/4+1/4+1/4+1/4+1; Save DC 15 + spell level): 0-level—*create water, detect magic* x2, *guidance, light, mending*. 1st—*bles, divine favor* x2, *entropic shield, magic motes**, *magic weapon, obscuring mist*†, *shield of faith*. 2nd—*aim of the eagle**, *align weapon, bull's strength, make whole, remove paralysis, spiritual weapon, wind wall*†. 3rd—*dispel magic* x2, *invisibility purge, magic circle against evil*†, *mark of renewal**, *remove curse, searing light*. 4th—*dimensional anchor, divine power, freedom of movement, holy smite*†, *magic weapon (greater), restoration, spell immunity*. 5th—*break enchantment, control winds*†, *dispel evil, disrupting weapon, flame strike, true seeing* x2. 6th—*chain lightning*†, *dispel magic (greater), find the path, heal, word of recall*. 7th—*holy word*†, *mark of power**, *regenerate, repulsion, word of chaos*. 8th—*cloak of chaos, dimensional lock, holy aura, summon monster VIII, whirlwind*†. 9th—*elemental swarm*†, *heal (mass), mark of the avatar**, *miracle, summon monster IX*. *New spell detailed in this sourcebook. †Domain spells.

Celeste Ravenwing

Celeste Ravenwing, ranger and rogue, is the principle planner and operative of clandestine missions for Shar-Riel. Celeste tries her best to limit collateral damage to innocent civilians and noncombatants. While all respect Celeste, some of Shar-Riel's followers think she is not ruthless enough towards his enemies. So far, however, Xavier has not received any hint from Shar-Riel that the deity is displeased with Celeste's actions.

Celeste Ravenwing: Female elf Rgr10/Rog10; **CR** 20; Medium humanoid (elf); **HD** 10d10+10d6 (hp 90); **Init** +10 (+6 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 24 (+6 Dex, +8 magic studded leather; touch 16, flat-footed 24); **Base Atk** +17; **Grp** +19; **Atk** +25 melee (1d6+7, crit. 15-20/x2, +5 rapier), or +23 melee (1d4+6, crit. 19-20/x2, +4 dagger), or +23 ranged (1d8, crit. 20/x3, 100 ft., longbow); **Full Atk** +23/+18/+13/+8 melee (1d6+7, crit. 15-20/x2, +5 rapier) and +21 melee (1d4+5, crit. 19-20/x2, +4 dagger), or +25/+20/+15/+10 melee (1d6+7, crit. 15-20/x2, +5 rapier), or +23/+18/+13/+8 melee (1d4+6, crit. 19-20/x2, +4 dagger), or +23/+18/+13/+8 ranged (1d8, crit. 20/x3, 100 ft., longbow); **Space/Reach** 5 ft./5 ft.; **SA** Sneak attack +5d6, special ability (crippling strike), spells; **SQ** Animal companion, combat style (two weapons), elf traits, endurance, evasion, favored enemy (gnoll, orc, goblin), improved combat style, improved uncanny dodge, swift tracker, track, trap sense+3, trapfinding, uncanny dodge, wild empathy, woodland stride; **Favor** 3/10; **AL** CG; **SV** Fort +10, Ref +16, Will +9; **Str** 14, **Dex** 22, **Con** 10, **Int** 19, **Wis** 13, **Cha** 12.

Languages: Common, draconic, elven, gnome, orc, sylvan.

Skills and feats: Bluff +9, Climb +15, Concentration +9, Craft (Bowyer/Fletcher) +13, Decipher Script +13, Diplomacy +13, Disguise +14, Forgery +12, Gather Information +9, Handle Animal +14, Hide +18, Knowledge (Nature) +7, Listen +4, Move Silently +12, Profession (Hunter) +9, Ride +15, Search +20, Sleight of Hand +17, Spot +15, Survival +14, Use Magic Device +12; Dodge, Improved Critical (rapier), Improved Initiative, Iron Will, [Track], Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (rapier).

Elf Traits (Ex): Immunity to magic sleep effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision, weapon proficiency longsword, rapier, longbow (including composite longbow) and shortbow (including composite shortbow). An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Gear: Cloak of elvenkind, +4 dagger, longbow, +5 rapier, +5 studded leather; misc. coins.



Ranger Spells Prepared (2/1; save DC 11 + spell level): 1st—longstrider, magic fang. 2nd—aim of the eagle*. *New spell detailed in this sourcebook.

Animal Companion: Bright Wing: Hawk; **CR** 1; Tiny magical beast; **HD** 3d8; hp 13; **Init** +4 (+4 Dex); **Spd** 10 ft., fly 60 ft. (average); **AC** 20 (+2 size, +4 Dex, +4 natural; touch 16, flat-footed 16); **Base Atk** +2; **Grp** -8; **Atk** +8 melee (1d4-2/x2, talons); **Full Atk** +8 melee (1d4-2/x2, talons); **Space/Reach** 2-1/2 ft./0 ft.; **SQ** Bonus tricks (2), evasion, link, low-light vision, share spells; **AL** N; **SV** Fort +3, Ref +7, Will +3; **Str** 7, **Dex** 18, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6.

Skills and feats: Listen +4, Spot +14; Fly-by Attack, Weapon Finesse.

Skills: Hawks have a +8 racial bonus on Spot checks.

History, Allies & Enemies

Before time there was Shar-Riel and his lover Dryaella. Their passion for each other created the elves, a perfect form to symbolize their perfect love. Elves lived in harmony with the world and the world flourished under their gentle care. As time passed, corruption and evil crept into the world. With the evil came humankind. While not truly evil, humans believe they own the land, and constantly grasp for more. Despite their differences, humans and elves have become strained allies against the forces of the Outcast gods. Shar-Riel has declared war against the minions of the Outcast gods, as well as the monstrous creatures that dare to invade the sacred homes of Dryaella and Shar-Riel.

Current Conflicts & Activities

Shar-Riel has declared war, Shiv-re-Tal, against the Outcast gods and their minions. While Shar-Riel does not favor the Pantheon and, in fact, has crossed spears with the haughty human church, he sees that the world is in grave danger from the evil and degenerate forces of the evil siblings of Barticus. According to the edict of the Shiv-re-Tal, the war is a smoldering and patient one. There will be no large-scale charge of elven troops against fortified Chargrond towns, no massive earthquakes ripping away coastlines. Instead, there will be assassinations of leading figures and deep excursions into goblinoid lands. The purpose of these missions is to kill any cleric, shaman or adept of the goblin tribes. After that, more mundane forces can effectively deal with the remaining tribe. The edict, so far, does not specifically name human minions of the Outcast gods, but such minions are still found slain, especially those allied with goblinoids.

For its part, the Pantheon welcomes the Shi-re-Tal as a weapon against the Outcast gods. However, hardliners in the Pantheon refuse to ally themselves or their church with a Pagan deity. To them, the war is good because they get to watch two non-Patheon forces destroy each other.

Rituals, Relics, and Exclusive Spells

Wings of Eagles: While similar to the cloak of the bat, this cloak is tied to the powers of the eagle, the sacred bird of Shar-Riel. The cloak is fashioned of black and white material with the edges adorned with eagle feathers gathered from trees and on the ground. Feathers collected from a hunted or trapped bird cause the creation of the cloak to fail and the crafter may draw the ire of Shar-Riel and his followers. The cloak grants the wearer double the range for vision and bestows a +5 circumstance bonus to Spot checks.

The wearer can fly as per the spell or even polymorph into an eagle. (All possessions worn or carried are part of the transformation.) Either of the powers is usable for up to 1 hour at a time, but after a flight of any duration the cloak cannot bestow either power for a like period of time.

The cloak also provides a +2 deflection bonus to Armor Class. This benefit extends to the wearer even when he is in eagle form.

Moderate Transmutation; CL 9th; Craft Wondrous Item, fly, polymorph self; Price: 24,000 gp; Weight: 1 lb.

Exclusive Spell (Clr2): Aim of the Eagle (Shar-Riel): Range increments for missile weapons double.

New Use of an Existing Skill: Survival—Mountain Climbing (Wis): The character can not only survive in inhospitable mountain reaches, but also to locate the best and safest route through and atop the peaks. Depending on weather conditions, angle of attack and altitude, the GM should assign a DC, typically 10 for the most favorable conditions up to DC 30 for the most treacherous conditions.

Clerics

Clerics of Shar-Riel wear sky blue and white vestments. In addition to a golden sash that completes the wardrobe, many clerics wear a golden-winged tiara of Shar-Riel. Shar-Riel's clerics favor the bola and the spear.



TORGGAN

Area of Influence: Metal Works,

Mining

Alignment: CG

Domains: Good, Smithing, Strength

Sacred: Protection

Secret: None

Description: Torggan is Krag's more responsible brother. While Krag huffs and rages against the world, Torggan quietly seeks to shape Gothos, plumb its depths and create wondrous items from its resources. Torggan's symbol is the anvil and hammer.

Dogma

We are born of stone and will return to stone. Our lives between should be used to enhance the world so we may live forever in the hearts and memories of our descendants. While the more volatile side of our nature urges us to lash out and destroy, we must try to harness our passion and direct it to constructive purposes.

Followers of Torggan

Torggan grants powers to clerics of Torggan.

Alternate Forms

Torggan the Smith is a heavily muscled dwarf covered in soot and grime. In this form, Torggan's physical presence

equals that of his brother, Krag. Many dwarf craftsmen praise the Smith and set aside a small shrine for the god within their forges and workshops. Torggan the Miner is depicted as slightly slimmer but still muscular. Some human miners have taken to wearing the anvil and hammer of Torggan to gain some protection in the mines. What the humans do not fathom is that Torggan and the dwarves consider the work of humans as mere digging. To the dwarves, the stone of mountains is a canvas that should be lovingly crafted.

Secret or Sacred

Neither Torggan nor his clerics keep secrets. Torggan does, however, have a sacred charge for some of his elite Clerics Protect the mountains and his children who live beneath the peaks. While some at first glance might confuse these clerics as followers of Krag, it soon becomes apparent that they are careful planners and defensive-minded, rather than berserk attackers. To take the Protection domain, these clerics must also take the Vow of Stone, a sacred pledge to protect the mountain and the dwarf nation. If the cleric violates this vow, the domain use is lost until he can atone for the lapse.

Holy Places

Deep in the Fang Mountains, northwest of Tar Vago (a principal dwarven hold), lies the most holy shrine to Torggan. This shrine, the Heart of the World, lies deep within the mountain, but because of expert mining and crafting, is always lit. By day, light filters through crystal structures and hidden cracks to shine on the Heart. At night, phosphorescent fungus provides a bluish, eerie light. The shrine itself has an altar to Torggan and a forge where mighty magic items can be fashioned (see below). This is the most guarded dwarven locale. Only dwarves who have paid homage to Torggan can safely travel to the Heart.

Notable Dates

On dwarven calendars, the equivalent of the 12th of Winterthaw is called Krakartorgganfest, Festival for Torggan's Labors. This date marks the beginning of Torggan's shaping of Gothos, and the rise of the dwarves. The dwarves believe that Torggan forged and crafted them from stone and ore, and then Krag blew the life of struggle into them and set them on their path.

Religious Congregation/Festival

Torggan requires no special day for congregations. Instead, he prefers the unity of purpose that craftsmen and miners show while they work. Each morning, his followers gather in small groups to thank the god for the day and promise to make the world a better and more lovely, at least to dwarvish eyes. Also, smiths usually say a brief prayer to Torggan to guide their hands and hammers.

Major Players of Torggan

Siegfried the White

Keeper of the Forge and Guardian of the Flame

Siegfried is an ancient dwarf. No one knows exactly how old he is, not even Siegfried. For as long as any dwarf of the Heart of the World Forge can remember, Siegfried has run the forge. Nothing is produced at the Forge without Siegfried's permission and guidance. Although his days as a fighter passed many decades before, Siegfried still guards the Forge with his muscle, sweat and soul.

Siegfried: Male dwarf Clr10/Ftr5/Exp5: **CR** 19; Medium humanoid (dwarf); **HD** 10d8+5d10+5d6+100 (hp 189); **Init** +4 (+4 Dex); **Spd** 20 ft.; **AC** 25 (+2 Dex, +13 magical dwarven plate; touch 12, flat-footed 23, armor check penalty -5); **Base Atk** +15; **Grp** +18; **Atk** +23 melee (1d8+7, crit. 20/x3, +4 warhammer), or +20 ranged (1d6+5, crit. 20/x2, 10 ft., +2 throwing axe); **Full Atk** +23/+18/+13 melee (1d8+7, crit. 20/x3, +4 warhammer), or +20/+15/+10 ranged (1d6+5, crit. 20/x2, 10 ft., +2 throwing axe); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; **SQ** Dwarf traits; Favor 14/20; **AL** CG; **SV** Fort +17, Ref +9, Will +16; Str 17, Dex 18, Con 20, Int 13, Wis 18, Cha 14.

Languages: Common, dwarven, orc.

Skills and feats: Appraise +15, Climb +9, Craft (Weapon-smithing) +14, Decipher script +4, Disguise +5, Gather information +10, Heal +16, Jump +12, Knowledge (Religion) +14, Spellcraft +13, Survival +10, Swim +10; Blind-fight, Brew Potion, Combat Casting, Combat Reflexes, Dodge, Endurance, Skill Focus (Craft [weaponsmithing]), Weapon Focus (throwing axe), Weapon Focus (warhammer),

Dwarf traits (Ex): Darkvision 60 ft., stonecunning, weapon familiarity (dwarven waraxe and dwarven urgosh), stability, +2 racial bonus on saves vs poison, +2 racial bonus on saves vs spells and spell-like effects, +1 racial bonus on attack rolls vs orcs and goblinoids, +4 dodge bonus to **AC** vs monsters of giant type, +2 on Appraise checks related to stone or metal, +2 on Craft checks related to stone or metal.

Gear: +5 Dwarven plate, +2 throwing axe, +4 warhammer; misc. coins.

Cleric Domains: Smithing and Strength.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; Save DC 14 + spell level): 0-level—detect magic x2, guidance, mending x2, resistance. 1st—command, divine favor, enlarge person†, remove fear, shield of faith x2. 2nd—bear's endurance, bull's strength†, find traps, make whole, mark of reversal*, preservation*. 3rd—dispel magic x2, shatter†, speak with stone*, stone shape. 4th—dismissal, divine power, minor creation†, repel vermin, restoration. 5th—command (greater), disrupting weapon, major creation†. *New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

The history of Torggan is the history of the dwarven people. According to dwarven legend, Torggan and his brother Krag were born of earth and fire when Gothos formed. Immediately, the two brothers began to shape the world. While Krag battled formless hordes that sprang from the void, Torggan patiently forged mountains and crafted dwarves to care for them. Even though Torggan has a great love for his brother, he is sometimes struck with jealousy that so many dwarves turn from his path to that of his impetuous brother.

While dwarves and elves bicker at times because of their different view of how Gothos should be used and preserved, Torggan has no hostility toward Shar-Riel or his mate, Dryaella. The elves may see Torggan as plundering the natural resources of the world, but he and Dryaella are both interested in protecting it from harm.

Torggan was at peace until the God Wars between Barticus



and his kin began in earnest. While the Pantheon claims Barticus created Gothos, the dwarves smile into their beer steins and know the truth. However, since the Pantheon was formed and the pesky humans began to dominate the lands, Torggan has found his control slip until most of his followers remain within the blessed mountains and mine precious ores that go to human lands. Still, Torggan is content to stay in his mountain and wait.

Current Conflicts & Activities

The only current conflicts that Torggan and his followers face are with goblinoid tribes that threaten their secluded sanctuaries and holy places. Some claim that Garn is sending orcs, goblins and other such creatures to find the holy sites of Torggan and rob the dwarves.

Other than this hidden war, known as the Darken Strife, Torggan has retreated from politics and bides his time.

Rituals, Relics, and Exclusive Spells

Heart of the World Forge: This relic can only be used in the Heart of the World shrine. The forge is only effective for crafting metal items. In order to use the forge, a smith must be a follower of Torggan and be able to cast divine spells. When crafting an object at the forge, the user has an effective level of +3 and a circumstance bonus of +5 to his Craft skill. This may allow him to meet prerequisites normally beyond his level. Also, the crafting time for any object, either magical or mundane, is half normal.

MIDNAR

Midnar is not mentioned much by the Pantheon, but this being of incomprehensible power is a major influence on the Pantheon of Gothos. In fact, they would not exist without the power of the Midnar at all.

Thousands of years ago, on the planet Earth, the one god layed claim to the world and gifted men with technology. It was not long before the many gods and the creatures of myth and legend were ignored and cast off. The spirits of wood and stream died away because man did not believe in them or need them any more. The elves became more and more secluded, their magic fading in the wake of industry.

The many gods, who went by countless names, discovered a being of dreams called Midnar—a being so powerful it dwarfed even their combined might.

The many gods begged this being for assistance to keep the old ways alive, as well as themselves. But there was no response, and they thought their pleas fell on deaf ears and Midnar cared not for their plight. Centuries passed and the many gods struggled for their existence. Then, without warning, Midnar contacted them with the news that it had created a world for the gods, magic, and creatures of fantasy and myth. It was in a dimension parallel to Earth. They could go there and be gods and all the strange creatures of the world—dragons, unicorns, elves, dwarves and the like—would be transported to this new land, for a price.

The many gods, desperate, agreed to any price, but they did not understand Midnar's meaning. The price was indeed high, but not to the gods—to Midnar itself. The creature whisked away the many gods and creatures of myth to this new world called Gothos, but the effort drove it into a slumber to span all time. In Midnar's everlasting sleep, it created a world of dreams that was a bridge between Earth and Gothos. The sleeping people of Earth literally had their dreams twisted and filtered into Midnar's dream realm, to spring to life in Gothos. As Gothos and Earth come closer in their opposing rotations within their parallel dimensions, these manifestations become more powerful and wreak havoc on Gothos.

Midnar, who slumbers, may not even be aware of this effect.

There are many, many strange tales around this being and its influence on Gothos. The gods have never told their worshippers the truth of their origins and how this being saved them from a slow, terrible death.

