



Player's Guide to Arcanis



Players Guide to Arcanis

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PROLOGUE

Valerius Quintus val'Mehan, walked into his modest home in the Subura district of Grand Coryan pale and shocked. His only servant approached the centurion and removed his helmet and armor gingerly, but try as he might, the faithful slave could not pry his master's grip from the hilt of his gladius. It was only when the Mistress of the House came and soothed his worried brow that the centurion finally relaxed his death grip enough to carry the weapon away.

Taking the bowl of watered wine, she proffered it to her husband's tightly clenched lips. "Quintus, what has happened? Are you hurt? You look as though the shade of your father appeared before you."

Still absorbed in his own thoughts, the centurion managed a mirthless grunt. "If only it had been that, Cass. I swear to Sarish that I'm still not sure what I saw." Glimpsing at the wine bowl as if seeing it for the first time, Quintus took it with a shaking hand and guzzled it down in one gulp.

Cassandra val'Mehan kneeled before her husband as he dropped into his chair. "Tell me what you saw, Quintus. What did the Emperor do at the Temple Square?"

"Do? He turned the empire on its head."

It was impossible not to notice the huge crowd of Coryani citizens gathered in the square before the Temple of the Pantheon. I was stationed with other members of the Legion of Vigilance in a watchful semicircle atop the stairs. The crowd fell silent as Emperor Calsestus emerged from the temple, his face impassive. Queen Alezha glided along beside him, the Patriarch followed a few steps behind with his head bowed, and more legionnaires escorted all three. All eyes were on the Emperor as he stepped forward, raised one hand and spoke. The acoustics of the temple square are marvelous, and even those at the fringes of the crowd can hear him clearly.

"Patricians...citizens...friends, I come to you today not to celebrate the anniversary of

my coronation, but to bring you grave news. I also bring you hope; hope which the Empire has not known since its earliest days.

"I have learned that Felician val'Mehan, the very Patriarch of the Mother Church, has been conducting secret negotiations with the heretical priests of the Dark Triumvirate of Canceri." Over the gasps of the crowd, the Emperor presses his attack. "Do you deny the charge, Patriarch?"

I saw the Patriarch lift his head for the first time; his age-lined face stoic. "I do not deny that I have been dealing with Canceri temple officials. But I—"

"SILENCE, heretic!" The Emperor's bellow echoed across the square. "By doing so,

you have acted to subvert the will of the very Church you were selected to lead. By your own

admission, you, the so-called Vessel of Illiir, have been working in darkness, dealing with

the servants of evil. Felician, renounce what you have done and admit your guilt, and Illiir - and I - may yet be merciful."

The Patriarch gazed levelly at the Emperor for a long moment before answering. "I regret nothing. I renounce nothing. I have done what I believe to be right, and Illiir knows that I am innocent."

"Think you so?" Calsestus laughed. "You are guilty by your own admission. You

are a heretic and a traitor to the Empire, to the Church, and to the gods themselves. No wonder

the gods have been silent, Felician; you, their chosen vessel among mankind, are not fit for

them to speak through. But they have found a new vessel, Patriarch.

"Henceforth, the gods will speak through me."

A burst of blinding, golden radiance suddenly materialized in the air above the gathered throng. The intense light momentarily blinded us, but as I blinked my eyes clear, a massive, glowing humanoid figure became visible, floating over the temple square. It was glorious, and radiant, and terrible as it surveyed all. Amid the murmurs of the crowd, a single word could be heard, whispered by a hundred mouths: "Valinor." First one, then another, then whole sections of the crowd began to kneel.

The Patriarch, though, remained standing. "No," he said, quietly at first. Then, louder, "Do not be deceived by this blasphemous trickery!" Throwing his head back, the Patriarch gestured broadly, calling upon the light of Illiir to cast aside illusions and reveal the truth. The radiant figure merely watches implacably, looking no less real than it did before.

I saw fear begin to show in the Patriarch's eyes then, but he would not surrender. Raising his holy symbol, he screamed, "Begone, creature of evil!" But the glowing entity remained resolutely present. His eyes wide with shock and fear, the Patriarch simply stared dumbfounded.

"You see, Felician?" said the Emperor. "It is you who are the blasphemer. You seek to rebuke a Valinor on the very steps of the Temple of the Pantheon. You are not fit to be the Patriarch. You are not fit to be the Vessel of Illiir. You are not fit to live." And as the glowing figure watched in silence, the Emperor drew his own ceremonial gladius and with one swift blow, the Emperor of Coryan stabbed the unresisting Patriarch through the heart. Eyes still staring upward, the Patriarch collapsed to the temple steps.

At last, the shining being spoke. Its voice was impossibly full, sonorous, and rich, its

words absolutely clear. Even as it spoke, its words appeared written in the sky above, in enormous letters of golden fire. "Calsestus val'Assanté, I anoint thee the Chosen of the Pantheon. Let none doubt that your will is the will of the gods."

Even as the words echoed around the square, groups of slaves stationed about were goaded into motion. Ropes groaned and pulleys squeaked, and a tremendous statue was slowly lifted into place atop the Temple of the Pantheon. Finally, reaching its full height, standing proudly atop the temple, was a statue of the Emperor Calsestus, and the statue of Illiir that was once the tallest monument in Grand Coryan now stood, quite literally, in the Emperor's shadow.

Cassandra stared speechless at her husband, not daring to believe his words, but knowing them to be true. The Patriarch dead? A Valinor appearing for the first time in centuries? "Quintus, what will you do?"

Standing, the centurion gently pushed away from his wife and called for his servant to fetch his armor. Strapping his gladius to his side, he looked determinedly into his wife's eyes. "I have known Felician val'Mehan since I was a boy and have always thought of the Patriarch as being one of the last truly good beings left upon Arcanis. I cannot believe that he would betray the empire or his faith.

Cinching the final straps securing his lorica segmentata, he continued more to himself than to those listening. "I will go out and find others who believe as I and uncover the truth."

Hugging herself in a vain attempt to stop her shaking, Cassandra whispered, "And if you find that the Emperor has deceived us all?"

"Then the Empire will shatter and the streets of its city will be awash with blood."



Foreword

When Arcanis was first published in late-2001, it quickly became evident that it was a very different kind of D&D campaign world. Here was a world where political intrigue, sweeping epic story-arcs and equally grand villains awaited players; a world where a keen mind and diplomacy were as important and deadly as the most potent of magical weapons and armors.