Of course, there are those who suggest Midnar sent these beings to an already existing Gothos. In this version of the story, elves, dwarves, and other fantasy beings already were on the world, and only the Pantheon gods and some of their followers crossed over. This invasion has led to the diminishing of the elves, dragons, and other fantasy creatures as the gods of the Pantheon used their powers to shift the world to their wills.

In both versions of the legend, one thing holds true: Midnar brought the gods of the Pantheon from Earth to Gothos, and in so doing, changed the world.

Prayer of Making (True Ritual)

Participant Requirements: Follower of Torggan; ability to cast 3rd-level divine spells.

Level: 3

Proxy: No

Casters Required: One

Casting Time: 30 minutes

Range: Touch

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

Description of Ritual: Before beginning a day's work at the forge and anvil, the followers of Torggan say a prayer to ensure quality and safety. While virtually all dwarves say this prayer, the clerics of Torggan have developed it into a ritual that blesses the forge and the smith. When finished, the smith is blessed for that day's work. This corresponds to a morale bonus of +3 to Craft checks.

Vow of the Stone (True Ritual)

Participant Requirements: Follower of Torggan; ability to cast 2nd-level divine spells.

Level: 2

Proxy: No

Casters Required: One

Casting Time: 7 days

Range: Personal

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

Description of Ritual: Once a cleric has proven himself as a loyal follower (reaching at least 5th level), and has decided to follow the sacred path of Protection, he can attempt to take the difficult Vow of the Stone. The cleric must locate a Pillar Stone, the stone core of a mountain range. The GM can make this an object of an adventure or quest. Once at the Pillar Stone, the cleric must per-

form the ritual, taking seven days. On each day the cleric must make a Fortitude save DC 15. Because the ritual is so tiring, each day after the first the character suffers a cumulative penalty of -1. For example, the Fortitude check on the third day is -2, and on the seventh day -6.

If successful, the cleric's skin hardens, gaining a +3 natural armor bonus so long as he is standing on stone, either natural or hewn. In addition, if the cleric is defending the mountain where he made the vow, he receives an enhancement bonus of +1 to attack for every 5 levels of cleric. This enhancement bonus allows the cleric to attack creatures that can only be hit by magical means. The bonuses only last as long as the dwarf has remained true to Torggan's teachings. If not, the vow is broken and the cleric loses all bonuses. Even if he performs an atonement, the bonuses are lost. The GM can determine whether or not the character can do anything to atone for the loss of trust. This can be a seed for future adventures.

Exclusive Spell (Clr 3): Speak with Stone (Torggan): Speak with natural formations.

New Use of an Existing Skill: Survival—Spelunking: This is a special version of the Survival skill that applies to investigating and surviving in caves. With this skill, the character can find edible fungi, creatures and potable water. In addition, he can detect pit falls, brittle stone and other dangerous geological features. When the character is within 10 feet of a potentially dangerous structure, he can make a check using a DC determined by the GM depending on the nature of the danger. A character with 5 or more ranks in Survival gains a +2 synergy bonus to Climb checks made in mountainous terrain.

Clerics

Clerics of Torggan wear earth colors with leather wristbands. When conducting religious services, they wear black tunics with a mithril symbol of the hammer and anvil.

CHAPTER 10: PAGAN GODS

“Come closer my sisters, the night is ours.

“In these trying times we must be true in the unity of three: true to ourselves, true to each other and true unto Gwen, our Lady of Twilight. We know, as do the inquisitors of the Pantheon, that worship in the Pagan ways is waning. However, we, my sisters and those that have gone before us, knew these days would come, as we knew the years of persecution would come before this time, but we also know a third thing: we must hold onto our beliefs for when she is ready to rise again, ready to bring a new dawn upon the world, when the dreams of ourselves and others become one and nature herself decides upon the future. There were cycles before these as there will be cycles after, and we must keep our faith alive to ensure those to come shall be as fruitful to our world as these have been to us. And so we few must carry the burden of the uncaring, the fallen, and the weak-willed. To ensure Gwen and Herander chase through the skies for eternity, renewing this world and others with their blessings.

“My sisters we are one in the unity of three.”

The pagan faiths have existed far longer than the Pantheon. The leaders of the Pantheon have tried to erase Pagan ways from history, but have also influenced them. The Pagan faiths hold together, from witches and their covens to druids and their nature and elements. All hold a weapon close—knowledge. This is passed down through generations—knowledge of what has gone before: atrocities to shame the whole Pantheon. The Pagans remember, not only to prevent them from happening again, but also to ensure the re-birth of the world when the current cycles end, as it has before and as it shall happen again. Belief in Pagan ways wanes already, and this has been expected for some time. The faithful few must keep their belief alive, for if but one person moves through to the next cycle with their belief intact, then Gwen and her companion Herander shall continue their chase and take care of the world.

UNDERSTANDING PAGANS & THE PANTHEON

Pagans and the Pantheon operate in different manners.

The Pantheon and most Outsider gods offer power in return for worship. They ask for love and faith and in return personally gift their chosen with select powers.

Pagans, however, focus on their own area of power, often not even noticing mortals. Power from the Pagans is commonly leeched, taken by mortals as it exudes from the god, who often does not even notice. While demigods and other minor Pagan spirits act more like the Pantheon, the great Pagan gods are rarely swayed to see the bigger picture. Thus, Pagan believers most often act in small groups, disconnected and without a common purpose.

Reflecting this, the entries for each Pagan god will often have different information from that found in the Pantheon, Outcast, and Outsider listings.

The Pagan timeline (see Table 10-1), when compared to the Pantheon timeline, reveals a determination by the Pantheon to bring about the extinction of Pagan faiths.

DRUIDS: CARETAKERS OF THE EARTHLY ELEMENTS, RANGERS

Each druid is bound to the element she devotes her faith to: Sheerhu of the Earth, Arhallu of the Air, Farrattu of the Fire and Eirhuha of the Water. As the druid grows in power, so she too instinctively follows the rules of her element and feels the virtues passed down to her. She becomes one with her element and strives to exist as it does, though this can work to her disadvantage. Should she not be able to make contact with her element in some substantial form within 24 hours, she feels it emotionally and starts to fall into the vices of her religion. Sheerhu followers need the earth beneath their feet lest they feel dull and listless. Arhallu followers need the sky or become frivolous and easily distracted. Farrattu's worshippers need at least a steady campfire to warm their souls or gluttony, lust and jealousy consume them. Eirhuhas followers need to hear a babbling brook or visit a natural pond else immaturity and depression overcome their soul.

There is no full writeup for the elemental gods, as their presence is felt throughout nature. Instead each god's presence is denoted in the form of rules, vices, and virtues. These aspects commonly are followed or occur in their followers. Each also has objects and times associated with them which are used to denote their presence or times most appropriate for their rituals.



SHEERHU THE EARTH MOTHER

Sheerhu is the mother who nurtures and keeps a balance in nature. Druids protect the land. Sheerhu's followers accompany rangers in safeguarding the land.

The most holy day for these druids is the Time of Gathering, when spring crops are harvested. On this day, they gather as best they can to celebrate the harvest and bless the



**Arhallu
the Wind**

**Farrattu the
Fire Maker**

**Sheerhu the
Earth Mother**

**Eirhuha
the River**

Table 10-1 Pagan Timeline

1st Cycle		
12	1C	Discovery of the earliest human altars reveals evidence of bear, wolf and other animal cults. Cave drawings deep in the woods of Dunn-Ardinn depict hunters draped in animal skins. Many show the animal forms dancing around a beast half human, half stag.
27	1C	Pictographs depict the first literary expressions of hunters taking on animal form. Whether this was meant as descriptive text or suggestion was unclear.
132	1C	Romanus founded. Religious difference between the new empire and Pagan faiths shows even as early as this.
2nd Cycle		
314	2C	Laws passed transfer characteristics of evil spirits to witches. Pagans set out offerings of food and drink for minor spirits. The senate of Romanus assumed these spirits were demons and outlawed the custom. Shortly after these demons were called witches. Many blamed Pagan faiths for the rise of Ithganin.
322	2C	Witchcraft outlawed in Romanus. The Decree Eciscopi is passed.
550	2C	The original Coven of Dunn-Ardinn is tried for worshipping non-Pantheon gods.
675	2C	Saint Zaila was accused of witchcraft and condemned as a heretic. Though the accusations were false, Zaila was tortured and executed.
990	2C	The Justified Bull of the Worthy unleashed the Inquisition against the old and false religions, instigating pitiless persecution. The Inquisition speaks of Bernadette the wolf witch of Wolf Peak, nestled in Rylonia.
3rd Cycle		
452	3C	The Druidic Circle of Ancient Life, founded by Henanus, along with representatives from other areas, try to strengthen their cause.
477	3C	Witches separate themselves from the Druidic Orders. Following their own faith, though losing some protection from the Circles, they make their stand with the help of their Witch Wards.
670	3C	With Romanus concentrating elsewhere, the Pagan faiths and Covens start to prosper again. Never fully dropping their guard, their numbers increase.
850	3C	The newly founded Church United brings its full fury upon the evil faiths as a show of power and servitude to the Pantheon. Once again the Pagan faiths must go to ground.
891	3C	The Thousand Year Rift pulls at the world and the Druidic faiths start to link more directly to the elements that surround them.
896	3C	Though the Druidic faiths gain notoriety, the Witch Covens remain secretive and hidden for fear of persecution.
4th Cycle		
860	3C	Delimitise on Torpor founded, a secret cult of druids and a few select witches set up to revive old religions.
900	3C	The Pantheon invokes the Decree Eciscopi. Many witches and druids face persecution once again.
913	3C	Caer Gorsedd, the first Gorsedd founded. Gorsedd Bards appear, their job to mediate spirit through song and word.
918	3C	The Veneficus Caedes published, becomes the unofficial Witchfinder's Handbook.
958	3C	Delimitise On Torpor grow in numbers, and start employing terrorist tactics against the persecuting Pantheon.
960	3C	High King William Wulf's removal of the Inquisition and annulling of the Decree Eciscopi ends most of the persecution of druids and witches, though some continue weeding out the evil faiths—whether those persecuted actually follow the old ways or not—sticking to the word of the Veneficus Caedes.
963	3C	Present day. Druids recognized. Witchcraft still feared by some people. Though the druidic religion may not be growing, it is no longer dwindling. Witch and warlock covens are decreasing. Whether this is due to attrition or the covens are getting better at hiding is uncertain.

land, which has survived and brought substance through the bleak winters.

Sheerhu druids are guided by what they call inner strength. They claim to feel power through the land and all that exits upon it. They act on instinct and rely on their senses to back up their feelings. Pack-rats, they pick up things that may prove useful and hold onto precious personal objects. Sheerhu druids favor the scimitar. She grants access to most True Paths, including Chosen of Sheerhu.

Elemental Influences

Direction: North

Season: Winter (Newwinter – Winterthaw)

Time of Day: Midnight

Color: Green

Gem: Rock Crystal

Incense: Storax

Elemental Guide: Durdalis (like a gnome, an earth spirit)

Attributes: Feminine, passive, cool

Rules: Instinct, sensation, stability, manifestation, material things, sustenance, nature, caves, silence, graves

Virtues: Stability, commitment, punctuality, endurance, patience, strength, thoroughness

Vices: Dullness, boredom, tardiness, melancholy, hoarding resources



ARHALLU THE WIND

Her druids favor the sling as a weapon as it most represents the forces of air. Arhallu grants access to most True Paths, including Chosen of Arhallu. Like all druids, the followers of Arhallu protect nature and do all they can to keep evil and harm from coming to the land.

The druids are approachable, keen to listen, yet also keen to speak, but their general demeanor is one of warmth. One feels comfortable speaking to Arhallu's druids, and they often act as peacekeepers. These druids have better than average upper body strength, which they use to their advantage climbing lofty peaks to feel high above the earth. The winds flow through them as their god caresses their aching limbs.

Elemental Influences

Direction: East

Season: Spring (Coolwhisper – Unclar)

Time of Day: Sunrise

Color: Yellow

Gem: Topaz

Incense: Galbanum

Elemental Guide: Sylphs

Attributes: Masculine, active, neutral, warm

Rules: Intellect, reason, inspiration, balance, harmony, justice, speech

Virtues: Sociability, dexterity, friendliness, kindness, joyfulness, adventurousness

Vices: Frivolity, easily distracted, boastfulness

DIVINE PERIODS: PAGAN TO PANTHEON

The Hunt: Rise of Evil setting offers options regarding when a given campaign takes place in the timeline. Much as you can decide when during the Dream Cycle your current events are occurring, so too can you decide the declined state of Pagan faiths in relationship to the rising Pantheon. Note when playing in a divine period other than the Rise of the Pantheon, the balance between classes will be skewed slightly (see Table 10-2). In each individual Gothos setting, the wax and wane of Pagan and Pantheon gods can be adjusted to the GM's preference.

Dawn of Man

Only Pagan gods and spirits can manifest power. Druids are rare and rangers less well known. People often converse with spirits (shamans are common), and mass worship of a single god is uncommon. The Pantheon's gods have little to no ability to manifest.

Adjustments: Using this time period will require substantial alterations to Gothos, far beyond the scope of this book. Clerics and any region that founds its principles on the Pantheon do not exist as such.

Pagan Prime

Many Pagan gods are in full power, with larger numbers of druids and rangers. The Blessed are common in this time setting, before the Pantheon gods start to press into the world. Clerics and paladins exist, but have diminished magical power in comparison to druids and rangers. The Inquisition has started.

Adjustments: Only those listed in Table 10-2 are required. Most *Hunt: Rise of Evil* products have no problems playing in this time period.

Rise of the Pantheon

This is the divine setting used in the standard *Hunt: Rise of Evil* Gothos campaign. The Pantheon is on the rise and Pagans are retreating into forests and other natural areas of the world. A few new minor gods are gaining power, offering the potential for new blessed, but major gods have moved to clerics and paladins.

Adjustments: As listed in Table 10-2.

Pinnacle of the Pantheon

Pagans are greatly diminished. Cults and covens have only minor footholds left in the world. Most gods not of the Pantheon are asleep, gone, or in hiding.

Adjustments: As listed in Table 10-2.

The Blessed (Template)

The Blessed exist in times and places where a god's might is unable to manifest fully. Blessed can be devout followers of fledgling or lingering gods, or random people charged with the divine might and purpose of a divine being.

Requirements: To gain this template, a character must sacrifice a level. He still retains the experience from that level, but does not gain hit dice, additional saves, skills points, etc. When leveling later, he advances as though one level lower. For example, a fighter reaches 5th level and becomes Blessed. He gains no hit points, BAB increase, save increases, or class special abilities, but does gain the Blessed template. When he later gains enough experience to attain 6th level, he gains the advantages and abilities of a 5th level fighter. Characters with a level in a divine class cannot take this template. However, a Blessed may later take a level in a divine class if the god who granted the Blessed status and the patron of the divine class are the same.

Hit Dice: as base creature.

Speed: as base creature.

AC: as base creature.

Attacks and Damage: as base creature.

Special Qualities: The creature retains any special qualities he had, and gains the following:

Aura (Su): You have an alignment aura as a cleric of your alignment.

Domain Spells: You gain a domain granted power and the ability to cast the 1st level spell of a domain of your god as a cleric of your character level. By advancing in level acquiring the template, you gain granted powers from additional domains and higher level spells, as shown in Table 10-3.

Table 10-3. The Blessed Domains and Spells Gained.

Level After Template taken	1st Domain	2nd Domain	3rd Domain
0	1st	—	—
1st	—	—	—
2nd	2nd	—	—
3rd	—	1st	—
4th	3rd	—	—
5th	—	2nd	—
6th	4th	—	1st
7th	—	3rd	—
8th	5th	—	2nd

Table 10-2. Time Effects on Classes.

Class	Dawn of Man	Pagan Prime	Rise of the Pantheon	Pinnacle of the Pantheon
Druid	Standard	Free True Path feat	Standard	Prestige class only (requires 8 ranks Survival and 10 ranks Knowledge (Religion)).
Ranger	Standard	Standard	Standard	No spells. Free Feat at 4th and 12th levels.
Witch	Standard	Gain 1 additional spell/level each day.	Standard	Cannot spontaneously cast sorcerer spells. Gain bonus metamagic feat at 4th, 10th, and 16th levels.
Cleric	Not Allowed	Cannot spontaneously cast or turn undead. Gain bonus metamagic feat at 4th, 10th, and 16th levels.	Standard	Free Faith feat at 5th level.
Paladin	No spells. Free feat at 4th and 12th levels.	Not allowed	Standard	Standard
Blessed	Used for all Pantheon, Outsider, and Outcast gods.	Used as normal for most minor Pantheon gods (anyone but Barticus, Shea and Lan) and some Pagan spirits.	Standard	Not Allowed
Shaman	Gain special domain ability of their animal spirit.	Standard	Standard	Standard



FARRATTU THE FIRE MAKER

Farrattu's druids are fierce. They protect the wilds with a spirit unmatched. These druids favor the spear and bow. Farrattu grants access to most True Paths, including Chosen of Farrattu.

While the worship of fire might seem destructive, the followers of Farrattu believe in harmony in nature as much as their brothers and sisters of the other three elements. They do all they can to put out fires that threaten the balance.

A Farrattu druid has a passion for life befitting the hardest warrior, stemming from control and confidence in his spirit. At night around a blazing campfire, he will settle the group and raise spirits with his lively tales.

Elemental Influences

Direction: South

Season: Summer (Midsun – Modden)

Time of Day: Noon

Color: Red

Incense: Frankincense

Gem: Fire Opal

Elemental Guide: Salamanders

Attributes: Masculine, active, hot

Rules: Will, force, purification, courage, passion, warmth, liveliness

Virtues: Activity, creative, confidence, passion, chivalry, adaptability

Vices: Gluttony, lust, jealousy, envy, fanaticism, destructive



EIRHUHA THE RIVER

The mighty river cuts through mountains and feeds vast oceans. That is what you might hear a druid of Eirhuha say. These druids are most like Sheerhu's. They are

good natured and strong-willed. They are found near large rivers or lakes. They protect waterways for humans and animals alike, maintaining a balance with nature. Their favored weapon is the scimitar. Farrattu grants access to most True Paths, including Chosen of Eirhuha. Their chant of how the mighty river cuts can be heard when they are in battle. This lends them some special power (see specials below).

Though Eirhuha's favored may be good with a strong right arm in battle, they are also strong of heart. People feel able to reveal their darkest fears, and the druids reciprocate with compassion and a shoulder to lean on, though is often a burden.

Elemental Influences

Direction: West

Season: Fall (Septan – Graden)

Time of Day: Sunset

Color: Blue

Gem: Aquamarine

Incense: Myrrh

Elemental Guide: Undines

Attributes: Feminine, passive, magnetic, cold

Rules: Emotions, love sorrow, courage, psychism, tide, pools, womb

Virtues: Devotion, compassion, trust, tenderness, modesty, forgiveness, emotional ability

Vices: Immaturity, apathy, indifference, moodiness, depression, delusions

Using Elemental Influences in Your Game

Elemental influences create opportunities for roleplay. Your character's appearance and outlook can be affected by the time of day, gems and seasons. Rules, virtues and vices offer a richer roleplaying experience than simple alignment restrictions.



WARDENS

More rangers become wardens as nature unleashes its wrath upon civilization. A variant of the ranger that embodies nature's fury by combining two of its elements, the

wardens is not a prestige class, but like Birth Signs, is created at first level with a feat. Wardens gain power from the collective will of elemental Pagan gods. Unlike druids, they do not follow a single entity, but rather a combination of two. There are four warden types: Maelstrom (Fire and Wind), Brimstone (Fire and Earth), Crystal (Earth and Water), and Storm (Wind and Water). Wardens openly attack and destroy things that are against the interests of Pagan gods and their followers. If druids are the warmth and life of nature, then wardens are the fury. Wardens are commonly neutral or evil in alignment and cannot follow Veratana or the Pantheon gods.

Brimstone (Earth and Fire)

Brimstone wardens believe in renewal through destruction. They harbor a strong dislike of the unnatural, especially dreams, nightmares, and extra-planar beings, and actively seek to destroy such entities. They sometimes openly work with the Pantheon's minions. Brimstone wardens use a mix of defensive abilities and strong focused attacks to bring down foes. They commonly originate from Kirkland and Ithganin.

Attire

Brimstone wardens wear red or bright yellow undershirts, or dyed leather underneath armor, giving the armor a highlighted, glowing edge where the underclothes peek out. The armor is otherwise kept low-key with browns, grays and blacks.

Crystal (Earth and Water)

Crystal wardens are the least destructive, with a philosophy of protection and unity of natural forces against the unnatural and the Pantheon. Crystal wardens combine a strong defense with expert tactical abilities on the battlefield. They hail predominantly from coastal nations, such as Gildor and Sheena, but can spring up almost anywhere.

Attire

Crystal Wardens tend to gloss their armor and wield weird weapons known as shards. These exotic crystalline weapons are made through a secret, unique process. Crystal wardens learn to make and use potions and other alchemical items.

Storm (Wind and Water)

Storm wardens move about the land wreaking havoc upon those they see as a threat. The storm warden's creed is to do what is best for self and nature. They rationalize harsh acts against civilization in the name of nature. Storm

wardens follow weather patterns and move with natural storms. A disproportionate number of storm wardens are female. Storm wardens are fast and versatile in combat, able to move about quickly and strike from range.

Attire

Storm wardens dress in white, gray, and light blue, and prefer cloaks, flowing robes, and short dresses or skirts (if female). Storm wardens wear these items above, below, or incorporated into their chainmail armor. They occasionally use shard weapons, but not as commonly as crystal wardens.

Maelstrom (Fire and Wind)

Maelstrom wardens blend speed with power to quickly remove threats. They believe suffering and trial are keys to success. Malicious maelstrom wardens believe the strong shall survive while the weak are destroyed. Moral maelstrom wardens believe that through trials, the weak can be made stronger. While other wardens focus on protecting nature, or destroying the unnatural, the Pantheon, or civilization, maelstrom wardens test the limits of civilization, seeing if it is fit for the world.

Attire

Maelstrom wardens wear clothing with spikes, chains, and similar items attached. They have numerous piercings and burn scars denoting personal trials. They favor burnt orange, light brown, and light gray for clothing.



NORTHWIND

Area of Influence: Seas, Cold, Air, Frost, Ice, the North, Chaos

Alignment: CN

Domains: Air, Chaos, Water, Travel, Ice

Description: The Northwind is seen by other gods more as a force than a god, as he almost never takes humanoid form. However, to his numerous followers in Nord he is an icy northern warrior with frosted eyes and a full white beard. His word brings cold to the realm. The Northwind was once worshipped by almost every race and culture (with the possible exception of halflings and gnomes), in various forms. However, time has diminished his power, and only small clusters of followers live outside of Nord.

Dogma

Love life, the wind and water. Respect them. The cold's bitter bite breeds strength for those who can survive it, as do the storms of the sea. Fear not the whim of the Northwind. Embrace it.

Follower Types

The Northwind grants power to druids and blessed.

Alternate Forms

On rare occasions, stories of the Northwind as a white tiger or white dolphin have surfaced, either hunting or saving people. His other names include Sumnur, Lord of the Wind, Icemaster, and the Sea Lord.

Secret or Sacred

The Northwind is a strange god whose power flows to any who focus on him. Neutral followers can become druids, but the rest of his divine-empowered followers are blessed (see the Sidebar, Divine Periods: Pagan to Pantheon for more information on the blessed).

It seems the efforts of his minions have a direct impact on the god's interests, alignment, and demeanor. Each sect fights for his attention, hoping to bring him closer to their way of thinking.

The churches of the Northwind vary depending on race, culture, and sect. The Bluefeathers want to pull the Northwind away from his harsh and cold, unforgiving aspects. Instead, they worship his power and intrinsic beauty. The Shard wants the Northwind to freeze the world, bringing death and despair, so only the strong and fit can go on to found a utopian society. Most northern barbarians not in league with Shea or the Ice Queen in Nord pay homage to the Northwind, in hopes he will bless them with less severe weather so they can survive their harsh environment.

Holy Places

The Northwind holds any place that stays frost covered year round as holy, especially high peaks and tundra plateaus. There are no set locations for the Northwind, with each hallowed site shifting to a new location every 2-500 years.

Notable Dates

The Northwind holds Newwinter 21st as the most holy day of Trueanth Der-clod. During this day, followers pray in large community ceremonies, bringing general praises and burning sacrificed animals and scattering their ashes on the winds. Otherwise, the ceremonies of each sect differ greatly. Some have large, important holy days, while others believe in a free lifestyle, worshipping only on Trueanth Der-clod.

Religious Congregation/Festival

Each sect has its own rituals and festivals besides the aforementioned Trueanth Der-clod. One, widely accepted in Nord, is Furgin-Fatha, which occurs 1 year after the day of a great victory (though "great" is open to interpretation). During Furgin-Fatha, those who were victorious the year before drink heavily, warming their bellies, and the losers (if present) are expected to tend and care for them while the drunkards do rude and otherwise unpleasant things to them (berate them, spit on them, belch in their faces, knock them down, etc.). After the festival, the victors and losers are expected to heal wounds and get along. If no losers are available, tribe will go on a raid (at worst), or suffer loss of face (even to other, non-victorious groups).

Major Players of the Northwind

Eric Nortooth

Eric is a powerful force of the Northwind. Leader of the Bluefeather sect, he works to bring the god to the ways of good. His sect wages a near endless war on the Ice Queen and his twin brother's sect, the Shard, which fights to bring the violent side of the Northwind to bear upon the world.

Eric Nortooth: Male human Drd15: **CR** 15; Medium humanoid; **HD** 15d8+45 (112 hp); **Init** +0 (+0 Dex); **Spd** 20 ft.; **AC** 20 (+0 Dex, +5 magic hide armor; touch 10, flat-footed 20; armor check penalty -2); **Base Atk** +11; Grp +16; Atk +19 melee (1d8+10, crit. 20/x2, +3 spear of wounding); **Full Atk** +19/+14/+9 melee (1d8+10, crit. 20/x2, +3 spear of wounding); **Space/Reach** 5 ft./5 ft.; **SA** Spells, spontaneous casting of Ice spells; Favor 5/7; **SQ** A thousand faces, animal companion, cold resistance 30, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +16, wild shape 5/day (Huge, Large, Tiny, Plant), woodland stride; **AL** NG; **SV** Fort +15, Ref +8, Will +16; Str 20, Dex 10, Con 16, Int 13, Wis 20, Cha 12.

Languages: Auran, common.

Skills and feats: Concentration +18, Handle Animal +8, Knowledge (nature) +13, Hide +18, Listen +15, Ride +10, Spot +20, Survival +23, Spellcraft +7, Swim +10; Augment Summoning, Combat Casting, Diehard*, Endurance, Ice Shard of the Northwind*, Spell Focus (conjunction), Track. *New feat detailed in this sourcebook.

Gear: +5 hide armor of greater shadow, +3 spear of wounding, compass of wind*, +3 cloak of resistance; misc. coins. *New item detailed in this sourcebook.

THE RUNNER

Area of Influence: Animals, Mystic Beasts

Alignment: N (NG)

Description: The Runner is depicted as a white stag, unicorn, or horse. This free and wild god is considered the lord of spirits and animals. He is generally considered good natured, and always on the run (either from Herander or Ardinn).

Dogma

The runner has no open doctrine. It makes no decrees or calls. It runs and lives wild, as all good creatures should. Always be on the move.

Follower Types

The Runner grants power to rangers.

Alternate Forms

Any horse, elk, or mouse creature, always white or mottled.

Secret or Sacred

The White Stag embodies freedom and speed. Those who are his followers worship his essence and what he symbolizes, idolizing his perfection more than worshipping him.

History, Allies & Enemies

In stories, the runner is eternally hunted by Herander or Ardinn, but never caught. In these stories, there is no animosity between hunter and hunted. Their relationship is instead more one of cycles. One is the hunted, and shall always be. While the other is the hunter, and he too shall always be.

Current Conflicts & Activities

The Runner, even in the prime of the Pagan gods, was elusive. It is said his hair/fur can heal any wound by touch, and many a white beast has fallen to those who thought they had found the god. The Runner harbors no ill will towards others; he is a simple, wild beast, living free.

Rituals, Relics, and Exclusive Spells

Fur/Hair of the Runner (Minor Artifact): This material is always white and loose, as though shed from the god. If placed in any wound, the fur performs a heal spell as cast at 35th level, with no maximum to the spell's effect (i.e., 350 hit points healed). Afterwards, the fur turns brown, and is no longer magical. If the white fur is placed in the mouth of the dead, it triggers a true resurrection effect.

Strong Conjunction, CL 35th; Weight 0.2 lb.

Ranger of the Runner: Some people seem born with a free spirit. Such people often follow the Runner, though not on purpose. Most do not actively "follow" the Runner, they simply run.

Druid Spells Prepared (6/7/6/6/5/5/3/2/1; DC 15 + spell level): 0-level—*create water*‡, *detect poison*, *know direction*, *purify food and drink* x2, *resistance*. 1st—*detect animals and plants*, *cure light wounds* x2‡, *longstrider*, *magic fang*, *obscuring mist*‡, *snake strike**. 2nd—*barkskin* x2, *danger sense* x2*, *heat metal* x2. 3rd—*call lightning*, *magic fang (greater)* x2, *north wind* x3*. 4th—*dispel magic*, *flame strike*, *ice storm*, *south wind* x2*. 5th—*armor of thorns**, *baleful polymorph* x2, *control winds*, *wall of thorns*‡. 6th—*bear's endurance (mass)*, *lunar blessing**, *fire seeds*. 7th—*heal*, *windwalk*. 8th—*whirlwind*. *New spell detailed in this sourcebook. ‡Conjunction spell.

History, Allies & Enemies

Thought to be the child spirit of Arhallu, not even his followers can tell where the Northwind stands with allies and enemies. He never gets involved in longterm disputes. He at times shows concern (sometimes lasting for centuries) for a select group or sect, only to turn on them for the smallest of slights. He embodies the chaos in nature and weather. The Northwind is one of the primal forces (the others are time, death and gaia) and as such has little interaction with the other gods. He holds no hatred for any other god, though some suggest Tristar might be a rival.

Current Conflicts & Activities

75% of the Northwind's followers come from Nord, and most are men. They routinely marry and interact with followers of Mayra, Shea, and the Ice Queen, apparently not caring which. However, his minions commonly raid anyone (related or unrelated, even other followers of the Northwind). Occasionally, a druid of the Northwind will call upon ships from Nord to travel south on raids, but the frequency of such raids has dwindled in recent years.

Rituals, Relics, and Exclusive Spells

Compass of Wind (Minor Artifact): This compass is frosted over the north point and is made of carved wood and steel. The item allows the holder to teleport as an 18th level caster, 3 times per day. However, the miss chance for the teleport is rolled as though the user had seen the destination only once, regardless of circumstances.

Strong Transmutation, CL 19th; Weight 0.2 lb.

Druids & Blessed of the Northwind: Children of the Northwind can be of any alignment, race, or culture. While most come from the north, those who do not are no less capable of wielding the god's power. Some pirates in Sheena call to him instead of Marianna on the open seas. A number of storm wardens are open followers of the Northwind, departing from the common thought that wardens follow only elemental gods.

FREEBOND DRUIDS AND COMMON RANGERS

Occasionally druids do not worship a specific god or the god they worship is not one of the elemental gods or the Northwind. These druids are known as freebonds. Fully 75% of freebonds are elves. Freebonds live by their own whim, and follow the stereotypical manners of a classic druid (though if elven, often wield bows). Freebonds may never take the True Path feat.

CROSSOVER FROM PAGAN TO PANTHEON

When looking at the abilities granted, many overlap for different gods. For example, the ability to use Charisma as an AC modifier is granted by the Moon Maiden True Path, as well as the Beauty domain. These similarities are intentional, designed to denote ties between Pagans and the Pantheon, and create common sister and brother concepts.

Some rangers have no specific god they worship. Unbeknownst to them, their power most often comes from Sheeru. These “common” rangers act much in the way of the freebond druids, protecting forests, and living the free life of the wild.

WITCH CULTS THE DEGREE SYSTEM

Witchcraft calls for individual participation in ritual observances of the group, rather than passive observation, because it recognizes individual ability and responsibility for progress.

There are three marks bestowed upon witches joining a coven, given at three times and upon three levels of admission. There are advantages to a witch joining a coven as detailed below, though this requires participation at rituals throughout the year.

1st Degree – Entered Apprentice in the Craft

The first degree is bestowed at a public gathering where the new initiate is introduced into the coven. She is consecrated by a witch of the 3rd Degree, and becomes responsible for her own life and participates in rites and the life of the coven as a group.

This is an acceptance of a dabbler in the craft as a full witch, to study the craft. In game terms, this takes place before first level.

2nd Degree – Fellow Craftsman in the Craft – Feiticeyra

This requires an audience with a witch of the 3rd Degree. The witch now shares in the responsibility of the coven and may walk out into the world alone with her skills, though she is bound to return to the coven to participate in rituals and ground herself.

This is acceptance into the coven as a witch, with a duty to ensure the power and knowledge of the craft is not lost by her death. This has been twisted by the Pantheon to make some believe a witch is immortal.

In game terms this takes place usually at first level, though a witch who has practiced her craft alone may still be accepted into a coven at a later date.

3rd Degree – Master Mason – Aloviteyra

This requires a meeting with a coven leader to elevate a 2nd Degree witch to Aloviteyra. This involves a great rite, a sacred marriage of the witch to those the coven worships, usually both Gwen and Herander.

A 2nd degree witch is not usually accepted to the Aloviteyra until she has mastered the power of True Glamour (in game terms 16th level). At this point, she may set up her own coven and act as coven leader.



ARDINN

Area of Influence: Nature

Alignment: Neutral

Domains: Animal, Healing, Plant

Sacred: None

Secret: None

Description: Ardinn is an ancient demigod who holds domain over the world's largest and most dense forest, Dunn-Ardinn. This forest is part of the vast woodlands that fills most of the kingdom of Dunreth. Ardinn has been lord of his domain for countless ages and predates many younger gods of the Pantheon.

Worshippers believe that Ardinn leads his pack of hunters through the darkened woods of Gothos, taking joy in providing food from nature. The rural folks who live in or near the edges of vast Dunn-Ardinn tell tales of finding freshly skinned game at their doorstep after hearing the horn of the hunter himself. It is also rumored that evil creatures caught in the path of the great hunt of Ardinn are slain.

Some liken Ardinn to Herander, but thoe is bone and flesh, not some dubious celestial spirit in the heavens.

Dogma

Protect the forest. Aid woodland creatures. Maintain the natural order within Dunn-Ardinn.

Alternate Forms

Ardinn is often depicted as a tall, regal elf with stag horns and hooved feet. He is also seen as a celestial being filled with stars, his hair flying out behind him in the wind.

Secret or Sacred

The forest of Dun-Ardinn, far stretching and mysterious, is a temple to Ardinn.

Holy Places

There is no specific place within Dunn-Ardinn that is holier than any other.

Notable Dates

There is no specific date for the worship of Ardinn.

Religious Congregation/Festival

Ardinn's Hunt is his one true festival. Ardinn himself chooses if it should pass you by. The god is rarely seen by humans, who encroach slowly on the great woodland. He is most often in the company of trusted elves and the werefaynoddin (fox weird). These folk he takes on the hunt with him, blaring horns and calling wolves.

The occasional lucky human is caught up in the hunt, and the tales such tell are nothing short of unbelievable. Ardinn himself runs among the elves, foxes, and wolves, sometimes appearing as a giant stag, other times as the creatures described above. They also tell of fox weirds shifting form as they run, yapping through the underbrush among the giant pines.

Major Players of Ardinn

Tae'lethiar

Tae'lethiar is a fox weird and one of few creatures of the woodland with regular contact with Ardinn, as she is a devout protector of the Dunn Ardinn woodlands. She maintains the balance of the wild in the woods. Of late this has meant keeping out those with ill intent for Pagans: namely the Inquisition.

She is short for her kind (4' 10"). Her long red hair hangs full bodied about her shoulders and her angular features entrance any who would look upon her beauty. Betray her, however, and the beauty will turn upon you. Her skill in knife fighting is yet unsurpassed and she can easily take on a great numbers of foes alone.