Arcanis, the World of Shattered Empires was designed for the more seasoned and adult player; the player who was tired of an endless series of simple challenges that at its core was a cycle of break-down-the-door-kill-the-monster-get-the-treasure. Arcanis villains were not just two-dimensional cut-out bad guys, but rather beings that had motives that in a certain light could be construed as justifiable and in some cases even noble. At times these opponents were as decent and gallant as the players, yet their purposes ran contrary to that of the heroes. Black and white morality is a rare thing in Arcanis, rather shades of grey permeate the world.

Arcanis gave players moral quandaries where there are no easy answers and problems cannot always be solved by three feet of enchanted steel. Difficult? Perhaps, but thousands of players have not only risen to the challenge, they keep coming back for more, month after month. They understand that character development is not just an incremental rising of numbers on a sheet, but the true growth of personality and goals of their dearest characters.

At this point you may be getting the idea that games in Arcanis are all political intrigues and cloak-and-dagger skullduggery with nary a dungeon to explore or monster to slay. Au contraire, my friend! Arcanis was developed with a rich and long history extending back some 10,000 years. There are enough lost cities, ancient crypts, undiscovered barrows and wondrous realms to explore for many years to come. Action is fast, furious and deadly. Old fantasy favorites await to test your mettle as well as new and fantastic creatures to stir the imagination.

Arcanis also took a different route when designing the main empire of the Known Lands. Rather than making yet another variant of a Western European medieval nation, another well known period of time was tapped; that of Imperial Rome. The Coryani Empire was created in Rome's image, replete with scheming Senators, power-mad Emperors, rebellious provinces, noble legionnaires and Centurions, and glorious gladiators.

Other nations, once provinces of the once all-powerful Coryani Empire, now revel in their independence. Each of these other countries have their own distinct personality which helps players further flesh out their PCs into three dimensional personae.

One other major variant is the way the Gods are portrayed. There is no one god of Evil which is opposed by the obligatory god of Good. The Gods of Arcanis are not so easily categorized for they do not have an Alignment. These ultra-powerful beings defy such moral trappings as they are as above Man as a mortal is to an insect. Therefore the dogma and teachings of the Gods are dictated by the various Temples that venerate one or more of these immortal beings. It is these religious organizations which have an "alignment", worshipping certain aspects of the gods while relegating others to a nominal role. In Arcanis it is not impossible to see a valiant Paladin of the Lord of Death doing battle with a vile Holy Champion of the same god. Religious schisms are the order of the day, leading to even greater opportunities for role playing.

The development of Arcanis became a two-way street almost from the get-go as we had the great fortune of being the first D20 company to approach the RPGA and be given the opportunity to launch a member-run campaign called Living Arcanis. Living Arcanis was not just created so that players could enjoy the adventures available in the Shattered Empires, but as a way for the players to affect the world and especially the Meta-Plot. The players soon realized and embraced this concept, changing the political face of Arcanis more than once by their valiant exploits.

Certain adventures tagged as Hard Points, scenarios that build and carry the story forward, may have Critical Summary sheets which players can fill out and send to us, detailing the path and actions taken. After a set period of time, these results are tallied and the actions taken by the majority of the players become canon.

With over seventy adventures available for free downloading and new ones every month, players have plenty of opportunities to leave their mark upon the Shattered Empires. For more information on the RPGA and Living Arcanis, please visit www.wizards.com/rpga/ and www.onaraonline.org.

I'd like to take a moment and thank each of the Living Arcanis players, or the Arcaniacs as they are now affectionately known, for making Arcanis the living and breathing world it has become. Your enthusiasm, dedication and passion inspire us and make us strive harder to produce an adventure setting worthy of your time and energy.

Thanks!

Best,

Henry Lopez
President
Paradigm Concepts, Inc.

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Introduction

Coryan, the greatest Empire of Onara is torn from within by conflict, a general contends with an Emperor that is either mad or chosen by the Gods. As the Empire tears at itself, the Flood Plain fills, granting the Khitani a sea access to the ancient capitol of the long-lost First Imperium of Man.

The Crown of Milandir weighs heavily upon the brow of the Boy King, his nation thrice invaded in his young lifetime. His friendly relations with Canceri and Coryani factions worry his Dukes and they are often slow to answer his commands.

Canceri is held in the grip of foreign tyranny, efforts to free her threaten to bring an even direr overlord in their wake. A nation with a legacy of wickedness must find salvation in virtue before all is lost.

The Hordes of Hell have been set loose from the Sealed Lands and even now threaten the city-states and nomadic tribes of the region. If the bickering houses of Censure and the fractious Ying hir clans fall, Hell's army will be free to avenge a thousand years of imprisonment.

Coryani meddling has placed the nations of the Western Lands at each other's throats for centuries. These minor princes and satraps quarrel as the inhuman hordes of Uggur make ready.

Since the Shadowed Age, the Altherian people have stood against the Ssethric hordes, Althares' gifts warding off destruction by the reptilian horrors. Now, a great scaled offensive against the western outposts threatens to cut her off from her allies, allies that even now look inward to their own affairs. Her people despair, and debate whether to ask their deity for His Third Gift.

For hundreds of years, Coryani explorers have set out to the west of the great empire. None have returned. Now, some of the small communities of the Western Marches have been abandoned, no trace as to the whereabouts of the inhabitants to be found.

The immortal suzerain of the Isle of Tears watches for any clue of the location to the Birthplace of the Gods. His sorcerous minions decimated by a virulent magical virus, but those that survived seek vengeance, their power increased tenfold by their travail. As the lands that stood defiant to his power consume themselves from inside, he awaits his chance to strike.

The Proud Enclaves of the Dwarves, once the mighty tribes of Celestial Giants are dwindling in number, their quest for perfection incomplete. Every generation there is more knowledge to build upon, but fewer to do the building.

The Elluwe has revealed that the end times prophesied by Ardelia are near at hand, but none know which humans are the chosen few promised those many thousands of years ago. The Elorii desperately seek these few, each nation in its own way. The Lifewardens foresee a time when the Elluwe's waters run red with blood, a veil upon the future that no divination can pierce.

The world boils in turmoil and desperately needs those who will champion the cause of justice and honor in this benighted land.