Tae'lethiar: Female werefaynoddin Ftr13; **CR** 13; Medium humanoid (werefaynoddin); **HD** 13d10+13 (hp 84); **Init** +6 (+6 Dex); **Spd** 30 ft.; **AC** 24 (+6 Dex, +5 magic leather armor, +3 amulet of natural armor; touch 16, flat-footed 18); **Base Atk** +13; Grp +14; Atk +25 melee (1d4+5, crit. 19-20/x2, +2 speed dagger) or +15 melee (1d3+2, crit. 20/x2, +1 whip) or +19 ranged (1d8, crit. 20/x3, 110 ft., composite longbow); **Full Atk** +25/+20/+15/+25 melee (1d4+5, crit. 19-20/x2, +2 speed dagger) or +23/+18/+13/+23 melee (1d4+5, crit. 19-20/x2, +2 speed dagger) and +23/+23 melee (1d4+5, crit. 19-20/x2, +2 speed dagger) or +15/+10/+5 melee (1d3+2, crit. 20/x2, +1 whip) or +19/+14/+9 ranged (1d8, crit. 20/x3, 110 ft., composite longbow); **Space/Reach** 5 ft./5 ft.; **SQ** Werefaynoddin traits; Favor 3/7; **AL** N; **SV** Fort +9, Ref +10, Will +6; Str 13, Dex 22, Con 12, Int 16, Wis 15, Cha 14.

Languages: Common, elven.

Skills and feats: Climb +17, Craft (Weaving) +19, Jump +17, Ride +22, Swim +17; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Mobility, Quick Draw, Spring Attack, Two-Weapon Fighting, Weapon Finesse (dagger), Weapon Focus (dagger), Weapon Specialization (dagger), Whirlwind Attack.

Werefaynoddin Traits (Ex): Fox Form, xenophobic, immune to sleep effects, low-light vision, +2 saves vs. Enchantment, elven blood, proficient with short or long

spear, shortbow, longbow, composite longbow and composite shortbow.

Fox Form (Ex): 1/day per total levels change into a fox with all characteristics of a normal fox and their own mental capacity and hit points, adjusted by Con. Cannot cast spells while in this form. If character stays in this form for more than 12 hours in a day, runs the risk of losing himself and remaining a fox forever. Each hour after the 12, roll percentile dice. On 5% or less, lose 1 point of Intelligence permanently. Once he has lost 3 points, he can no longer return to humanoid form.

Xenophobic (Ex): Werefaynoddin are highly suspicious of everyone except elves and half-elves. They will accept rangers, druids, and white witches of any race, eventually. Werefaynoddin will never go into a non-elven settlement.

Gear: +3 Amulet of natural armor, Ardinn's band of brambles, 20 arrows, composite longbow, +3 leather armor, robe of blending, 20 +2 shock arrows, 2 +2 speed daggers, +1 whip; misc. coins.

Avsorrel Serineer

If Tae'lethiar is Ardinn's protector of the woods, then Avsorrel is his diplomat. Avsorrel worships Sheeru directly, though he accepts and runs with Ardinn in the woodlands he has chosen to protect. He is a thinker and a negotiator, often used by Ardinn as a go-between for the human settlements around Ardinn. Avsorrel knows how to use a bow, and is a worthy shot when Ardinn leads his Hunt. He is trained in hunting and killing animals, as the Hunt decrees, but also knows the weaknesses of humans. A wise negotiator knows how to handle himself. Avsorrel is a champion of the werefaynoddin and an ally to Ardinn, with other powerful friends throughout Dunn Ardinn.

Avsorrel Serineer: Male werefaynoddin Drd4/Rgr7; **CR** 11; Medium humanoid (werefaynoddin); **HD** 12d8+12 (hp 66); **Init** +8 (+4 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 25 (+4 Dex, +5 magic leather armor, +3 amulet of natural armor, +3 ring of protection; touch 17, flat-footed 21); **Base Atk** +10; Grp +11; Atk +17 ranged (1d8+3, crit. 20/x3, 110 ft., +3 composite longbow), or +13 (1d6+3, crit. 20/x2, +2 club); **Full Atk** +17/+12 ranged (1d8+3, crit. 20/x3, 110 ft., +3 composite longbow), or +13/+8 (1d6+3, crit. 20/x2, +2 club); **Space/Reach** 5 ft./5 ft.; **SA** Favored enemy (human, animal); **SQ** Animal companion, combat style—archery, nature sense, resist nature's lure, trackless step, wild empathy +11, werefaynoddin traits, woodland stride; Favor 1/6; **AL** N; **SV** Fort +13, Ref +13, Will +11; Str 13, Dex 18, Con 13, Int 16, Wis 15, Cha 11.

Languages: Common, druidic, giant, goblin, orc, sylvan.

Skills and feats: Concentration +15, Diplomacy +16, Heal +16, Knowledge (Nature) +21, Listen +18, Search +5, Sense Motive +16, Spellcraft +9, Spot +18, Survival +18; [Endurance], Far Shot, Improved Initiative, Leadership, Many Shot, Rapid Shot, Run, [Track].

Werefaynoddin Traits (Ex): Fox Form, xenophobic, immune to sleep effects, low-light vision, +2 saves vs. Enchantment, elven blood, proficient with short or long spear, shortbow, longbow, composite longbow and composite shortbow.

Fox Form (Ex): 1/day per total levels change into a fox with all characteristics of a normal fox and their own

mental capacity and hit points, adjusted by Con. Cannot cast spells while in this form. If character stays in this form for more than 12 hours in a day, runs the risk of losing himself and remaining a fox forever. Each hour after the 12, roll percentile dice. On 5% or less, lose 1 point of Intelligence permanently. Once he has lost 3 points, he can no longer return to humanoid form.

Xenophobic (Ex): Werefaynoddin are highly suspicious of everyone except elves and half-elves. They will accept rangers, druids, and white witches of any race, eventually. Werefaynoddin will never go into a non-elven settlement.

Gear: +3 Amulet of natural armor, Ardinn's band of brambles, 20 +1 arrows, +3 cloak of resistance, +2 club, +3 composite longbow, gem of seeing, +3 leather armor, +3 ring of protection; misc. coins.

Ranger Spells Prepared (2; save DC 12 + spell level):
1st—*entangle, longstrider*.

Druid Spells Prepared (5/4/3; save DC 12 + spell level): 0-level—*cure minor wounds, detect poison, know direction, mending, virtue*. 1st—*cure light wounds x2, magic fang, obscuring mist*. 2nd—*barkskin, cat's grace, heat metal*.

Danniella

Danniella once owned an apothecary shop in Roma. She was highly acclaimed and her medicinal cures and remedies were much sought after. Jealous rivals set about rumors of her practicing witchcraft to produce such balms and medicines. The problem was that she was indeed a witch. She fled the city by night, scared for her life by the Inquisition. A child of the city she was, and the wilderness was somewhere she went during the day to collect herbs. At night, however, it became a completely different place. Terrified to return to her home within the city, and scared she would die in the wilderness, she looked up to the full, fat moon and cried for help.

An elderly woman appeared and took her by the hand, leading her to a safe glade where other women young and old gathered under the bright moon's gaze. She immediately felt at home, as though she had returned from a long journey. Now Danniella sits at the head of the Coven of the Moon Sisters, a position of high esteem for one so young, but age is not a signifier of authority within the Moon Sisters.

Danniella is a simple and plain woman. She relies not on magical artifacts for protection or in the search for knowledge. She wears her mousy brown hair cut short in a bob, and her blue eyes shine with an intelligence that contradicts her youthful appearance.

Danniella: Female human Wit 9/Exp1: **CR** 9; Medium humanoid; **HD** 10d6 (hp 35); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 12 (+1 Dex, +1 padded armor; touch 11, flat-footed 11); **Base Atk** +4; Grp +4; **Atk** +5 (1d6, crit. 20/x2, masterwork quarterstaff); **Full Atk** +5 (1d6, crit. 20/x2, masterwork quarterstaff); **Space/Reach** 5 ft./5 ft.; **SA** Minor curse (1/week), spells; **SQ** Arcane spontaneous casting, atheme creation, bonus language (sect), coven boon, glamour, potion brewing +3, power of 13, summon familiar, witch mark, witch ward; Favor 1/5; **AL** NG; **SV** Fort +5, Ref +6, Will +13; Str 11, Dex 12, Con 10, Int 16, Wis 20, Cha 16.

Languages: Common, sect, sylvan.

Skills and feats: Craft (Sculpting) +11, Knowledge (Arcana) +16, Knowledge (Religion) +16, Knowledge (Nature) +18, Profession (Apothecary) +18; Great

Fortitude, Leadership, Lightning Reflexes, Skill Focus (Knowledge [Nature]), Track.

Gear: Masterwork quarterstaff, padded armor; misc. coins.

History, Allies & Enemies

High King William Wulf, ruler of Dunreth, forbade the Inquisition from entering his borders, and thereby allowed the worship of Pagan Gods free of persecution from the Pantheon.

Current Conflicts & Activities

The Pantheon seeks to enter Dunn-Ardinn in secrecy, away from the watchful eye of High King William Wulf, who has forbidden the Inquisition from entering his borders. The dense forests of Dunn Ardinn provide cover the Pantheon needs to enter the lands secretly, but also presents dangers they could never anticipate; Ardinn for example.

Rituals, Relics, and Exclusive Spells

Ardinn's Band of Brambles: As a free action, the wearer of this ring can blend with natural surroundings when in the forests of Dunn-Ardinn. This provides a +15 competence bonus to Hide checks. The wearer also gains the ability to move between trees as freely as on the ground, at half speed. He gains a +20 competence bonus to Climb checks on trees in Dunn Ardinn, and the ability to leap effortlessly between trees no more than 10 feet apart.

Faint Illusion; CL 3rd; Forge Ring, invisibility, spider climb; Price 11,60 gp.

Ardinn's rings are bestowed only upon his most favored allies. The thorns of the bramble pierce the skin as it is placed upon the finger. The outer edge is smooth to the touch. One of Ardinn's closest, Tae'lethiar, crafts these rings for Ardinn before he empowers them with their abilities. Woe betide any who wears a Band of Brambles without receiving it from Ardinn himself.

Specialty Priests & Agents

The witches' coven of Dunn-Ardinn is in the depths of the forest (see places of interest in Dunreth in the HRoE Worldbook). Danniella is the current coven leader. There are many witches in the coven, from all over Dunreth, there to study and learn from their brothers and sisters. Witches are essentially divine in nature and worship some lesser-known deity. In the case of this coven, they worship Ardinn, Lord of the Hunt. They live for the chase, the hunt, and the rewards of culmination... nourishment for the pack, for the coven. The hunt can also be used as a metaphor: the hunt for knowledge, the hunt for acceptance, etc.



AZARSU – MISTRESS OF PAIN & GUILT

Area of Influence: Pain and Suffering
Alignment: LE

Description: Azarsu appears as a tall, svelte lady in patchwork black leather that clings to her body tightly, giving the impression that the stitching is sewn into her skin. A mirrored mask covers her face. Her long fingers twitch constantly, as though eager to do something.

Dogma

Infllict pain and suffering on all goodly humanoids. Pain is power to the goddess.

Follower Types

Azarsu grants power to warlocks.

Alternate Forms

Azarsu also appears wrapped in chains that constantly move around her form, the low scrape of metal against metal accompanying her movements.

Secret or Sacred

Azarsu holds nothing secret and her sacred desires are for pain and suffering. Warlocks make no attempt to keep this secret, for where is the fun in inflicting pain without the torment and fear of a victim's anticipation?

Holy Places

Warlocks have not been able to hold down a specific place as a holy site. They always attract attention and are forced to move on. Essentially, they find a new place each season.

Notable Dates

The first full moon of Winterthaw (the 16th in 963 4c) is the meeting of the Dark Mass of Azarsu.

Religious Congregation/Festival

The Dark Mass of Azarsu, as noted above, is performed on the first full moon of Winterthaw. Warlocks gather, bringing with them bards to perform for the congregation and aid in their casting and rituals. One of the bards will have been commissioned to bring an enlarge spell scroll to enlarge a cauldron for the gathering.



Each coven is expected to supply a sacrifice, and though animals will suffice, a human sacrifice is preferred to enhance the notoriety of the religion, and a baby boy is the ultimate prize, its fat going to make many a concoction at the gathering. These sacrifices do not meet a quick death; this after all is the Mistress of Pain.

Major Players of Azarsu

Parresh the Blind

Oracle of Azarsu

Parresh the Blind is an oracle in the covens of Azarsu, and she is both wise and blind. Her blindness, she says, is a gift from Azarsu herself, for though blinded she wears the Eyes of Azarsu. Mirrored globes now sit where once Parresh's eyes were, staring forever blankly at the world, yet seeing more than many of us ever will. She dwells in a small hut on an island in a swamp. Her witch ward stands constant vigil, leaving only to collect food and fresh water.

Parresh also has Nolki, her raven familiar, and the swamp where she exists is covered in flocks of the birds that watch for any strangers, reporting to Parresh news of anything unusual. Warlocks travel from afar for her guidance, and Parresh often requests the attendance of a high ranking warlock through her powers of scrying, should she have some information for them.

Parresh: Female human Warlock12: **CR** 12; Medium humanoid; **HD** 12d6 (hp 42); **Init** +1 (+1 Dex); **Spd** 15 ft.; **AC** 16 (+3 magic padded armor, +3 amulet of natural armor; touch 10, flat-footed 16); **Base Atk** +6; **Grp** +6; **Atk** +7 melee (1d4+1, crit 19-20/x2, +1 dagger); **Full Atk** +7/+1 melee (1d4+1, crit 19-20/x2, +1 dagger); **Space/Reach** 5 ft./5 ft.; **SA** Minor curse, spells; **SQ** Arcane spontaneous casting, atheme creation, bloodletting magic, bonus language, coven boon, glamour, hallowing, potion brewing +4, power of 13, powerful glamour, summon familiar, witch ward; Favor 1/6; **AL** LE; **SV** Fort +6, Ref +5, Will +18; Str 10, Dex 12, Con 11, Int 18, Wis 18, Cha 10.

Languages: Common, goblin, infernal, sect tongue, undercommon.

Skills and feats: Concentration +15, Craft (Alchemy) +19, Intimidate +2, Knowledge (Religion) +22, Knowledge (Nature) +19, Knowledge (History) +11, Knowledge (The Planes) +11, Knowledge (Pantheon) +11, Knowledge (Pagan) +11, Listen +10, Spellcraft +12, Spot +6; Alertness, Great Fortitude, Iron Will, Skill Focus (Knowledge [Religion]), Spell Focus (Necromancy), Spell Penetration.

Gear: +3 Amulet of natural armor, +1 dagger, Eyes of Azarsu, +2 padded armor, +6 periapt of wisdom, ring of water walking, ring of freedom of movement; misc. coins.

Witch Spells Prepared (6/5/4/4/3/3/2; Save DC 14 + spell level): 0-level—bane (minor)*, detect magic x2, cure minor wounds, hesitate*, ward watch*. 1st—bane, cure light wounds, mark of sight*, obscuring mist, ward link*. 2nd—atheme ward*, cure moderate wounds, faerie fire, suggestion. 3rd—bestow curse, cure serious wounds, invisibility, ward of burden*. 4th—baleful eye*, paragon ward*, tongues. 5th—barkskin, true seeing, wall of thorns. 6th—heal, hex of weakness*. *New spell detailed in this sourcebook.

Witch Arcane Spells (3/2/2/2/1/1/0; Save DC 14 + spell level)

Gurad Witchward

Gurad Witchward: Male human Mnk9/Rog5; **CR** 14; Medium humanoid; **HD** 9d8+5d6+28 (hp 85); **Init** +4 (+4 Dex); Spd 60 ft.; **AC** 24 (+4 Dex, +1 Mnk, +3 Wis, +3 ring of protection, +3 bracers of armor; touch 19, flat-footed 20); **Base Atk** +9; Grp +18; Atk +15 melee (1d10+5, crit. 19-20/x2, unarmed strike); **Full Atk** +15/+12 melee (1d10+5, crit. 19-20/x2, unarmed strike); **Space/Reach** 5 ft./5 ft.; **SA** Flurry of blows, Ki strike (magic), sneak attack +3d6, unarmed strike; **SQ** Evasion, improved evasion, still mind, slow fall (40 ft.), purity of body, trap sense +1, uncanny dodge, wholeness of body; Favor 2/7; **AL** LE; **SV** Fort +9, Ref +14, Will +10; Str 20, Dex 16, Con 14, Int 10, Wis 16, Cha 11.

Languages: Common.

Skills and feats: Balance +22, Climb +21, Concentration +18, Hide +19, Jump +54, Move Silently +21, Tumble +25; Acrobatic, Cleave, Deflect Arrows, Improved Critical (unarmed strike), Improved Grapple, Improved Trip, Power Attack, Stunning Fist, Weapon Focus (unarmed strike).

Gear: +3 Bracers of armor, gauntlets of ogre power, hand of glory, ring of counterspells, ring of jumping, +3 ring of protection; misc. coins.

History, Allies & Enemies

The troubles and enemies of the Warlocks of Azarsu are too numerous and involved to describe here. They have managed to antagonize everyone, even other witch covens. They have only each other for allies, making them bitter and twisted and that much closer. A warlock of Azarsu will do her utmost to help another of her coven, as she cannot afford to lose one of her few allies.

Current Conflicts & Activities

The powers that be in both Kirkland and Dunreth have all but eradicated the followers of Azarsu from their lands, something those warlocks will never forget.

Rituals, Relics, and Exclusive Spells

Eyes of Azarsu (Minor Artifact): These were a gift to Parresh direct from Azarsu, in return for her sacrificed sight and utter devotion. Mirrored globes now sit in her eye sockets. She can use the eyes to see over virtually any distance or into other planes of existence, as with the spell scrying.

The wearer also gains true seeing as per the spell. The user can send and receive silent mental messages with a person appearing in a crystal ball. Once per day, the user may attempt to implant a suggestion (as the spell, DC 14) as well.

Strong Divination, CL 19th; Weight 0.2 lb.