Welcome to Arcanis, the World of Shattered Empires!

What this book is

This book is a comprehensive guide to playing an extraordinary hero from the continent of Onara. All facets of Character development are explored, from national and religious viewpoints to the basic building blocks of character creation: races, classes, skills, feats, prestige classes, spells and equipment. Want an appropriate Milandisian name? It's in here. Want a distinctly Coryani class and feat path? It's in here.

What this book is not

This book is not a campaign guide. National and historical information is given, but only for the purposes of fleshing out character conception. The same holds true for religion. No geographical information is provided.

For a comprehensive look that the lands, peoples and history of Onara, you should refer to the *Codex Arcanis*.

A Primer to Arcanis

Arcanis is a world of high fantasy, intrigue and suspense. What a character is will be more important than what a character has. Diplomacy, skill and discretion will carry you as far or farther than skill at arms or the arts of magic. Subtlety is the benchmark of both successful play and game mastering. Things that appear to have no importance often turn out to be vital; the obvious villain is often not the primary foe. Sometimes he is not a foe at all. The true measure of the mettle of a hero is in his decisions, as all actions have consequences. Many thousands of inhabitants of Onara are mighty warriors able to kill numerous enemies through skill at arms; the hero does this for the right reasons against the proper foe.

Arcanis is a world of fantastic beings, born with the blood of Valinor or the souls of elementals. It is inhabited by the descendants of Celestial Giants who once roamed the stars as freely as a fish swims the sea. It has nations ruled by the immortal servants of the Gods and undying travelers from other worlds. Yet many of its greatest heroes are simple mortals of mundane blood with lofty ideals.

The peoples of Arcanis are menaced by many things. From the mundane concerns of plague, hunger and war with rival nations to the fantastic threats of enslavement by an ancient Reptilian race, conquest by a being that would be a God to invasion by an alien foe that would devour creation.

It is a world of heroes who stand between the common folk and destruction; a world where you can be that hero.

History

Millennia before the arrival of mankind on the shores of Onara, various Elder races contended for control of the continent. Chief among these were the Ssethric people, a collection of intelligent Reptilian races ruled by the Serpentmen. These reptiles were fiercely territorial and expansionist and waged many wars against the other races, with mixed results. Over time, their approach changed, if not their goals. Subtlety and deceit replaced brute conquest. As the Ssethregorans reached the apex of their power, they grew decadent as none wished to do work if slaves could do it for them. To that end they bargained with powerful Elemental Lords and a powerful, imprisoned nature spirit to create the perfect slave race: tireless, quick to mature and capable. From these efforts the Elorii were born. In the centuries to follow, the Elorii and slave Goblinoids were loosed upon the other elder races, hunting them to extinction. In all a dozen elder races were driven completely annihilated. With no targets for their cruelty, the Ssethregorans turned their vicious natures against the Elorii and the Goblinoids, driving them to rebellion. The Ssethregoran Empire was cast down and its survivors driven into the southern jungles; thus ended the age of the Elder Races.

On the ruins of the reptilian civilization, the Elorii and the Goblinoids established their empire. The Elorii, in penance for their earlier crimes while enslaved by the Ssethregorans, swore to never again cause the extermination of any race (save the

INTRODUCTION ■ History

Reptilians of course) and planted twelve great oaks. One tree for every slaughtered race. For more than two-thousand years they ruled in peace, until mankind came to the shores of Onara. The Elorii, true to their oath, welcomed humanity and offered them friendship. Much of Onara was unpopulated due to the mass extinction caused by the Elorii wars of genocide, so they were more than willing to concede the Eastern Lands to these newcomers. Within ten years, the Elemental Lords were slain by the human Gods and within thirty years all the Elorii were driven into the forests; thus ended the age of the Elorii. Today, the Elorii see the signs that presage the end times. They have sent out scouts to search for allies and the prophesied chosen of humanity needed to defeat an unknown enemy.

The Age of Man began then, and is still at hand. A great Imperium was founded and it ruled for millennia, blessed by the Gods themselves. In the early days of the Imperium, the Gods and their Valinor walked among men, but their visits became less common over the millennia until centuries passed without a word from them. The people turned from the Gods, as the memories of mortals are short, rarely lasting more than a handful of generations and a terrible punishment was laid upon the First Imperium. Nier, son of Illiir and Judge of the Gods looked upon the world and was angry. Man had turned from the Gods and he sent his Valinor to find one to cleanse the impure. He found Leonydes, a slave warrior who was true in his faith to Nier and was made His avatar, the instrument of His punishment against mankind. For three decades, Leonydes, called the Sword of the Heavens, and his army burned away the decadent remains of the First Imperium, until he met defeat on the plains of Nishanpur when a mysterious traveler provided the means to defeat him. In the wake of Leonydes' crusade, the shattered remains of the First Imperium carried on as best they could.

Illiir, attempting to preserve His people, made a bargain with the Celestial Giants. Illiir would send the armies of the Gods to defeat the Dragons, mortal enemies of the Giants and in exchange the Giants would shepherd humanity as they rebuilt their empire. The Giants proved duplicitous and did not help mankind return to glory, but instead set themselves up as overlords and petty godlings. They worked to put groups of men in conflict with one another for their own amusement. For this they were punished; Illiir transformed them into the Dwarves and banned them from the Afterlife. With this, hope for the return of the First Imperium was dashed. Today the Dwarves toil to break the curse, and most seek to repent for their centuries-old transgression.

This era, known today as the Shadowed Age, saw the rise and fall of several petty empires and successor states. An ancient Valinor led a mass exodus during the dying days of the First Imperium and forged these people into the Khitani Empire, which he rules to this day. Known as the Sleeping Emperor, he awakens periodically from his centuries-long slumber to issue dictates and cryptic mandates that the Khitani struggle to interpret and implement. The Myrastian Hegemony and the City State of Eryunell rose and competed with one another for power and territory, until the Sorcerer King sided with Myrastia and their war decimated both nations and destroyed the city of Mandragore. The Auxunite Empire, ruled by Warlords from the northlands and their mounted hordes built some of the greatest fortifications the world has ever seen. Their "empire" was short-lived however, when a bloody rebellion led by the val'Tensen ended their reign of tyranny. The Tenecian Empire, founded by the Altherian peoples enjoyed a meteoric rise and equally dramatic fall powered by the First Gift of Althares. Smaller confederations such as the Milandisian League and League of Princes were founded, and still exist in some form today.

It was not until the creation of the Coryani Empire in the dire Time of Terror, a three decade long period when the armies

of Hell walked the face of Arcanis, did the First Imperium find a worthy successor. The First Emperor, his true name not shared with his followers and subsequently lost to time, forged his Empire during the First Crusade of Light against the Legions of Hell. Though he died in battle with a mighty Demon Prince, the First Emperor left behind the legacy of an Empire that stretched from the Gulf of Coryan to the Wall of the Gods. Within centuries, the Empire expanded to include the Altherian and Myrastian nations as well as various minor principalities of the Western Lands. Humanity saw a new Golden Age. Education, art and prosperity reigned for hundred of years and the people's faith in the Gods was renewed by Illiir's raising of the Wall of the Gods to trap the demonic hordes. It took centuries of war against Ymandragore, Khitan and the Elorii to eventually weaken the Empire to the point where she lost her Northern Provinces and Altheria. Even with generations of costly war, the decline of the Empire required prophecy, religious martyrdom and a weak Emperor to occur.

During the second great Khitani-Coryani war, a prophet named Becherek arose in the Province of Canceri. His ministry won many converts and the popular imagination of the Cancereze. The Mother Church's attempt to silence him caused great mayhem and when the Legions attempted to arrest him, Becherek was slain by a foolish centurion. The fury of the Cancereze was tremendous. With few legions in Canceri due to the war, the uprising broke the back of the Imperial Governor and the Cancereze turned south to bring Becherek's teachings to the Mother Church. The Milandisian Governor, Osrice val'Holryn, sought help from the Emperor, who refused aid, ordering the governor to stop the invasion using only Milandisian resources. Osrice sent missives to the twelve Milandisian legions fighting in the west against the Khitani and recalled them. The Canceri, as zealous and fervent as they were, were not trained legions and were forced back. The Emperor, not willing to spare troops to defend Milandisia, somehow found a way to free up legions to punish Osrice for weakening his war effort. Augustos val'Tensen, the commander of the army sent against Milandisia refused to attack and swore loyalty to Osrice who was crowned king shortly thereafter. He and his legions settled in Moratavia, taking that portion of Ulfia into the new Kingdom of Milandir. The eldest son of Augustos denounced him and was made governor of the Province of Ulfia. The Altherians, sensing that Coryan were no longer able to maintain the control of its far flung provinces also left the Empire in a bloodless succession.

Today the Empire is a mighty nation, but one troubled by internal strife. Open rebellion in Torenesta is matched by simmering resentment in Ulfia and Valentia as some regard the Emperor as a tyrant or a heretic (or both).

The successor states of Canceri, Milandir, Censure and Altheria each face dark times. Canceri was conquered by the returned Leonydes and is now held in the iron fist of his successor. Milandir has been invaded several times in the past quarter century and ambitious Dukes cast a covetous eye toward the throne, held as it is by a boy. Censure is faced with the threat of infernal armies that were recently freed from beyond the Wall of the Gods. Altheria now faces the greatest Ssethric invasion they have ever seen, just as her allies must look to their own affairs. Never has the need for heroes been greater.

Mortals stumble in darkness; heroes light the way.
Leave your mark upon the Shattered Empires!

Chapter One

Nations of Arcanis



The Altherian Republic

Altheria is a Republic forged in the fires of strife and suffering. Through these tribulations, it has emerged as the true inheritor of the legacy of the First Imperium. The Republic of Altheria is ruled by the Council of Wisdom from its seat of power in the capitol city of New Althré. The council consists of seven members who are elected from the populace at large. One member is elected every year on a seven-year rotating cycle, and each elected member then serves for seven years until his or her next election. A council president is elected every year from the current members of the council, and the president acts as the city-state's chief executive officer for one year, until a new president is elected. This system of government has served the Altherians well. Naturally, it has spawned a huge bureaucracy to support itself. While cumbersome, the government of Altheria is the only true representative regime on Onara, so it is only fitting that the most enlightened and divinely-blessed of Onara's peoples are the ones to enjoy its benefits.

A typical Altherian views his nation as the most knowledgeable place in the world. Altherians believe that their duty is to spread their wisdom to the ignorant masses of the other barbaric nations. The majority of

the people of Altheria believe that their country and ways are superior to everyone else – and they don't mind expressing this belief out loud. Altherians are a very proud people, bordering on conceited. In their minds, they receive Althares' gifts, and they in turn are His gift to everyone else.

Generally speaking, Altherians are intelligent, thoughtful, and artistic. They are collectors of information, master craftsmen, inventors, and scholars. They are quick to investigate and exploit any new technology and the first to offer words of wisdom to ears they deem worthy. However, these words of wisdom are occasionally misunderstood or unwelcome, and the Altherians are met with suspicion or resentment despite their best intentions. Altherians are an extroverted people and they will trek to any destination to seek obscure knowledge or information. Trade is the lifeblood of Altheria and most foreigners are welcome within its borders as long as they respect Altherian laws and religious practices. However, ss'ressen are never welcome within Altheria, due to the Republic's past history and near-constant state of war with the Ssethregoran Empire. Reactions to ss'ressen range from suspicion at best to a lynch-mob mentality at worst.

Appearance

Altherians, as a whole, have little variety in their appearance. Typically, their hair is a deep brown or black. Likewise, an Altherian's eyes may vary from a light brown to a brown so deep it appears almost black. Due to their prosperity as a nation, most Altherians enjoy a healthy diet that aids in the development of well-muscled bodies that complement their keen intellects. Altherians usually have open features, broad, flat noses, and grow to just below six feet in height. They dress in simple robes in a variety of colors that offset their dark skin, and some Altherians have begun to favor elaborate headdresses. Interestingly, Altherians also have subtle variations in their bone structure, making them physiologically unlike any other race on Onara.