Coven of Azarsu, Mistress of Pain and Guile: Followers of Azarsu who try to emulate their goddess' look, wearing patchwork cloaks and leather armor of only the darkest colors. This coven has been recently driven out of Kirkland, for the most part, but they supposedly made haste to the secluded, wilder places of Dunreth and the less civilized northlands of Gildor.



FURIES

Area of Influence: Anger, Rage, Wrath, Vengeance

Alignment: Any

Description: Not to be confused with Charground's Furies of Destruction, the Furies are a fractured sect of witches, most from the goddess Gwen's ranks. These maddened women embody the rage, anger and sorrow of the Pagan faiths against the winds of change brought forth by the Pantheon. So fueled by this anger are the Furies that they often harm innocents with their attempts to purge the Pantheon and its followers from the world.

The Furies have no specific god, instead gaining power from most of the Pagan faiths (much as the wardens do).

Beliefs: The Furies believe it is their appointed task to rid the world of the Pantheon and bring back the Pagan faiths, though methods differ from group to group. Some want to destroy any who worship the Pantheon, while others do not want to harm innocents, and target only those actively spreading the Pantheon plague across the world.

Those slain by the Furies are commonly found with a black crow feather or other bird feather somewhere on them. This is supposed to prevent the soul from returning to the Pantheon, forever trapping it in its decaying body, even after the feather is removed.

Secret or Sacred

The Furies' only true secret is that they derive power from all Pagan gods, even Gwen, Hernander, etc. While the gods do not likely know they are granting the power, the Furies feed off their rage, sorrow, and pain as these gods see their world fall to the great machine of the Pantheon.

Meeting Places/Sacred Sites: The Furies are scattered throughout the world except in the south (Ithganin and Warkstan). Most originate in Dunreth, but the sect makes it a point to seed new groups wherever they can.

Cult Festivals: The group holds no established festivals of their own; however, individual members often act as members of their original coven, following most of its laws, holy days, and festivals.

Major Players of the Furies

The Furies make considerable effort to not be known. The leader of a coven could be anyone, even a member of another coven. Thus no one, often not even most of the Furies, know who is who.

History, Allies & Enemies

Some suggest the Furies first spawned from a meeting of Delimitise on Torpor. Disgusted with the slow action of the group, the sect made set out on their own, finding ways to fuel their power with the wrath of the gods. The Furies call the Pantheon and its followers enemy, while not necessarily calling other Pagan groups allies. This is mostly due to the Furies hiding their identities from their true sects.

Current Conflicts & Activities

The Pantheon has ramped up its search for members of this group in recent years, gaining popular support from many rural villages. The Furies have given witches a bad name in these areas when a kindly missionary of Illiana was found dead with a black crow feather on her chest.

THE TRIPLE GODDESS – GWEN LADY OF THE TWILIGHT

"We all come from the Goddess, and to Her we will return;
Like a single drop of rain, flowing to the ocean."

The Horned God, Herander, is thought by scholars and believers alike to be in essence a focus for the energy of those who follow. The Triple Goddess, however, is a true goddess—the one true goddess, creator of the world, caregiver of the world, and ultimate destroyer of the world. She is known by many names: Diana, Hecate, but most often Gwen, Lady of the Twilight.

Gwen is a triple goddess—a goddess of three parts, all one in form and character that shifts with the phases of the moon. All forms are present in each other, as is Gwen's prerogative.

The Triple Goddess is the most ancient religion, with artifacts that date back thousands of years depicting the ample form of a woman, either heavy with child or simply fat. The goddess triad signifies the three distinct phases of a woman's life (maiden, mother and crone) and correspond to the three phases of the moon (waxing, full, waning).



Maiden: Independence in Action

The Maiden represents enchantment, inception, expansion, the female principle, the promise of new beginnings, youth, excitement, and a carefree erotic aura. She is innocent in some ways, but also a seductress who recognizes the power of her sexuality. Her festival is on the first new moon of Newshine (01 Newshine 963 4C).

The Maiden is responsible for her own actions. She is not as one may think a chaste virginal creature.

The Maiden is associated with the Waxing Moon, the colors white and pink, and flowers—especially wild and white. Her animals are owl and deer, and sometimes any other wild animal. The deer encourages a belief that the Triple Goddess and Herander were lovers and together created the world and all upon it.

All-Mother: Life Giver

The Mother is the life giver and protector of the young. She is the central figure of the Triple Goddess. She is usually depicted with a swollen belly and prominent breasts and sex. The Mother is ripeness, fertility, fulfillment, stability, and power. She tenderly rocks the baby, but also hunts to feed her offspring and fights to the death to protect them. Her festival is on the last new moon of Septan (26 Septan 963 4C).

The Mother appreciates both creative and destructive attributes, as she understands that for life to continue it must ultimately be destroyed to make room for new birth. Is Herander's eternal Hunt in essence a chase for the Mother?

The Mother is identified with the Full Moon. She is the patron of harvests and watches over women's and animal's fertility, and nature in general. Her color is red, and her animals are the cat, dove and dolphin.

The Crone: Acceptance of the End

If the Maiden represents new starts, and the Mother represents maturity, the Crone represents endings. The Crone is wisdom, retrenchment, repose, and compassion. She is old age, experience, accumulated wisdom and death. She is the gateway to Death, and the guide to Rebirth. Her festival is on the first full moon of Newwinter (08 Newwinter 963 4C).

The Crone is regent of the Underworld, a place where her followers believe a soul rests before passing once more onto the earthly plane in a new incarnation. The Pantheon has warped this image to associate the Crone with Hell, describing her as a devil and denouncing the whole religion of the Triple Goddess. This goddess guides the souls of the fallen and prepares them for rebirth. This is not an easy path for the souls and their harrowing cries sometimes push the Crone into erratic behavior.

Pagans see life as an ever-turning cycle. Contemplating the darker aspect of the Goddess teaches that as everything in Nature moves in cycles, we must accept death as a passage into another state, as much a part of our lives as birth.

The Crone is associated with the Waning Moon, and the colors black, deep blue and deepest purple. Her corresponding season is Winter, and her usual animals are the owl, wolf, crow and raven.

The Triple Goddess in Gothos

The followers of Gwen are the caring women. However, many have been swayed by the Pantheon's belief that Gwen is a mistress of death and deception. Radical followers of Gwen only make this image seem valid with their belief that man is subservient to woman.

The Pantheon looks for any opportunity to denounce and disperse covens of the Triple Goddess. It seems the male-ruled Pantheon fears this group of "charlatan women" and their "evil, deceptive ways." Newer initiates of Gwen hide their religion in fear of persecution. The more experienced sometimes actually flaunt their beliefs, even provoking action against them before it is planned.

Gildor is the secret and sacred adopted home of Gwen's followers. Queen Katherine IV speaks with many of Gwen's covens, and hides them where she can without arousing suspicion of her close contact with the Triple Goddess. How close her association actually is, is not clear, even to her closest advisers.

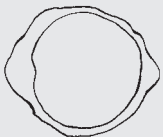


The Flock of the Moon Sisters

This is an expansion upon the details included in the Hunt: The Rise of Evil Worldbook.

The Moon Sisters worship one of the oldest gods in existence: Gwen, Lady of Twilight. She is the light of the moon. The witches of this large coven are spread throughout the lands of Dunreth, Gildor, and Kirkland. There are no men in the coven and there never will be. Gwen only accepts women.

Her favored weapon is the quarterstaff.



Crone of Hate – Handmaidens of Hecate

This coven takes the teachings of the Crone incarnation of the Triple Goddess to an extreme: Death is an end to all things. It is a glorious blessing to assist others into the arms of the Crone, so she can cleanse their spirits and judge whether they are worthy to return to the mortal realm. These witches are feared to such an extent that even the Coven of Azarsu mistrusts them. They have been driven out of all civilized lands, though pockets operate in cavern networks close to major cities.

Their witch assassins, Harlots of the Eclipse, work to bring all they can to the Crone. They have no qualms about accepting payment from others to bring about the demise of a target.

The favored weapon of the Crone is the knife or dagger.



Daughters of Verdana

The Daughters of Verdana (not to be confused with Veratana) hold all that is natural in life sacred. They love the beauty that surrounds us all: grass, flower, tree, sky, river and mountain are all sacred to them. These are their temples and they hold all with respect and a desire to protect the sanctity of the world's natural wonders.

Verdana is a lesser goddess. Her followers are more welcomed among communities than other covens as they help to restore crops, protect scenes of beauty and travel with druids, aiding them in preserving nature.

Verdana favored weapon is also the quarterstaff.

Fury Witches: Furies commonly wear leather armor with cowls or other decorations of feathers, commonly as wing-lets off the sides of the body. A tiara of bone is worn when performing a cleansing act against Pantheon followers. They commonly wield light crossbow and use poison.

Gol'ri

Area of Influence: None

Alignment: Any

Description: The Gol'ri, or "the chosen" are usually the offspring of witches, but sometimes come from the union of two individuals who have nothing to do with the Pagan faiths.

The Gol'ri are born with witching powers. They do not ask for the gift, nor can they reject it (except by becoming a cleric or paladin), for it is a part of their being. The Gol'ri are hunted by the Pantheon for conversion or destruction, and are the most common victims of a witch hunt.

It is not known what god or power instills the Gol'ri with their abilities, but most Gol'ri do not eventually become members of another witch cult.

Beliefs: The Gol'ri believe they were raised by their parents, and each is no more likely to have a particular point of view than another.

Secret or Sacred

The Gol'ri have no secrets.

Meeting Places/Sacred Sites: The Gol'ri are most commonly found where the Pagan faiths have not yet completely diminished (such as Kirkland and Dunreth). They have the interesting ability to act as a witch of any coven for the purposes of a hallowed site and the power of 13. Because of this, many sects go looking for Gol'ri when they lose a member.

Cult Festivals: None.

History, Allies & Enemies

Gol'ri have existed since the beginning of recorded time, and their numbers have not diminished. Indeed, it seems the more of them the Pantheon kills or converts, the more are born elsewhere. Some suggest there is a set number of Gol'ri in the world all the time. The Gol'ri must call the Pantheon their enemy, though they generally would harbor no ill will to it otherwise, while calling most witch covens ally, mostly because most covens covet the Gol'ri for their ranks.

Current Conflicts & Activities

The Pantheon makes constant efforts to rid the world of Gol'ri. Their efforts are further invigorated by the actions of the Furies, Azarsu sect, and other black witches. Sadly, it is Gol'ri who most commonly pay for the actions of their divine kin.

Gol'ri Witches: Act pretty much as anyone else, living their lives quietly, working toward their personal goals and desires. They have no set garb or equipment preferences.

GWEN—LADY OF TWILIGHT

Area of Influence: Night, women, time, age, life, death.

Alignment: True Neutral

Description: Gwen, the Lady of Twilight, is the one true goddess who gave birth to the world. She is linked to the moon, so her followers and clerics—especially those following the Moon Witch—vary their moods and skills with the phases of the moon.

Gwen has been used by the Pantheon to instil fear in the populace for witches. They claim the followers of Gwen are man haters looking to bring down men in whatever way they can. There are extremists who have taken the goddess to mean that the female of the species must dominate men, but the majority of followers looks for the perfect union of man and woman. Gwen is in an eternal chase—a hunt if you like—with Herander the Horned God. They chase each other across the skies, never realizing each is after the other. Herander is the sun or the earth, sometimes associated with the Dream Rifts between Earth and Gothos, and when he and Gwen meet, it brings about the end of the cycle and begins an age of cataclysm.

Dogma

Man and woman are one. Restore the peace of nature. Protection and guide each other from birth to death.

Follower Types

Gwen grants power to witches.

Alternate Forms

The goddess is seen as the moon. Her followers look to the moon for a focus. She has several other forms that she adopts depending on the situation.

Maiden: The Maiden appears as a demure female, beautiful to any who look upon her. Her pale skin is covered only by her silken golden hair, which flows down the length of her body. Gwen appears in this form when someone needs her guidance or just a bit of inner peace and calm.

Mother: The Mother appears as a powerful, muscular woman clad in hide armor, with in iron shod quarterstaff in hand. While beautiful, it is her sheer physical presence that strikes those who look upon her. She appears in this form when someone needs protection, either as a physical presence or a comforting force.

Crone: The Crone is wizened, bent and twisted. Though her aspect is forbidding, she can be as good natured as the other two forms. However, she is much more chaotic and unpredictable. The Crone appears at times of dismay. She guides dead souls, though when she appears it is sometimes to lead an individual through the shroud of death, or sometimes a warning of impending danger.

Gwen is not restricted to one form. She can show a different aspect to each person in a group at one time.

Secret or Sacred

Upon attaining high enough level (8th level), a witch in the faith of Gwen receives a Gwen's Golden Ring, passed to her from the leader of her coven. (See Relics, Rituals and Exclusive Spells for details.)

Holy Places

Anywhere the moon is visible is a holy place to worshippers of Gwen. They seek places of beauty and secrecy as some of rituals and ceremonies are performed sky-clad (naked).

Notable Dates

Festival of the Maiden is on the first new moon of Newshine (01 Newshine 963 4c). Festival of the Mother is on the last new moon of Septan (26 Septan 963 4c). Festival of the Crone is on the first full moon of

Newwinter (08 Newwinter 963 4c).

Religious Congregation/Festival

Each festival has a focus point where witches try to gather at least once in their lives. This is where the most proficient witches gather and focus their powers and teachings on younger members of Gwen's followers. Gifts may be distributed to new members.

Festival of the Maiden: This festival welcomes the rebirth of the world fresh from the long winter. New flowers blossom and the air is fresh with life emerging from its long, dark sleep. Worshippers strip naked and dance free of all care, singing in celebration of life. This is an intimate ceremony between those involved, requiring a secretive place. A fresh Newshine shower is seen as a good omen during this celebration.

Focus Meeting Point: Gildor – the Rose Woods.

Festival of the Mother: Followers gather in great wide plains, lighting a fire. Each sits around the fire in quiet contemplation. As it burns down and the embers lose their glow, each follower rises and leaves the area in silence.

Focus Meeting Point: Dunreth – the Gap.

Festival of the Crone: During the festival of the Crone, witches gather in dark places: deep forest or dark cavern. Their enemies speak of these meetings to show the evil lurking in their hearts. The gathered witches dress in black, tossing scented herbs and spices into their boiling cauldrons as offerings to the Crone, hoping to gain her guidance.

Focus Meeting Point: Kirkland – Margrave (Island of Death).

Major Players of Gwen

Lady Lohanna

High Witch of the Moon Sisters

Lady Lohanna's coven is situated in Gildor, in the woods north of Queen's View under the caring eye of Queen Katherine IX. Here she sits with her fellow coven leaders to discuss matters of the world and the passing of the cycles. The coven is in the center of the wood, protected by illusions and distracting magics. They have not been discovered by the Inquisition in Gildor. Her closest advisor and ally is Anna Teul.

Lady Lohanna: Female human Wit17: **CR** 17; Medium humanoid; **HD** 17d6 (hp 59); **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 26 (+2 Dex, +4 magic leather armor, +2 Gwen's golden ring, +4 bracers of armor, +4 amulet of natural armor; touch 14, flat-footed 24); **Base Atk** +8; Grp +8; **Atk** +11 (1d6+3, crit. 20/x2, +3 dancing quarterstaff); **Full Atk** +11/+6 (1d6+3, crit. 20/x2, +3 dancing quarterstaff); **Space/Reach** 5 ft./5 ft.; **SA** Arcane spontaneous casting, glamour (true), minor curse (1/week), potent curse (1/month); **SQ** Ancient markings, atheme creation, bloodletting magic, coven boon, hallowing, masterful atheme, potion brewing +5, power of 13, summon familiar, witch mark, witch ward; Favor 3/9; **AL** NG; **SV** Fort +7, Ref +7, Will +15; Str 10, Dex 14, Con 11, Int 14, Wis 20, Cha 15.

Languages: Common, elven, sect tongue.

Skills and feats: Bluff +20, Concentration +20, Craft (Alchemy) +20, Heal +21, Intimidate +14, Knowledge

(Religion) +17, Knowledge (Nature) +17, Listen +7, Spellcraft +20, Spot +7; Great Fortitude, Improved Initiative, Leadership, Quick Draw, Endurance, Track, Alertness.

Gear: +4 Amulet of natural armor, +4 bracers of armor, +3 dancing quarterstaff, Gwen's golden ring, +2 leather armor, ring of animal friendship, robe of stars; misc. coins.

Witch Spells Prepared (6/7/6/6/5/4/3/2/1; Save DC 15 + spell level): 0-level—*dancing lights*, *ghost sound*, *cure minor wounds* x2, *glimpse of the evil eye**, *hesitate**. 1st—*bane*, *cause fear*, *cure light wounds* x2, *hypnotism*, *mark of sight**, *sleep*. 2nd—*bear's bane**, *cat's bane**, *cure moderate wounds* x2, *mark of reversal**, *speak with animals*. 3rd—*blindness/deafness*, *confusion*, *cure serious wounds*, *dispel magic*, *mark of renewal**, *obscure object*. 4th—*cure critical wounds*, *poison*, *repel vermin*, *sending*, *tongues*, *vampiric kiss**. 5th—*commune*, *darkside of the moon**, *healing circle*, *insect plague*, *seeping wounds**. 6th—*blade barrier*, *heal*, *hex of foolishness**, *mark of invigoration**. 7th—*mark of power**, *regeneration*, *wind walk*. 8th—*mark of the ancients**, *mass heal*. 9th—*astral projection*. *New spell detailed in this sourcebook.

Witch Arcane Spells (3/3/3/2/2/2/2/1/1/0; Save DC 15 + spell level)

Anna Teul

Anna is cursed with lycanthropy, but has calmed her soul enough to control her affliction most of the time. Her animal instincts and powers have been a boon to Lohanna in times of need.