Gender Roles

Traditionally, women have been delegated to subservient roles in the church, the military, and the government. While not explicitly denied access to any profession or position of power, women have not enjoyed equal treatment or opportunities for advancement. In the military, a woman may theoretically be promoted to any rank in the Shining Patrol, but as a matter of practice all leadership positions are given to men, even if a woman is better suited to the task. In the church, it has become common practice for priests of Althares to marry multiple brides, thereby gaining multiple dowries. However, priestesses of Althares are not allowed to marry multiple husbands or even to request dowries from their male mates. This practice has made the priests of Althares some of the wealthiest citizens in Altheria, but the priestesses have enjoyed no such financial boon. In the government, only one member of the current Council of Wisdom, Cradnaka, is a female. She has recently begun to challenge the typical Altherian view of women. First, she demanded (and received) a dowry from her husband. Next, she began lobbying for placing women in more positions of power in the military. Currently, she is spearheading an effort within the church of Althares to allow the priestesses to marry multiple partners and request dowries just as their male counterparts do. Only time will tell if her efforts will be successful.

The Nobility

While Val are traditionally treated with deference and respect in Altheria, there is no titular "nobility" as such. Certainly there is an upper class, composed largely of powerful and wealthy individuals who work openly – or, more frequently, behind the scenes – to forward their own agendas, but they have none of the gentrified titles or other appellations of "high birth" that are often found in other nations. When traveling abroad, these influential citizens often take the title of "Ambassador." Those who style themselves nobles are often viewed by Altherians as oppressive and domineering even if they have the best of intentions.

Names: Altherian names have great meaning. People have a birth name, given by their parents, that serves until they are old enough to choose their own name after the rites of manhood at age twelve. Most children choose a name they think fits upon adulthood. Following the chosen name is the name of your family. The Val dispense with this name in favor of their Val surname. Val keep track of who is related to whom by identifying family lines by the name of the grandfather.

To seek out names on your own, choose appropriate and descriptive Swahili names. Remember, your character chose the name; it was not given to you. During the centuries of the Shining Patrol, Milandisian and Coryani names have become somewhat more common, a name may be chosen to honor a friend of the family.

Common Altherian Male Names:

Ashon, Chane, Enzi, Jaali, Mosi, Rahidi, Thimba

Common Altherian Female Names:

Adia, Chinika, Eshe, Halima, Kamaria, Ramla, Uzuri

For example, in Milandir the citizens are told, "A Milandisian is the equal of all." But, they are also told, "I am a Noble or a King, so you must listen to me because I am better than you." Altherians have no need of this creative definition of equality. Such trappings are only found in the lesser lands of lesser peoples, not in the enlightened Republic of Altheria

Val

While Val families hold positions of great power and prestige in other nations, their influence is much less substantial in Altheria, at least on the surface. The val'Abebi are the most prominent Val family found here, but their power and influence seem to be confined within the Church of Althares (in which they frequently become leading clergy). Ironically, the higher-ranking clergy of Althares are some of the most wealthy and influential citizens in Altheria, thereby granting the Val the benefits they normally enjoy in other nations, but through a different venue. Members of the other Val families are treated with respect and courtesy in Altheria, but they do not receive the level of deference, authority, or special privileges that they often enjoy in other nations.

Commoners

The common folk of Altheria are abundant and thriving. Many ingenious inventions help with the mundane tasks of everyday life, and the countryside is made up of lush farmland that is equally capable of growing crops or grazing cattle. Most of the country

is contained atop a plateau, and is thereby sheltered from potential enemies. However, on the border with the remnants of the Ssethregoran Empire, small forts and Shining Patrol outposts dot the countryside. Unlike the commoners of most other nations, many of the citizens of Altheria will travel across large distances and visit many different countries during their lifetimes. Often their pursuit of knowledge or their desire to form new trade routes will lead the scholars and merchants of Altheria away from their homeland for months or even years at a time.

Within the cities and towns of Altheria, the church and the artisans' guilds are the main power centers, although some towns do institute a local government that is built on the same principles and procedures as the Council of Wisdom. The Shining Patrol Garrison in each city, town, or fort is responsible for the protection of the territory in the surrounding area.

All Altherian citizens possess the right to bear firearms, regardless of class or race.

Religion

The Altherians consider themselves the chosen people of Althares, the God of Knowledge, and they believe their works are an extension of His will. The Church of Althares is one of the most powerful organizations in Altheria, second only to the Council of Wisdom itself (at least publicly). The tenets of Althares are driven into the populace and these teachings govern the daily affairs of the entire nation, from the common laborer to the master architect. Altherian craftsmen undergo daily religious rituals to receive inspiration directly from their patron deity. Though the exact means are a closely guarded secret, the Church of Altheria is the only religious body on Onara that claims to still enjoy direct communication with its god. Were this knowledge ever to become widely known outside of Altheria, the Mother Church would likely take a very dim view of this assertion, perhaps even calling it a heresy.

Militancy

Though it is not required, most citizens of Altheria, male and female, serve for at least a short time within the Shining Patrol. The Shining Patrol is the bulk of the military might of Altheria. It is made up of soldiers (and even complete units) from other nations who have agreed to help defend Altheria from the Ssethregoran Empire in exchange for continued trade in Altherian blast powder, flintlocks, and other inventions. These foreign units serve under the command of an Altherian general for a predetermined duration. At one time, the Shining Patrol was probably the largest standing army on Onara, but times change. Since the Ssethregorans were repelled at the Battle of Semar in the year 1026, many of the formerly-contributing nations have experienced internal turmoil that has forced them to recall all – or, at least, a significant percentage – of their troops from service in the Patrol. The resulting troop shortage has spread the Patrol dangerously thin at every level. This

shortage has led the Council of Wisdom to begin debating the merits of several new policies. The options being considered include launching into full-scale production of Altherian Airships to augment the Patrol, beginning a mandatory conscription of all able-bodied citizens into Shining Patrol service for a two-year term, and implementing a blast powder embargo or other severe sanctions against all nations withdrawing their support from the Patrol.

Presidential Chief Advisor Tubulo on what it means to be an Altherian:

To be an Altherian means to live a life of service. We serve our god, and through him we serve each other and the less-enlightened masses of Onara. We are the only true representative government on Onara and our example serves as a shining beacon in the darkness for the other nations. Our citizens are free and prosperous, and every citizen has a direct voice in our elections. Our inventions are wondrous creations that serve as examples of what can be accomplished when one truly believes in his ability and is blessed by the gods. Though we serve as the perfect examples of what can be accomplished through piety and hard work, we must guard against the rabid hordes that are jealous of our wealth, power, and abilities. We must continue to serve our lord Althares, and we must be ever vigilant against attempts to corrupt our purity and weaken our spirit.

High Priest Platiro of the Church of Althares on what it means to be an Altherian:

To be Altherian is to be blessed by Althares himself! We are His chosen people. He has given us His wonderful gifts, which have brought us power and prosperity. But, with each of His gifts also comes the responsibility to use them wisely, and thus He has only entrusted them to us, the wisest of the peoples on Onara. It is the responsibility of every Altherian to follow the teachings of Althares and spread His words of wisdom wherever we share His gifts. We must follow His teachings, for only through His good graces will we continue to survive and prosper as an independent nation.

Fisseha of New Althré on what it means to be an Altherian:

To be an Altherian means you always have to be alert for those wishing to take advantage of you. Everyone wants something. The priests want your money for the church. The Council wants your money for the Shining Patrol. The Ssethregoran Empire wants your blood. And our so-called allies in the Patrol want the secrets of our technology and our blast powder. Perhaps when we receive Althares' third gift, we will no longer have these problems.



The Theocracy of Canceri

Little can be said to be truly common to all of Canceri; the current power structures and territorial arrangements have arisen from a history of strife, both internal and external. Many times the peoples of Canceri have been betrayed. They are despised by the rest of the world. However, they endure, secure in the belief that they are made strong by their hardships. Since the Reign of the Devil-Kings the customs of Canceri have continued uninterrupted, though the government has not. The Milandisians have a proverb: "Everything wicked comes from Canceri." This saying illustrates the depths of ignorance about the country.

The lands of Canceri are harsh and unforgiving. Canceri was once the largest Coryani province and, at the same time, its least populated. Arid plains of dry, hard earth and rocky badlands dominate the landscape. Summers on the plains are oppressively hot and winters are bitterly cold. There is nothing to recommend most of the nation as a place to live.

Northern Canceri is dominated by Nier's Spine, a rugged mountain range of active volcanoes. This unforgiving land has forged a harsh and warlike people. The Nierites of this area are ruled by the val'Virdan family and they follow a simple creed: only the strong survive. Infants that appear at all sickly or deformed are left in the wilderness to die. If such a babe lives long enough to be found by some shepherd or wanderer, then it is deemed worthy to live, and indeed many of the greatest heroes of the north had their beginnings in just such a fashion. To be considered a man, a Nierite must set forth into the mountains with nothing but a knife. There, he is expected not only to survive, but also to prosper. Those that succeed may take their place as warriors; those that fail either die in the mountains or are cast into the lowest ranks of society.

The val'Virdan and other northern nobles hold to an odd tradition in family life. Brothers are expected to share the same wife and their incomes are pooled to provide for the family. To avoid dissension, the wife does not divulge which brother is the father of a given child (if she even knows). Wealthy Nierites may bring in other wives to expand the family. The eldest brother manages the holdings; the younger brothers serve in the military or take up a trade to bring income into the home. Though the men may have mistresses while on campaign, no child of such unions is ever acknowledged. Instead, val'Virdan bastards may undergo the test of manhood and thereby be permitted to form their own households.

Southern and Western Canceri is dominated by the Cold Plains, an unforgiving landscape with extremely limited agricultural potential. This is the land of the Nerothians, a grim and humorless people. The commoners live their lives in constant fear of the tyrannical rulers that lord over them. The ruling class, on the other hand, has no fear of death, for death means release from the eternal crushing weight of the material world. They have no fear of evil, for by acting on impulse, they purge their souls of regret. They have no fear of suffering, because hardship only leads to the strengthening of the spirit. The holy prophet Becherek taught them that the material world itself is inherently evil, and thus the things of the body are of no consequence. Death is a journey that only the mind can take. It represents the natural end of earthly suffering; true, final, eternal death is only achieved by those that are pure in spirit. All others are reborn continually from the Cauldron, ever seeking to relearn the lessons that hardships teach, until their souls are pure. Sentient undead are the blessed of Neroth; only those whose souls are close to purity can live on as beings of pure intellect, free to contemplate spiritual perfection,

Names: Canceri names are simple. If one is not a member of the nobility, you have one name. Nobles have a family name, in the case of the Val lines, they use both a name for a line within the family and their Val name. The fact that can be dozens or even hundreds of people with the same name in a city is of little consequence to the priesthood, and the commonfolk resort to nicknames to keep everyone straight.

To seek out names on your own, use the following ethnic guidelines:

Nerothian: Indian

Nierite: Slavic

Sarishan: Persian

Common Canceri Male Names:

Nerothian: Chitraksh, Jayakar, Mahesh, Naresh, Prabhu, Prakash, Rupak, Varaa, Vikas

Nierite: Ambrose, Emaus, Grygory, Lech, Milosh, Petsha, Tobar, Vaya, Vladamir,

Sarishan: Ardak, Bedros, Gaidzig, Iskhanig, Mado, Nerseh, Parouyr, Sirak, Virab

Common Canceri Female Names:

Nerothian: Akasamala, Bupathi, Janaki, Latha, Nehru, Prajna, Ramji, Surjit, Vinita

Nierite: Domka, Kapica, Lukreciya, Nataliya, Pesha, Stanka, Tshaya, Yeva, Zolfina

Sarishan: Anoush, Dzovig, Hamasia, Keghouki, Markarid, Shamiram, Tamar, Yhsa, Zaro

Noble Surnames:

Nerothian: Chandna, Dhawan, Gajraj, Janjua, Keshab, Mahalingam, Nirmal, Purva, Silesh

Nierite: Bailzow, Faher, Gnoug, Kaslov, Lazarovich, Maximoff, Stankovich, Tangevec, Zigair

Sarishan: Arkoian, Derderian, Goudian, Mardiossian, Panjarjian, Tavidian, Yegmalian, Zadigian

unhindered by the demands of living flesh. They rise on rotting limbs to teach Neroth's lessons to the living.