Anna Teul: Female werewolf Wit9: **CR** 11; Medium humanoid (shapechanger); **HD** 2d8+9d6+33 (hp 73); **Init** +7 (+3 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 21 (+3 Dex, +4 magic leather armor, +2 ring of protection, +2 natural; touch 15, flat-footed 18); **Base Atk** +5; Grp +7; Atk +9 ranged (1d4+1, crit. 19-20/x2, 30 ft., +1 hand crossbow) or +8 melee (1d4+3, crit. 17-20/x2, +1 keen dagger); **Full Atk** +9 ranged (1d4+1, crit. 19-20/x2, 30 ft., +1 hand crossbow) or +8 melee (1d4+3, crit. 17-20/x2, +1 keen dagger); **Space/Reach** 5 ft./5 ft.; **SA** Minor curse, spells; **SQ** Alternate form, arcane spontaneous casting, atheme creation, bloodletting magic, coven boon, damage reduction 15/silver as wolf or hybrid, glamour, potion brewing +3, power of 13, scent, summon familiar, witch mark, witch ward, wolf empathy; Favor 0/4; **AL** N; **SV** Fort +8, Ref +6, Will +11; Str 14, Dex 17, Con 16, Int 14, Wis 15, Cha 12.

Languages: Common.

Skills and feats: Bluff +12, Craft (Alchemy) +12, Concentration +12, Control Shape 14, Knowledge (Nature) +14, Spellcraft +12, Survival +12; Blind-Fight, Improved Initiative, Weapon Finesse (as wolf or hybrid), Skill Focus (Control Shape), Exotic Weapon Proficiency (hand crossbow), Power Attack, Sunder.

Gear: +1 Hand crossbow, +1 keen dagger, +2 leather armor, ring of blinking, +2 ring of protection; misc. coins.

Witch Spells Prepared (6/5/5/3/2/1; Save DC 12 + spell level): 0-level—*cure minor wounds* x2, *detect magic*, *detect poison*, *know direction*, *purify food or drink*. 1st—*blood itch**, *charm person*, *cure light wounds*, *divine favor*, *message*. 2nd—*cure moderate wounds*, *delay poison*, *fox's bane**, *hold person*, *silence*. 3rd—

clairaudience/clairvoyance, *confusion*, *magic circle against evil*. 4th—*cure critical wounds*, *spell immunity*. 5th—*barkskin*. *New spell detailed in this sourcebook.

Witch Arcane Spells (3/2/2/1/1/0; Save DC 12 + spell level)

History, Allies & Enemies

The History of Gwen's followers is scarred with persecution by the Pantheon, their one true Enemy. Maybe their greatest ally is Katherine IV, Queen of Gildor, though she keeps their alliance a close secret.

The Inquisition is the major enemy of all Pagan faiths, but one official has taken the Flock of the Moon Sister as his personal enemy. Thomas de Marrdar was a cleric in the Church of Baticus. He was a quiet and gentle man until the eve of his wedding, when his intended, Anna Teul, was torn from his arms in their honeymoon cabin in the woods. A wolf-like beast stole her into the night, and all that was left were their tracks. Anna had hidden her lycanthropic nature from him until she lost control of her urges and had to flee the cabin and her lover. Thomas' investigations all lead to the Flock of the Moon Sisters, to whom Ann had fled in desperation. Thomas was eventually accepted to the order of the Inquisitors, and is intent on hunting down the coven of the Moon Sisters and extracting answers by any means. Anna still loves Thomas, but knows she can never go back to him.

Thomas de Marrdar: Male human Clr9/Inq3: **CR** 12; Medium humanoid; **HD** 12d8 (hp 54); **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 24 (+2 Dex, +6 magic studded leather armor, +3 magic large wooden shield, +3 ring of protection; touch 15, flat-footed 22, armor check penalty -1); **Base Atk** +8; Grp +9; Atk +9 melee (1d2+1, crit. 20/x2, whip) or +11 melee (1d6+3, crit. 20/x3, +2 shortspear); **Full Atk** +9/+4 melee (1d2+1, crit. 20/x2, whip) or +11/+6 melee (1d6+3, crit. 20/x3, +2 shortspear); **Space/Reach** 5 ft./5 ft.; **SA** Spells; **SQ** Detect chaos, discern lies, torture; Favor 14/17; **AL** LN; **SV** Fort +9, Ref +6, Will +15; Str 13, Dex 14, Con 10, Int 17, Wis 16, Cha 17.

Languages: Common, elven, gnome, sylvan.

Skills and feats: Concentration +15, Diplomacy +19, Gather Information +19, Heal +14, Intimidate +19, Listen +6, Knowledge (Pantheon) +13, Knowledge (Pagan) +13; Alertness, Exotic Weapon Proficiency (whip), Improved Initiative, Iron Will, Leadership, Track.

Gear: Circlet of persuasion, +2 cloak of charisma, +1 large wooden shield, ring of mind shielding, +3 ring of protection, +2 shortspear, +3 studded leather, whip; misc. coins.

Clerical Domains: Law and Protection.

Cleric Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; Save DC 13+ spell level): 0-level—*detect magic*, *detect poison*, *light*, *mark of discovery**, *resistance*, *virtue*. 1st—*command*, *divine favor*, *magic motes**, *magic weapon*, *protection from chaos*†, *shield of faith*. 2nd—*align weapon*, *bear's endurance*, *delay poison*, *detect nightmare**, *shield other*†, *spiritual weapon*. 3rd—*daylight*, *magic circle against chaos*†, *remove curse*, *summon monster III*, *vacuum**. 4th—*magic weapon (greater)*, *mark of health**, *order's wrath*†. 5th—*spell resistance*†, *zealot**. *New spell detailed in this sourcebook. †Domain spell.

Current Conflicts & Activities

The most major conflict is with the Pantheon. It seems strange that a male-dominated church should be so worried over the activities of misguided women. Many within the Pantheon believe strongly that followers of Gwen are man-hating, feminist miscreants. The Inquisition within the Pantheon itself is their greatest direct threat, their sole purpose being the destruction and separation of the evil covens and Pagan ways.

Rituals, Relics, and Exclusive Spells

Gwen's Golden Ring: Made from the golden flowing locks of the maiden, Gwen's golden ring offers protection and guidance to the wearer, only if the wearer is a follower of Gwen, Lady of Twilight. It bestows upon its wearer +2 **AC** (deflection bonus), and also acts as a pearl of power, allowing the wearer to recall any 2nd through 7th level spell that she has prepared and cast that day.

Strong Transmutation: CL 17th; Weight —.

Union of the Three Ritual (True Ritual)

Participant Requirements: Witch needs to have achieved the 2nd degree within her coven, though all the witches need not be from the same coven to perform the ritual together.

Level: Any

Proxy: No

Casters Required: 3

Casting Time: 5 rounds

Range: 0

Duration: A number of rounds equal to the level of the highest witch involved.

Saving Throw: None

Spell Resistance: No

Other Requirements: None

Description of Ritual: Three witches join hands, forming a triangle with their arms. Each chants her personal prayer or offering for the duration of the casting time. If the link is broken during casting, or concentration is broken, the ritual fails. A Concentration check must be made by each at the end of the ritual (DC 15) for the effect to take place.

Spell Effects: The three must decide as to the power evoked by the ritual. Suggestions below show sample effects from the ritual at DC 15 for the Concentration check. If the witches wish for another effect, the GM should decide whether it is possible. For instance, healing one of the three who has lost a significant number of hit points, though not unconscious, may require a lower DC; an attempt to contact other plane (as the spell) may require a higher DC.

- Dream Weave (as the feat)
- Empower One (one of the three gains the Maximize and Extend Metamagic feats for the duration)
- Touch of Midnar (as the feat)

Witches: The Flock of the Moon Sisters are the major followers of Gwen, Lady of Twilight, though her followers are not restricted to this coven or to any coven at all. Those following the Crone aspect of Gwen become Crones of Hate, while those of the mother become Daughters of Life.

Speciality Priests & Agents: The Moon Maidens are rangers who worship Gwen and work actively to bring her goals to fruition.

Moon Maidens: Moon Maidens are the strong arm of the moon goddess Gwen and work in conjunction with her witches. Moon maidens often combine two extremely diverse aspects of personality, from flighty to compassionate, from motherly to moody. A negative aspect is always balanced by a noble or otherwise positive aspect. One moon maiden might be flighty but incredibly brave, while another is moody but strong-willed.

Attire

Moon Maidens do not generally wear armor, instead wearing clothing that accents their feminine form; tight fitting clothes (such as tights or short skirts) that do not hinder movement in the wilds are common. Moon Maidens dye their hair white, gray, or silver, and favor light, piercing weapons and ranged attacks.



HERANDER

Area of Influence: Forests, the hunt, masculinity, animals

Alignment: Neutral

Description: Herander has many names: the Horned Lord, Lord of the Hunt, Father Earth.

Herander is a mysterious deity, if he can be called a deity at all. His belief is founded in all Pagan faiths, not through direct worship but more through an understanding that he is all around: in the waters of Eirhuha, in the earth of Sheerhu, in the winds of Arhallu and the cleansing fires of Farratu. Few seek the truth of Herander directly. If the druidic order is one of secrecy, then direct followers of Herander are an order of secrecy within a secret order.

Dogma

Herander is our father. He is the all-encompassing spirit that weaves through the heart of the Pagan gods. Air, Earth, Fire and Water make his whole. Herander links Earth to Gothos, and the two shall be one again. As the eternal cycle of moon and sun, so is that of Earth and Gothos.

Follower Types

Herander grants power to druids, rangers, witches, and the covenant to the hunt.

Alternate Forms

Herander is portrayed with the head and upper torso of a 14-point stag, his threefold face looking forward and to each side. He sits cross-legged, a trident in his left hand, and his other palm facing out. His male member is proud and erect. He is often confused with Ardrinn.

Secret or Sacred

Everything natural and true to the earth is sacred to Herander.

Holy Places

Open spaces, deep woodland, deserted beaches, sheer cliff faces: all these and more are sacred to Herander.

Notable Dates

21st to the 25th of Newwinter is a time when witches and Pagans gather as one. This is the first major festival for a new witch, Pagan or druid. It is a time of revelry, celebrating the year ahead and remembering the year gone by.

Religious Congregation/Festival

There are no specific congregations or festivals for Herander. His direct followers are too separated, though they find their own ways to celebrate Herander alone.

Major Players of Herander

There are no major players of Herander. Each sees the others as equals, a pack of wolves working as one under their alpha male, Herander. There are no struggles for supremacy, no infighting; all are equal to each other.

History, Allies & Enemies

The followers of Herander are linked to those who follow Gwen, the two religions working together for a common cause; or two lovers entwined in an eternal hunt.

Current Conflicts & Activities

When there is much doubt as to the existence of a deity, there is little cause for conflict. None of the Pantheon concern themselves with this unlikely deity.

Rituals, Relics, and Exclusive Spells

Herander's Cauldron (Minor Artifact): This cauldron was beaten from 10 kilograms of impure silver and constructed from 14 decorative panels each 70 cm in diameter. On each panel is portrayed a different visage of Herander, including a feminine form. The most significant panel shows an elaborate depiction of the Dream Rift and Gothos' link to Earth.

Strong Conjunction: CL 20th; Weight 30 lb.

It is said in legend that there were two Cauldrons, and each could be used as a portal to the other. However, the other was lost in the annals of time.

Herander's Dance – Ritual of the Worlds (True Ritual)

Participant Requirements: Druids of Eirhuha, Sheerhu, Arhallu, Farratu, or a witch of a similar tradition/coven. In addition, a Covenant of the Hunt is also needed.



Level: Any

Proxy: No

Casters Required: 14 (4 cauldron bearers, 1 Covenant of the Hunt, 7 dancers and 2 drummers)

Casting Time: 2 continuous hours

Range: Special

Duration: Special

Saving Throw: None

Spell Resistance: No

Other Requirements: Herander's Cauldron

Description of Ritual: Conducted in matured cereal fields, the cauldron is placed at the center as the worshippers perform an intricate dance around it. They form shapes and patterns, hoping someone will receive their cryptic message across the ether.

(ALL) - *"My Law is Harmony with all things. Mine is the secret that opens the gates to other lives and mine is the cauldron of salt of the earth that is the body of Herander that is the eternal circle.*

I give the knowledge of other lives everlasting, and beyond death I give the promise of regeneration and renewal.

I am the sacrifice, the father of all things, and my protection blankets the earth."

(CAULDREN BEARERS) - *"Hear the words of the dancing God, the music of whose laughter stirs the winds, whose voice calls the seasons."*

(COVENANT OF HERANDER) - *"I who am the Lord of the Hunt and the Power of the Light, sun among the clouds and the secret of the flame I call upon your bodies to call forth and come unto me. For I am the flesh of the earth and all its beings."*

Spell Effects: The leader of the ceremony receives a number of Dream Points as though a second generated character (see the Hunt Rise of Evil Worldbook for more details), but the amount received is double that detailed on Table 1.1 Dream Points in the Hunt: the Rise of Evil Worldbook. These points are not regenerated after use but in all other ways are the same as points received by a Child of the Waking Dream. A character may only receive this benefit once per year.

Witches: Those directly worshipping Herander do so as a personal quest to learn all they can about him. In essence, all Pagan worshippers and many witches believe in Herander, but do not direct their worship to him.

Specialty Priests & Agents

The true belief and worship lies on the shoulders of the Covenant to the Hunt, people who search in earnest for proof of Herander, and yet unquestioningly believe he does exist.



HOURIS TO HERANDER

Devout female worshippers to Herander the Horned God are rare, but extremely devout. Houris to Herander worship his physical presence, his manliness and virility. They use their womanly wiles to get what they want from men. They dress scantily and their seductive ways are hard to resist.

The favored weapon of an Houris is seduction, but there are times a weapon is needed and they prefer long stiletto daggers, which they easily disguise as hair pins or down the side of a long boot.

All Houris are female and have a Neutral aspect to their alignment. They may not gain a witch ward, as having just one man around all the time would be intolerable. Houris gain a +2 DC to Enchantment spells they cast. Bluff and Sense Motive are class skills. Houris cannot wear any armor.

Table 10-4. Stiletto Dagger Statistics

Simple Light Weapon	Cost	Damage, Damage,			Rng	Wgt	Type
		Small	Medium	Critical			
Stiletto Dagger	3 gp	1d2	1d3	18-20/x2	-	0.5 lb	Piercing



KITH 'BHVAINN

Area of Influence: Spirits

Alignment: Any good or neutral.

Description: The Kith-Bhvainn are a cross between wizards and shamans. These covens treat divine powers much in the way wizards treat arcane spells: through research.

The Kith delve in spirits and spiritual beings. They wheel and deal with these beings for power, and often work towards the goals of individual spirits.

Beliefs: Each Kith sect has its own goals. Some work to attain the goals of their spirits, while others use powers gained from spirits to achieve their own goals (often wealth or greater knowledge).

Secret or Sacred

The Kith are the least secretive group of witches, often working as sages in villages across the realms. They make little effort to shield their nature, as most have taken up Euphrenas' offer of exchange of information for safety from the Inquisition.

Meeting Places/Sacred Sites: The Kith hold the whole of the Rylonia plains as sacred, and travel there to commune with spirits and talk with shamans.

Cult Festivals: The Kith have adopted the day of Puzzles and Intrigue and the Festival of Mindful Diligence of Euphrenas. They use the second day as a special mass communal with spirits. It is common, especially in Triton, for this festival to become almost unworldly, as spirits congregate and have a good time. All Hallows' Eve is the most holy night of the year, a time for all-night vigils.

Major Players of the Kith'Bhvainn

Each of the many covens of Kith-Bhvainn has a wide variety of members, with no one sect having anyone distinctly above or significantly more well-known than the others.

History, Allies & Enemies

The Kith hold any non-evil group as an ally, even the Pantheon. In recent times, the church of Euphrenas has offered the group amnesty from Pantheon's Inquisition. It has annexed the Kith as a whole, declaring it part of the church of Euphrenas. As a result, Kith wander freely, without fear of persecution.

Current Conflicts & Activities

Kith search constantly for new power and knowledge. They secretly protect some of the other covens, hiding locations with false reports or forewarning groups before the enemy comes. Their relationship with Euphrenas is strange, but oddly suitable for both groups, and neither seem interested in changing things in the near future. Those few groups of Kith who have not agreed to the offer have gone into hiding or been snuffed out.

Kith-Bhvainn Witches: The Kith range in look from wizardly to classic hermit to businessman. They constantly see and speak with spirits, and often have to suppress this action in front of others.

KORA-CURON

Area of Influence: Magic and trickery

Alignment: CE

Description: The Kora-Curon is devoted to balancing power in the witch community. The followers of this sect believe female witches are overly powerful. The witches of Kora-Curon have developed a special affinity for the theft of magical power and devices from female sects. They have rogues, rangers and spies that they use against the other sects. They also keep track of the shift in political power from the patriarchal to matriarchal.

Beliefs: The Kora-Curon believe women have too much power, in both the magical and mundane world. While some say that, outside of Gildor, men control the politics of most societies, the Kora-Curon feel that behind most powerful men there are women in the shadows pulling strings. Although the Sisterhood of Shea is a closely guarded secret, the sect has uncovered a plot of some clerics of Shea to control the politics of the kingdoms. This discovery has added fuel to the fire of the sect's purpose.

Secret or Sacred

The sect's war against women is a guarded secret. On the outside, the sect claims merely to wish to create a balance between the sexes. To this end, the sect sponsors groups devoted to women's rights as well as men's. However, within these groups, the sect closely monitors and controls women.

Meeting Places/Sacred Sites: The Kora-Curon have no special sacred sites; however, many major cities and some outlying communities have retreats called havens. Women are strictly prohibited from entering any haven, even in the role of maid, cook or entertainment. Within these havens, the Kora-Curon plan their careful war against women.

Cult Festivals: The Right of Manhood: This observance is held during the All Father Festival, the first Montey through Vespers of Newshine. The sect can hide its festivities among the other revelries. The Right of Manhood celebrates being male and its importance to all living things.

Major Players of the Kora-Curon

Jacob Stewart

Jacob Stewart is a bitter man. His life has been filled with rejection and humiliation at the hands of women. While not all of the Kora-Curon are as vehement in their hatred of women, a number share Jacob's fear and suspicion of women. Jacob has become a power in the lands around Dire Port.