The family life of the val'Mordane is unusual in that they view it only as a contract, a means to an end. Marriage, family, progeny; these things that mean so much to others are but tools meant to cement the inheritance of property. Family is a structure of power, one that gives authority to those who have earned wisdom through years of endurance. The val'Mordane believe that to put a veil of love and kinship over this truth does it a disservice, because doing so perpetuates the lie of life as a warm and tender thing worthy of its own considerations. They allow marriage to the living; life will perpetuate itself as long as there are ignorant souls not yet ready for transcendence. But they allow it only once – and it is an irrevocable oath. Together in life, spouses go together into death as well. This leaves a clean inheritance to the children that follow, without the arguments and complications common to

other peoples. Many wish to leave this custom behind in these modern times, but the Church of Neroth holds its customs in high regard.

Central and Eastern Canceri are the most hospitable regions, where the Tenges and Niechau rivers provide ample water for agriculture and help to temper the climate. This is the home of the urbane val'Mehan family and the seat of the worship of Sarish. Outwardly the most friendly and accommodating group of Cancerese, their civil discourse and pleasant manner conceal a deadly wit and treacherous nature. Their way of life is filled with formulae and rituals. From the earliest days, they are taught charms and catechisms meant to bring order to the chaotic and unpredictable world around them. Tradition holds that Lord Sarish long ago taught his children that words have power, and he gave to them the necessary formulae to regulate and bind His infernal servitors. Even today, children are taught the ancient prayers by rote, regardless of caste; even if they do not understand the tongues in which these words were written, they learn to pronounce the incantations by rote.

The law is their refuge, and their prison. Many outsiders view them as those who use the law only for their own benefit, and do not see the layers of oaths beyond, which bind them more surely than the strongest cords. One such example of sacrifice in ritual is the Oaths they make in marriage. Marriage is a practical affair. One house will agree to supply a bride, and another a groom. It is not always true that those to be wed know their matches, though often they do – it is arranged by the parents based on the idea of forging efficient partnerships between families. The ceremony is begun with the bringing of gifts to the house of the bride's father by the groom and his parents. Both bride and groom are veiled, as the light of truth is known to neither of them. Both receive indelible marks of their marriage: mirrored incisions are made upon their arms, and the marriage contract is inscribed in ink mixed with their commingled blood, witnessed by a priest of Sarish. The exact wording of the contract is ancient, and few know its language. Only when the final signatures are made and the final seals set can the veils be removed and the truth revealed.

Appearance

The people of Canceri are a mixed breed. Outcasts from a hundred ancient empires have ended up in the far northern reaches of Onara. Khitani, Yhing hir, Milandisians, Skohir, and others have all blended to form a people of exceptionally varied physical appearance. Robes are the common mode of dress and shaven heads are common among both genders.

Canceri society is held in a rigid caste structure. The Cancerese display their differences in caste through clear visual cues. The nobles embroider their robes and cap their beards in gold. The freemen braid their beards and wear simple, well-fashioned robes. The slaves, who make up a very large portion of the population, are not permitted to grow beards and wear old and threadbare robes. Outsiders often have difficulty deciphering the various signs of status that are reflected in these modes of dress and behavior. This often leads to the embarrassment of both the uninformed traveler and the misidentified Canceriman.

Gender Roles

Canceri society is far from egalitarian, but the strong will rise to rule their fellows regardless of gender. Among the northern Nierite tribes, a woman can demand to take the test of manhood, and if she succeeds, she is counted as an equal. Under the law she becomes a man, with all the rights and responsibilities thereto. If the law says only a man may perform a deed or hold a rank, then she may perform that deed and hold that rank.

Among the Nerothians, there is little concern over gender in most roles. The body is a transient thing meant to hold the soul during its time of testing. If the Gods chose a woman's form to hold the soul, then so be it; such a form is no more or no less a vessel than that of a man. When a man dies, his wife is buried with him; when a woman dies, her husband shares her fate as well. All bodies become the same when one is reduced to dust and ash.

Among the Sarishans, a woman who is an accomplished member of a profession – be it magician, artisan, financier, or priest – is treated the same as a man under the law. However, in their culture, young women are strongly dissuaded from entering such roles. As a result, women in positions of power tend to be determined and ruthless and by necessity are often superior in skill to men of a similar rank.

The Nobility and the Role of Religion

Technically, all Cancere nobles are part of a particular congregation of the Church. Every noble is considered a priest of the god his or her family is sworn to, though not all learn the rituals specific to that god's priesthood. Relatively few are actually priests in the sense that they are able to cast divine spells. Both priests and laymen may hold positions within the Church of the Dark Triumvirate, so that it is possible for a val'Virdan warrior of Nier to become a member of the Nihang Council or a val'Mehan sorcerer of Sarish to be elected as Dark Apostate. Collectively, this caste is called the *Awilu*.

Even though the practices and organization of the nobility in Canceri is deeply tied to their religion, it should be understood that the religion of these families is not reflective of the worship of these gods. The priesthood has been affected as much by its integration into a noble family as that family has been affected by its transformation into the priesthood. As one might expect, the priests of Canceri are free to marry and their offspring are in turn eligible to join the priesthood.

The gentry have absolute authority over those below them and can kill a member of another caste if given any cause at all. One needs to be careful, though, as killing a valuable business associate or slave of another noble can cause a great deal of trouble.

The noble houses have a great deal of rivalry with one another, not only between families but within them. It is not uncommon for one val'Mehan to swindle another or for the val'Virdan to war among themselves.

Commoners

The *Mushkenu*, or freemen, make up the majority of the people of Canceri. They have some (limited) basic rights, and may own property. They are the Cancere most often encountered in other lands as itinerant merchants. Nobles require cause to kill or detain freemen, and wrongful death or punishment of a freeman by a noble requires restitution equal to twice the wealth that the freeman would have earned in the next ten years. As a result, nobles are careful not to incite the common folk.

Fortunate Mushkenu can ingratiate themselves with a noble and earn the right to be ordained into the priesthood. A Nerothian who is skilled in torture or masonry may be favored by an *Akali* (a minor noble-priest) and ordained; from then on, he will receive better food and a nicer home. A man of Nishanpur may inform the secret police that his neighbor doesn't make the proper observances to Sarish at sundown. The informer will be consecrated to the church and receives the first option to acquire his soon-to-be-deceased neighbor's holdings.