Jacob Stewart: Male human Warlock12: **CR** 12; Medium humanoid; **HD** 12d6+24 (hp 66); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 16 (+1 Dex, +3 ring of protection, +2 robe of natural armor; touch 14, flat-footed 15); **Base Atk** +6/+1; Grp +7; Atk +9 melee (1d6+3, crit. 20/x2, +2 quarter-staff) or +9 melee (1d4+2, crit. 19-20/x2, +2 dagger); **Full Atk** +9/+4 melee (1d6+3, crit. 20/x2, +2 quarter-staff) or +9/+4 melee (1d4+2, crit. 19-20/x2, +2 dagger); **Space/Reach** 5 ft./5 ft.; **SA** Minor curse, spells, **SQ** Atheme creation, +2 DC versus female humanoids, glamour, potion brewing +4, power of 13, powerful glamour, summon familiar; Favor 0/6; **AL** CE; **SV** Fort +6, Ref +5, Will +14; Str 13, Dex 13, Con 14, Int 14, Wis 18, Cha 16.

Languages: Common, dwarven.

Skills and feats: Balance +3, Climb +4, Concentration +10, Craft (Alchemy) +10, Forgery +4, Gather Information +6, Heal +12, Hide +3, Intimidate +6, Knowledge (Religion) +10, Knowledge (Nature) +10, Listen +6, Profession (innkeeper) +12, Search +5, Sleight of Hand +3, Spellcraft +12, Spot +11; Alertness, Combat Casting, Iron Will, Scribe Scroll, Silent Spell, Still Spell.

Gear: +2 dagger, oil of darkness, potion of invisibility, +2 quarterstaff, +3 ring of protection, +2 robe of natural armor (as bracers of armor in a different location), wand of hold person; misc. coins.

Witch Spells Prepared (6/6/5/5/4/3/2; DC 14 + spell level): 0-level—*dancing lights, detect magic, ghost sound, detect poison, guidance, purify food and drink*. 1st—*bane, charm person, comprehend language, mark of sight*, obscuring mist, sleep*. 2nd—*animal messenger, bear's bane*, bull's bane*, eagle's bane*, whispering wind*. 3rd—*confusion, dispel magic, magic circle against evil, obscure object, speak with dead*. 4th—*flame strike, inflict critical wounds, scrying, vampiric kiss**. 5th—*break enchantment, dark side of the moon*, true seeing*. 6th—*hex of foolishness*, hex of stupidity**. *New spell detailed in this sourcebook.

Witch Arcane Spells (3/2/2/2/1/1/0; Save DC 14 + spell level)

History, Allies & Enemies

The history of this sect is one of suspicion and plots. The various clubs work together to create a spy network. The sect has no ally outside of itself because its members are suspicious that female witches have control over many other groups.

Current Conflicts & Activities

The Kora-Curon is currently searching for members of the Furies. Although the Kora-Curon have no love of the Pantheon, they see a deeper threat from the Furies. If the patriarchal Pantheon were overthrown in a spectacular fashion, there could be a backlash against all patriarchal societies.

Rituals, Relics, and Exclusive Spells

These men wear no special garb. They wear whatever best suits their purposes. However, each member carries a sigil, usually crafted into a brooch or locket, in the shape of a majestic oak. Often, the member will hide the sigil until he is sure of those around him. When casting spells against females, the DC of the save against the spell is increased by 2. This increase only applies to female humanoids.

ORD-IN-ARUIN

Area of Influence: Evil, Desires of their Evil Outsider Master

Alignment: Evil

Description: The Ord-In-Aruin are a catch-all group for the various demonic witch cults throughout Gothos.

These groups commonly have 12 members or less, and do the bidding of a demonic master. This entails sacrifice and assassination of those who stand in the way of whatever their master wants.

No group of Ord-In-Aruin call themselves by this name, instead calling their coven something related to their master or its wishes, such as Coven of the Black Blood, the Dem-dorath, or Ordican.

Beliefs: The Ord-In-Aruin have no common belief system. Their most common enemies are other Ord-In-Aruin.

Secret or Sacred

Each sect has its own secrets and sacred material. Look for this material in future products.

Meeting Places/Sacred Sites: The Ord-In-Aruin have no specific holy site, but their hallows are in dark places or places where much death or evil has occurred.

Cult Festivals

None.

History, Allies & Enemies

The number of Ord-In-Aruin sects numbers in the hundreds, each with its own list of enemies and allies. Some sects operate within the structure of the Pantheon, and more than one works in the church of Josea.

Current Conflicts & Activities

The Ord-In-Aruin exist to cause conflict—according to outsiders. However, each constantly pursues the aims of its master, most commonly to bring the master into Gothos or create more followers or slaves for the master. The Pantheon routinely work towards the destruction of these groups whenever they are found out.

Ord-In-Aruin Witches: The attire and attitudes of these cults are varied, but always evil and sinister in nature.

OTHER PAGAN FAITHS AND GROUPS

Beyond the druids and witches of the world, there are other groups that fall within the Pagan realm. These gods, groups, and spirits offer a wide variety of desires, abilities and levels of power.



GORSEDD BARDS

In the Druidic tradition on Gothos, there is a particular role of the Gorsedd bards, to mediate for spirits through the word, whether spoken, chanted, sung or written on the printed page, through music and other creative arts such as painting, dance or sculpture. They help spirits find their way back to the land and elements that surround us all.

Gorsedd Bards use their art for celebrations, festivals and ceremonies for many druidic circles. Great universities founded by druids give bards an alternative route in

MAKING AN ORD-IN-ARUIN OR KITH-BHVAINN WITCH CULT

Ord-In-Aruin or Kith-Bhvainn cults make great witch cults to pit against your PCs. When creating these take the following into account.

Purpose: Most of these cults have a specific evil being or spirit they worship and follow. When choosing your evil outsider, tailor his goals to integrate into your campaign. For example, if you are running a campaign in Dunreth, the goal of the demon could be to assume control of the throne from the new king, William Wulf. Perhaps it wishes to possess him and move the country into chaos, or wants to remove the Pantheon's presence there. Perhaps other witch cults back him, knowing only that he plans to remove the Pantheon, and not his ultimate goals.

Power & Size: Most of these cults have 12 or fewer members. However, they often have guards and henchmen. Most witches above 3rd level will have a witch ward.

Abilities: Use the power listed under the witch section (1 for 1 blood letting power or Spirit Sense). Coven abilities should be roughly equal to Domain granted powers. If there is a penalty for being in the coven, grant them two coven abilities.

Location: These can be the classic cave or sewer hideout, or a temple to Josea, with the sect pretending to be member of the church, or even an encampment on the plains of Rylonia.

their careers. Training is provided in the performing arts, mainly pertaining to the ones used in druidic festivals (prose and poetry).

Where They Are and Where They Live

The term Gorsedd refers to the sacred mounds of druids and bards, topped by a single tree, which are places of assembly for festivals and celebration. The lead druid of the Gorseddau, the name given to the collective druids and bards of the Gorsedd, is ritually wedded to such sites to represent a marriage to the female spirit of the land.

The Gorsedd is surrounded by stones and shells, either collected locally or brought by the traveling bards of the Gorseddau. The number and size of them represents the power of the circle and the influence it has with other Gorseddau.

Caer Gorsedd is the spiritual center of all Gorseddau, the first university established in 913 3c, set up by Olo Woranmang. Olo laid out a circle of pebbles on the grass, a portable stone circle he carried for many years. Here he and a group of druids performed the Gorsedd ceremony for the first time, founding Caer Gorsedd. While the first Gorsedd circle apparently consisted of a few pebbles Olo took from his pocket, each visiting bard or druid would add their own other stones, gems or shells collected on their travels. This initial collection soon grew and expanded, piles eventually rivaling megaliths in their size. Huge structures made of individual gifts surrounds the now ancient oak tree at its center. A sprawling network of natural stone and wood buildings surrounds the Gorsedd, expanding as the university takes on new students or branches out into new disciplines. No trees are ever felled around the sacred area.

Olo Claybourne

The head of the Gorsedd of Bards is the Archdruid Olo Claybourne.

Olo Claybourne: Male human Drd20: **CR** 20; Medium humanoid; **HD** 20d8+20 (hp 110); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 29 (+2 Dex, +9 magic hide armor, +4 magic light wooden shield, +4 amulet of natural armor; touch 12, flat-footed 27, armor check penalty -2); **Base Atk** +15; Grp +16; **Atk** +21 melee (1d6+6, crit. 20/x2, +5 thundering sickle) or +20 ranged (1d4+4, crit. 20/x2, 20 ft., +3 dart); **Full Atk** +21/+16/+11 melee (1d6+6, crit. 20/x2, +5 thundering sickle) or +20/+15/+10 ranged (1d4+4, crit. 20/x2, 20 ft., +3 dart); **Space/Reach** 5 ft./5 ft.; **SA** Spells; **SQ** A thousand faces, animal companion, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +25, wild shape (6/day, elemental 3/day, Huge, Large, Medium, plant, Small, Tiny), woodland stride; Favor 2/10; **AL** N; **SV** Fort +15, Ref +10, Will +20; Str 13, Dex 15, Con 13, Int 15, Wis 23, Cha 16.

Languages: Common, druidic, sylvan.

Skills and feats: Diplomacy +21, Handle Animal +22, Knowledge (Geography) +13, Knowledge (History) +12, Knowledge (Local) +13, Knowledge (Nature) +30, Knowledge (Pagan) +10, Survival +27; Alertness, Endurance, Great Fortitude, Iron Will, Leadership, Lightning Reflexes, Skill Focus (Knowledge [Nature]), Track.

Gear: +4 Amulet of natural armor, 10 +3 darts, +3 heavy fortification light wooden shield, orb of storms, ring of major fire resistance, ring of shooting stars, +5 spell resistant (17) hide armor, staff of the wyldlands, +5 thundering sickle; misc. coins.

Druid Spells Prepared (6/7/7/6/6/6/5/4/4/4; Save DC 16 + spell level): 0-level—*cure minor wounds, flare, know direction, light, shield of spikes*, spiking**. 1st—*cure light wounds x2, entangle, goodberry, longstrider, snake strike**. 2nd—*bear's endurance, danger sense*, flame blade, fog cloud, heat metal, summon swarm*. 3rd—*bat's sight*, magic fang (greater), north wind*, plant growth, quench, wind wall*. 4th—*command plants, cure serious wounds, dispel magic x2, giant vermin, south wind**. 5th—*animal growth, armor of brambles*, baleful polymorph x2, cure critical wounds, stonewall*. 6th—*bear's endurance (mass), fire seeds, liveoak, offering of the rain*, wall of stone*. 7th—*changestaff, control weather, creeping doom, heal*. 8th—*cure serious wounds (mass), eye of the storm*, reverse gravity, sunburst*. 9th—*elemental swarm, shambler, shapechange, summon nature's ally IX*. *New spell detailed in this sourcebook.

Animal Companion: Silence; Owl; **CR** 5; Small magical beast; **HD** 13d8 (hp 58); **Init** +6 (+6 Dex); **Spd** 10 ft., fly 40 ft. (average); **AC** 29 (+1 size, +6 Dex, +12 natural; touch 17, flat-footed 23); **Base Atk** +8; Grp +4; **Atk** +16 melee (1d6/x2, talons); **Full Atk** +16/+11 melee (1d6/x2, talons); **Space/Reach** 5 ft./5 ft.; **SA** —; **SQ** Devotion, evasion, improved evasion, link, low-light vision, multiattack, share spells; **AL** N; **SV** Fort +10, Ref +14, Will +6; Str 10, Dex 23, Con 10, Int 2, Wis 14, Cha 4.

Skills and feats: Listen +19, Move Silently +23, Spot +14*; Alertness, Fly-by Attack, Great Fortitude, Weapon Finesse, Weapon Focus (talons).

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Staff of the Wyldlands (Urdurun'ath): The staff of the wyldlands was cut from a tree at the center of Caer Gorsedd by Olo Woranmang exactly one year after the first Gorseddau was set up. Crafted and empowered by Olo himself, the staff has been passed down through generations of leaders of Caer Gorsedd. Knots and blemishes cover its twisted length. The small branches that once spread from the end of the branch have been skillfully twisted to encase a cluster of oak apples that never spoil.

This staff allows use of the following spells:

Animal friendship (1 charge)

Barkskin (1 charge)

Speak with animals (1 charge)

Wall of thorns (1 charge)

Live oak (2 charges)

Change staff (2 charges)

Summon nature's ally VIII (3 charges)

Further, the staff may be used as a weapon, functioning as a +3 quarterstaff. The staff of the wyldlands allows its wielder to pass without trace at will, with no charge cost.

The staff may be buried beneath the roots of the tree at the center of Caer Gorsedd as the old year passes into the new. This recharges up to 20 charges.

The staff of the wyldlands is intelligent: its purpose is to protect the Gorsedd.

Int 14, Wis 20, Cha 19; Neutral; Purpose: Protect the Gorsedd; Ego 29. The staff will not function for anyone who is not either a druid or a Gorsedd bard.

Ceremonies

The head of the Gorsedd of Bards is the Archdruid, who is elected for a term of three years and is responsible for conducting Gorsedd ceremonies during Aasedfedd week, a week-long celebration of Aasedfedd, a druid who battled for his right of worship during the early years of druidic persecution by the Pantheon. These ceremonies are held to honor literary achievements among poem and prose writers and as a gathering of wandering bards and druids to maintain a sense of unity for the Gorsedd.

Gorsedd gatherings represent an opportunity to celebrate rites in the light of day in a public place, witnessed by the community. The Gorsedd is particularly important for those taking their first steps on the path of tradition, ending their isolation, and allowing them to express their spirituality openly.

Each ceremony includes initiations into the Gorsedd to walk the path of the Bard or Overt, and to learn to express spiritual inspiration through creative arts.

The Archdruid also celebrates rites of passage, offering Pagan handfastings, blessings for children and remembrances of the dead.

Handfasting. The infinity sign represents sun (male) and moon (female) cycles in its twin circles. The right side of either sex was always considered the solar, or male side, while the left side was lunar, or female. Handfasting consists of uniting the two right hands like an ordinary handshake, then the two left hands, so that the partners' arms form the cycles of infinity, or completeness.

Three main Gorsedd ceremonies are held during the Aasedfedd week: Crowning honors the finest free verse poet; Prose Medal and Chaining for strict metre poetry. Anyone who earns any of these honors receives a +2 circumstance bonus to their Perform skill when among those who know of the Gorsedd. During these ceremonies Gorsedd Bards gather on the Aasedfedd stage in

ceremonial robes, along with their elected leader, the Archdruid, who addresses the audience. The highlight of the ceremony is when the Archdruid reveals the identity of the winning poet, following which he is honored by a children's floral dance and formal greetings.

*"Grant, O Father & Mother, Thy protection,
and in protection, strength,
and in strength, understanding,
and in understanding, knowledge,
and in knowledge, the knowledge of justice for all,
and in the knowledge of justice, revenge,
and in revenge, forgiveness,
and in forgiveness, love,
and in that love, the love of all existence,
and in the love of all existence, the love of the Father
& the Mother.
Father & Mother and all."
(Traditional Gorsedd Prayer)*

In your campaign, Gorsedd bards may require a much closer communion with nature and a PC bard who wishes to be involved in the Gorsedd will be required to have at least one level of druid, to understand their secret language if nothing else.

Played as intended, the Gorsedd bards accept the druids' secretive ways and look to them for guidance, as the druids look to the Gorsedd bards for their knowledge and abilities.

OVATE BARDS

Ovate Bards link nature to the spirit that lingers over the world. Ovate bards are secular, but linked directly to the Gorsedd.



DELIMITISE ON TORPOR

The Delimitise On Torpor was founded in 860 3c. A group of like-minded druids and witches set up this organization in an effort to reinforce Pagan beliefs during a time of great troubles. The advent of the Church United, the Pantheon of Romanus, had just been founded and their influence against the evil Pagan faiths was strong and swift.

For many years, Delimitise was a peaceful organization, spreading word of the older faiths and trying to soothe the increasing paranoia against Pagan faiths. However, the passage of time has shifted their methods. The more Pantheon ways were accepted by the populace, the more extreme the organization became. Shifts in leadership have caused the Delimitise On Torpor to become nothing more than a terrorist organization willing to get their message across by whatever means necessary. Many Pagan faiths and leaders view the actions of the Delimitise with contempt and disdain, actively hunting them down to ensure they do not poison how people look upon the old religions any further. The Pantheon, though not accepting their faiths, actually look upon them as unwitting allies. Delimitise offers them ammunition for their arguments against the Pagan faiths. Their actions are cruel and brutal, showing the true nature of witches.

Delimitise On Torpor holds the former kingdom of Brada as their own hidden encampment near the shores

of Romanus. They relish being able to exist so closely to the spiritual base of the Pantheon. The fact is, the Pantheon does not wish to destroy or break up Delimitise. They are far too useful where they are.

There is no way of knowing how many members there are currently in Delimitise. Their numbers are spread far and wide and communication is impossible. Small cells operate with no instruction or even knowledge of a central base of operations.

The main headquarters of Delimitise is high in the mountains on the edge of a lake in the western portion of Brada, with easy access to the sea to enable quick contact with sympathizers in Ithganin. The base is called Feldron High, and is named after one of the founding members of Delimitise On Torpor who was cast out for his extreme ideas.

"Not everyone in this world will share our thoughts. Still, we must bring our beliefs to the people's attention ... by whatever means. The world as the Pantheon sees it constitutes a system of plunder and exploitation like no other in history, all in the names of their gods, or progress. Thus, the people believe less and less in the natural flow of the world, in the life that surrounds us, in the world herself.

The ever-developing Pantheon, with their troops who kill and maim in the name of their gods—kill the illiterate, the ill, the poor, and the hungry, but they cannot kill ignorance, illness, poverty, or hunger. We must show ourselves my brethren. We must be noticed, make our voices so loud we can be heard across the whole of Gothos!!"

Gebron Feldron

Feldron High

Feldron High sprawls up the side of a mountain and down to the lake's edge. Most buildings are wood, with a few stone. The heart of the base goes deep into the mountain, while the wooden walkways and buildings cling impossibly to the sheer rock face. Closer to the lake are the workers and families of Delimitise, mainly fishermen and crafters, hunters and miners, and the famous pearl divers. In all this is a self-sufficient town, trading their wealth and crafts for those few goods they cannot make themselves.

Though the government is "evil," this is not an oppressed community. Evil does not necessitate violence and ill will to one's own people. All in the community are prosperous, though should any think of leaving the Delimitise, they feel the full wrath and power of the organization.

Gebron Feldron Leader of the Delimitise Torpor

The current leader is Gebron Feldron, his surname taken in honor of the founder. Gebron is an elf, and is apparently insane. His homeland was burned and felled during the advancement of the Pantheon. His people scattered. He stayed for as long as he could before there was no more he could do for his raped and blighted land.

Gebron is tall for an elf (5' 9") and lanky. He wears his long grey hair plaited down the sides of head, ageing him well beyond his 220 years.

Gebron Feldron: Male elf Drd16; **CR** 16; Medium humanoid (elf); **HD** 16d8+16 (hp 88); **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 26 (+3 Dex, +6 magic hide armor,

+3 amulet of natural armor, +4 ring of protection; touch 17, flat-footed 23, armor check penalty -2); **Base Atk** +12; **Grp** +14; **Atk** +17 (1d6+5, crit. 19-20/x2, +3 sickle); **Full Atk** +15/+10/+5 (1d6+5, crit. 19-20/x2, +3 sickle) and +15 (1d6+4, crit. 19-20/x2, +3 mighty cleaving sickle) or +17/+12/+7 (1d6+5, crit. 19-20/x2, +3 sickle); **SA** Spells; **SQ** A thousand faces, animal companion, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +20, wild shape 5/day (elemental 1/day, Huge, Large, Tiny, plant), woodland stride; **Space/Reach** 5 ft./5 ft.; **Favor** 2/8; **AL** NE; **SV** Fort +14, Ref +11, Will +17; **Str** 15, **Dex** 17, **Con** 12, **Int** 16, **Wis** 19, **Cha** 15.

Languages: Common, druidic, elven, sylvan.

Skills & Feats: Concentration +20, Diplomacy +18, Heal +18, Knowledge (Geography) +12, Knowledge (History) +12, Knowledge (Nature) +25, Knowledge (Religion) +8, Survival +21, Profession (Herbalist) +12; Endurance, Improved Critical (sickle), Leadership, Lightning Reflexes, Skill Focus (Knowledge [Nature]), Two-Weapon Fighting.

Gear: +3 Amulet of natural armor, boots of speed, +3 cloak of resistance, +3 mighty cleaving sickle, +4 ring of protection, +3 sickle, +3 spell resistant (17) hide armor, staff of the woodlands; misc. coins.

Druid Spells Prepared (6/6/6/6/5/4/3/3/2; save DC 14 + spell level): 0-level—*create water, detect magic, flare, mending, purify food and drink, read magic*. 1st—*cure light wounds, detect snares and pits, entangle, magic fang, obscuring mist, pass without trace*. 2nd—*animal messenger, animal trance, resist elements, speak with animals, summon swarm, tree shape*. 3rd—*cure moderate wounds, greater magic fang, meld into stone, speak with plants, stone shape*. 4th—*cure serious wounds, flame strike, freedom of movement, reincarnate, rusting grasp*. 5th—*atonement, death ward, wall of fire, wall of thorns*. 6th—*finger of death, transport via plants, wall of stone*. 7th—*creeping doom, harm, heal*. 8th—*command plants, summon nature's ally VIII*.

Animal Companion: Bear; Male dire bear; **CR** 7; Large animal; **HD** 14d8+59 (hp 122); **Init** +2 (+2 Dex); **Spd** 40 ft.; **AC** 20 (-1 size, +2 Dex, +9 natural; touch 11, flat-footed 18); **Base Atk** +10; **Grp** +25; **Atk** +21 melee (2d4+11/x2, claw); **Full Atk** +21/+21 melee (2d4+11/x2, 2 claws) and +15 melee (2d8+5/x2, bite); **Space/Reach** 10 ft./5 ft.; **SA** Improved grab; **SQ** Low-light vision, scent; **AL** N; **SV** Fort +13, Ref +11, Will +10; **Str** 32, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10.

Skills and feats: Listen +11, Spot +11, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Delimitise On Torpor is referenced here though not fully developed. There is enough information to get on the track of how Delimitise thinks and acts, along with their headquarters. They may be developed in future web enhancements.



INYX

Area of Influence: Fire, Purity, Life, Phoenix, Rebirth

Alignment: CG

Domains: Fire, Healing, Sun

Sacred: Rebirth

Secret: Power

Description: Inyx is the fiery Pagan god of rebirth. Once only perceived as the phoenix, he has since experienced several renewals, being known as a member of almost every culture.

Dogma

Help others renew.

Follower Types

Inyx grants power to clerics.

Alternate Forms

Inyx has perhaps the most known forms of any god. Ranging from an old man to a phoenix, a flickering flame, a fire opal, a burning plant, and even a newborn who can speak. In Warkistan he is known as the Flame Ibn'Arin Kin, and is a minor being with some influence in the nation.

Secret or Sacred

Some suggest the true Inyx is dead, and only Ithganin remains, taking up his mantle. It is hard to know the truth. Inyx's image has changed frequently since the arrival of the Pantheon. Even the god's own worshippers doubt others of their own sect. The shortness of Inyx's dogma, open to so much interpretation, has caused a lot of grief. Some believe they should help others find their true selves, while others think they should kill people so they can be reborn.

Holy Places

Inyx holds all volcanoes as sacred, and one south of Ithganin holds a temple constantly being destroyed by lava, even as new splendrous caves are created in other layers.

Notable Dates

Inyx's followers each hold the date of their own rebirth as a "rebirthday" where they give gifts to others and spread good cheer.

Religious Congregation/Festival

The Renewal occurs in locations near recently erupted volcanoes. Here Inyx's followers plant seeds (if possible) and otherwise help rebuild burned areas.

Major Players of Inyx

Ariten Ibn Nor

Ariten has memories going back a long way. Some suggest he is the ever-reviving embodiment of Inyx. Whether true or not, Ariten finds his way to those in need. His travels are accompanied by stories of masses returning from certain death or doom, renewed with a new outlook on life.

Ariten Ibn Nor: Male human Clr14: **CR** 14; Medium humanoid; **HD** 14d8 (hp 63); **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 25 (+3 Dex, +9 magic breastplate, +3 magic large shield; touch 13, flat-footed 22; armor check penalty -3); **Base Atk** +10; Grp +11; Atk +12 melee (1d6+2, crit. 20/x2, +1 light mace) or +12 ranged (1d8, crit. 19-20/x2, masterwork light crossbow); **Full Atk** +12/+7 melee (1d6+2, crit. 20/x2, +1



light mace); **Space/Reach** 5 ft./5 ft.; **SA** Spells, turn undead; Favor 19/19; **AL** NG; **SV** Fort +9, Ref +7, Will +13; Str 12, Dex 16, Con 11, Int 14, Wis 18, Cha 16.

Languages: Celestial, common, ignan.

Skills and feats: Diplomacy +13, Heal +16, Knowledge (Arcana) +8, Knowledge (History) +10, Knowledge (the Planes) +16, Knowledge (Religion) +14, Spellcraft +9; Brew Potion, Constant Faith*, Craft Arms and Armor, Expanded Domains*, Skill Focus (Knowledge [the planes]), Weapon Focus (longsword).

Gear: +4 Breastplate, +2 light mace, +1 large shield, masterwork light crossbow, 3 potions of cure moderate wounds, holy symbol; misc. coins.

Cleric Domains: Fire, Healing and Rebirth.

Cleric Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/3+1/2+1; DC 14 + spell level): 0-level—*cure minor wounds* x2, *detect magic*, *detect poison*, *purify food and drink*, *virtue*.

1st—*bless*, *cure light wounds*†, *sanctuary* x2, *shield of faith* x3. 2nd—*align weapon*, *hold person* x2, *Mark of renewal*†, *preservation**, *remove paralysis*. 3rd—*dispel magic* x2, *dominate animal*, *Mark of health*†*, *remove blindness/deafness*. 4th—*cure critical wounds*†, *death ward*, *eyes of the sun**, *giant vermin*, *magic weapon (greater)*, *mark of health**, *restoration*. 5th—*dispel evil*, *raise dead*†, *righteous might*, *spell resistance*. 6th—*bear's endurance (mass)*, *fire seeds*†, *mark of invigoration**, *undeath to death*. 7th—*holy word*, *regenerate*†, *symbol of stunning*.*New spell detailed in this sourcebook. †Domain spell.

History, Allies & Enemies

Inyx has existed for as long as anyone can remember. He is the child, or brother, of Kari-Nortok. His most devout followers claim he created the world, and shall one day destroy it to be renewed. Inyx holds any gods of good

alignment as ally, and those who would corrupt others as enemy. (Though some say this is done by Ithganin in the form of Inyx to corrupt true believers without having to deal with the corrupting influences of others.)

Current Conflicts & Activities

Recently, tribes in Warkistan have started a war against clerics of Inyx (known there as Ibn Arin Kin), claiming they have killed and burned other nearby villages. The Pantheon, Pagan gods, and even Outcasts show little interest in Inyx. Though his message of rebirth can be dangerous, his followers are too few and scattered to cause others grief.

Rituals, Relics, and Exclusive Spells

Exclusive Spell (Clr 9): Power of the Phoenix (Inyx): Target rises again as a phoenix, then raised.

Clerics of Inyx

The largest density of clerics of Inyx is in Ithganin (secretly) and Warkistan. They prefer to use metal items forged in fire. They wear black robes covered with a fiery red phoenix emblazoned silver breastplate.

Kari-Nortok

Area of Influence: Change, Dreams, Perversion, Evil

Alignment: CE

Domains: Chaos, Evil

Sarced: Dreams, Perversion

Secret: None

Description: Older than the world, older than the stars, Kari-Nortok existed beyond the scope of understanding. This ancient Pagan god of chaos, change, evolution, and mutation has long since been silent and sleeps, only the remnants of his horrid touch upon the mortal world in the form of his children: mutants with uncontrollable fits of magical power.

Dogma

Unknown

Follower Types

Kari-Nortok grants power to clerics (only during the Dawn of Man, an exception to the no-clerics rule for that time period), blessed and those who have taken the feat Child of Kari-Nortok.

Alternate Forms

Some suggest this is the Pagan representation of Midnar.

Secret or Sacred

Kari-Nortok will not always sleep and when he awakens the world will alter such that no mortal will remain unchanged.

Some believe Kari-Nortok has taken a new form and still exists in the world, as Inyx. This theory is regarded as nonsense by Inyx's clergy. They more readily believe Ithganin controls members of the church than this possibility.

History and Allies

Kari-Nortok may be the Pagan embodiment of Midnar. Regardless of the truth, the one thing most can agree on is he no longer actively takes part in the affairs of Gothos, instead causing occasional and random effects on his chosen.

Current Conflicts & Activities

Kari-Nortok has few active followers at this time, though a small cult called the Kar-Norr is trying to awaken him.



SHIVA

Area of Influence: Destruction and Rebirth

Alignment: NE

Domains: Destruction, Healing, Death

Sarced: Evil

Secret: Trickery

Description: Shiva sits upon the skin of a tiger or panther, with three white horizontal stripes on his forehead, matted hair hanging lank around his shoulders and framing his feminine face. His eyes seem never to blink. His skin is blue and his face is etched into a permanent grin. He sometimes has two arms, sometimes four.

Dogma

Everything changes. Destruction brings new creation. Shiva walks Gothos when nightmares rule, in the company of demons and devils. Shiva slays demons to gain power. This world is but a dream of Shiva; he decides what dies and what lives and should he awaken the world will come to an end.

Follower Types

Shiva grants power to clerics and Shiva's Chosen.

HIDDEN CLERICS

Shiva is not listed as a god granting clerical status in the cleric section at the beginning of this book (nor will you find pictures of his followers) to further increase the secrecy of her sect. In general, his clerics are NPCs due to the intensity of their faith to the god (and their often short life spans).

Alternate Forms

Shiva sometimes appears in feminine form, known as Kali, though this is rare. She will be dressed in loose fabrics and has breasts, among other changes, for those daring to look long enough. As a woman, she is surrounded by creatures of the land, her caring arms wrapping around them all.

Secret or Sacred

This is but one facet of Shiva, though it seems to be the only facet worshipped on Gothos. Occasionally, his followers accept the alternate form of Kali, but there is so much more to Shiva than his followers realize. Shiva is the god of Destruction and Rebirth, and his followers believe he is only appeased by killing and slaughter, but Shiva also has a caring side, which he has shown to them in his Kali form. All Shiva's followers have a basic understanding that the animals of the wild need to be respected. Shiva hopes these principals will grow and other areas of his dogma may be investigated and worshipped, but for now he grants his priests power so they may one day see more to than the slaughter and destruction.

Holy Places

Shiva's followers prefer remote wild lands, where they may worship without fear of reprisal for their violence. They build small communities, or chapters, their tall slim wooden buildings reaching up into the tree canopies. Here they conduct their worship, claiming it as a holy place to Shiva.

Notable Dates

There are no notable dates in the Shiva calendar other than those detailed in the Congregations below.

Religious Congregation/Festival

Shiva's Feast is at the end of Septan. Each chapter will fast for 1 week, keeping their food as an offering to hibernating animals. They lay their offerings around the sleeping animals before trekking back to their chapter's village. A lone worshipper of Shiva will do this also, fasting for a week and laying food out. Shiva's Dark Offering occurs once each month, during the darkest night. All of Shiva's Chosen gather at their local chapter and create a large bonfire. They throw all their worldly possessions into it. Whatever survives by morning may be reclaimed.

Major Players of Shiva

Eashi the Auspicious

(Note: The Shiva's Chosen prestige class is taken from Mystic Eyes Games' Mystic Warriors book.)

Eashi is a fearsome figure: a loyal Chosen of Shiva, her prowess in battle feared by even her own chapter. She lives alone, outside her chapter's woodland camp in a small cramped cave. Here she sits and meditates until she is summoned or has visions guiding her to hunt and kill figures of notoriety.

She carries two magical katanas and these, along with her Arms of Shiva class ability, turn her into a blur of blades as she attacks, four katanas seeming to rain down blows upon her foes. Her skin is blue, a gift from her god, and her head is shaved though it is rarely seen beneath her dark hooded robes. Eashi sharpens her teeth to points, but her three glaring eyes are what draw people's fearful gaze to her face.

Eashi: Female half-elf Rog6/SC10; **CR** 16; Medium humanoid (elf); **HD** 6d6+10d10+32 (hp 108); **Init** +6 (+6 Dex); **Spd** 30 ft.; **AC** 28 (+6 Dex, +6 magic leather armor, +4 ring of protection, +2 amulet of natural armor; touch 20, flat-footed 28); **Base Atk** +11 Grp +15; Atk +20 melee (1d6+6, crit. 15-20/x2, +3 speed katana); **Full Atk** +20/+15/+10/+20 melee (1d6+6, crit. 15-20/x2, +3 speed katana) or +18/+13/+8/+18 melee (1d6+6, crit. 15-20/x2, +3 speed katana) and +18/+13/+18 melee (1d6+6, crit. 15-20/x2, +3 speed katana) and +16/+16 melee (1d6+3, crit. 15-20/x2, 2 masterwork katanas); **Space/Reach** 5 ft./5 ft.; **SA** Arms of shiva, dance of destruction, dance of doom, sneak attack +3d6; **SQ** Evasion, favor of the dream, half-elf traits, skin of renewal, third eye, trap sense +2, trapfinding, uncanny dodge; Favor 1/8; **AL** LE; **SV** Fort +7, Ref +18, Will +8; Str 17, Dex 22, Con 14, Int 13, Wis 17, Cha 17.

Languages: Abyssal, common.

Skills and feats: Hide +25, Knowledge (Religion) +4, Listen +14, Move Silently +25, Ride +21, Spot +25, Harness Vitus +22; Dodge, Exotic Weapon Proficiency (katana), Improved Critical (katana), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse.

Gear: +2 Amulet of natural armor, cloak of major displacement, gloves of arrow snaring, +4 leather armor, 2 masterwork rapiers, +4 ring of protection, slippers of spider climbing, 2 +3 speed rapiers; misc. coins.

Vitus Pool: 166

Vitus Talents Available (4/4/3/3/2): Level 1—*finger sheath, mystic healing, singing sword, vital strike*. Level 2—*celerity, mystic weapon aura, sense vitus, whispers of the mind*. Level 3—*far glimpse, springboard retreat, whispers of the body*. Level 4—*cellular evolution, motion blur, vim*. Level 5—*doom strike, explosive blows*.

History, Allies & Enemies

The cult of Shiva is one of utmost secrecy. Many have never heard of them, but the Pantheon has. They hunt down Shiva's followers, tracking down local chapters through the Inquisition, and mercilessly slaughter any they find. They have learned a great respect for the abilities of Shiva's Chosen, and send overwhelming numbers of their own warriors in case one is present. The Pantheon seems paranoid about the followers of Shiva, which is puzzling as their numbers are few and their followers secretive. The Pantheon is culling the cult.

No one wants to ally with Shiva's followers, as they seem to care little for matters of good and evil. They have no loyalty to any one alignment, just a wish to please Shiva by whatever means possible.

Current Conflicts & Activities

The Pantheon's current campaign to rid Gothos of Shiva's influence is the only conflict of note. Other minor scuffles occur as the followers of Shiva assassinate leading figures in communities, apparently without provocation.

Rituals, Relics, and Exclusive Spells

Katana: The katana is an exotic weapon of great craftsmanship. All these blades are considered masterwork: the folding of steel to craft the weapon strengthens the blade yet retains its weight and balance. The katana may be used with the Weapon Finesse feat.

Table 10-5. Katana Statistics

Exotic Light Weapon	Cost	Damage Small	Damage Medium	Critical	Rng	Wgt	Type
Katana	325 gp	1d4	1d6	18-20/x2	-	3 lb	Slashing

Clerics

Clerics of Shiva dress in plain black hessian cloaks, often daubing their skin with blue dyes to emulate their lord Shiva. The katana is the favored weapon of Shiva's clerics, each local chapter having at least one skilled craftsman who can manufacture and repair the weapons.

Specialty Priests & Agents

Shiva's Chosen are Mystic Warriors, fanatical followers of Shiva following the tenets of destruction and rebirth. See the Mystic Warriors d20 Sourcebook, available from Mystic Eye Games, for full details.

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