The *Wardu* are the slaves and are the second-largest group of Cancere; whether through misfortune in war, legal penalty, or the simple cruelty of low birth, their flesh is not their own. They have no rights to property and no recourse to the law. Anything that their owner may decide to do to them is perfectly acceptable to society at large. Enlightened or clever owners sometimes allow Wardu to keep a portion of the fruits of their labors, thereby encouraging them to work harder. Some of these Wardu are eventually able to buy their freedom and join the Mushkenu caste. In the far northern reaches, sometimes a Wardu that has served his master well is permitted to take the test of manhood. Those few that survive (no mean feat for one not raised to be a warrior) are elevated all the way into the ranks of the *Awilu*.

Militancy

The armies of Canceri are varied. Unlike Milandir or even Coryan, there is no apparatus to raise a militia from the populace at large in times of emergency. Being an oppressed people, the common folk of Canceri cannot be trusted not to rebel against their overlords if provided with weapons and training.

The Nierites have large numbers of well-disciplined professional soldiers, organized and trained in the Coryani style, as well as large regiments of noble troops (not unlike the Milandisian knights). They favor large weapons – pole-arms, heavy swords, and axes – as well as crossbows. Nierite troops drill constantly and are ever-ready for war. As a result, they are difficult to rout and are renowned for their steadfastness in battle. Any unit that flees the battlefield will have one man in ten killed, in accordance with the ancient Coryani tradition of decimation. The val'Virdan troops are the real military power of Canceri. When the other families provoke battles they cannot win, it is the Nierites to whom they look for salvation.

The val'Mehan rely upon summoned legions of Infernals for their military power. Though there are some ancient orders of warriors among the Sarishans that are well-trained and highly reliable, such as the Knights of

the Red Fist, their mundane human troops are corrupt and lazy – made fat by a peacetime of tax collection and bribes obtained through various protection schemes. There is no consistent organization between units and they are organized into “battles” of varying sizes and (almost always) low morale.

The Nerothians maintain living soldiers mostly to contain the populace at large. Little more than guards and enforcers, these soldiers are ill-equipped, but they are highly trained in the techniques of intimidation and crowd control. The true strength of the val’Mordane lies in their mastery of the necromantic arts. Each city has an enormous and slavishly maintained necropolis, into which every man, woman and child that ever lived and died in the city is interred. Though zombies and skeletons make poor soldiers, their morale is unassailable and they need no supplies to support them. Overwhelming numbers of such troops can be raised in an astonishingly short time; during times of war, vast streams of mindless undead warriors come pouring out of the necropolii and onto the battlefield.

Palic val’Mehan of Nishanpur

It is the natural order of things for the strong, wise or clever to rule. And if one is strong, wise or clever, then it is the natural order that wealth and comfort should follow. The less worthy exist to provide for the needs of the ruling class, it is their penance for failing in a previous incarnation. Becherek teaches that only through suffering can the common become noble and only through embracing the flaws of humanity can the noble become worthy of the afterlife. The piteous mercy that a weak-minded Milandisian or Coryani noble may show for an inferior only bars both from enlightenment, their “kindness” is a curse upon them both.

Eremis val’Virdan, Outlaw

Hardship and struggle in a hard land forge a stronger people. The curses of foreign potentates and invasion by heretic armies are the crucible from which a stronger, more perfect Canceri will be built. Let the foreigner soften himself with luxuries, the Canceri will harden. When the time comes to test strength, those tempered by struggle will stand strong and our enemies will be at our feet. The Autocrat does not realize the error he has made by remaining in Canceri after the death of Leonydes and it is upon the bleak plains of the north where he shall be taught his lesson.

Pandu the Dead

I was here when the Demons came. I was here when they were driven out by the Coryani. I was here when the Coryani slew Becherek and were driven out in insurrection. I was here when the Milandisians threatened to cast down the walls of Ventaka and when they were cast back into the south. I was here when the Sword of the Heavens seized power and I shall be here when the Autocrat is torn from his throne. Neroth has gifted me with Life Beyond Life, and with it I steer the souls of my people towards their eventual salvation.

The Coryani Empire

The vast and mighty Coryani Empire covers an enormous body of land. From the high peaks of Ulfila and Enpebyn to the swamps and deserts of Toranesta, the verdant plains of Balantica, and the wind-swept cliffs of Annonica, the Empire is like unto the world entire.

The Empire is not one nation; it was forged, by conquest, out of dozens of lesser realms. But to the citizens of the Empire, one self-evident truth remains: Coryan is the inheritor of the greatness that was the First Imperium. With the exception of the self-styled Myrantian people of Abessios, the average Coryani considers himself to be a part of the greatest nation in the world. Cosmopolitan in outlook, Coryani are tolerant of the customs of others, often drawing parallels between a foreign behavior and some facet of their own culture.

During the height of the Coryani Empire, the nation was a Republic, with the Emperor answerable to the Imperial Senate. Even the ascendance of a new Emperor required the approval of that august body. Indeed, the val’Dellenov line of Emperors was deliberately placed upon the throne by the Senate. Two centuries ago, the incompetence of that line cost the Empire the provinces of Altheria, Canceri, and Milandir, and very nearly Toranesta as well. Following that debacle, the val’Assante took over, and they have taken steps to ensure that their line could never be supplanted again. The Senate still exercises great authority, but the Emperor’s word is law.

A great many Coryani are not citizens at all, but rather slaves. There are many ways to become a slave, and few ways to leave that unhappy state; most slaves in Coryan were born to other slaves. Though it is possible for a slave to gain his freedom, such a practice has become less common due to the small number of fresh prisoners (there have been few recent wars of conquest). In addition to acts of war and unfortunate choice of parents, various criminal acts are also punished by enslavement. Typically, slaves born into the role enjoy lives as comfortable as any common person; they just are not permitted to leave their owner’s estate without permission. Such slaves, particularly those of wealthy houses, often have lifestyles that, while hardly lavish, would be the envy of freemen in many other nations. Many of the legendary defenders of Coryan in centuries past have been slaves that acted to save their owners.

Life in Coryan revolves around the family. Families are led by the patriarch (or matriarch in the case of Balantica) who exercises complete authority over his siblings and offspring, even deciding what professions they will pursue and to whom they are to be married. The patriarch is also responsible for the care and welfare of all his charges, from his own children down to the lowliest slave. He is expected to provide for, educate, and protect them all. This pattern applies at all levels of society, from the common Plebian to the family of the Emperor.



Each province of the Empire is like a nation unto itself. The people of a particular locality are as distinct from their fellow citizens in distant regions of the Empire as they are from the peoples of other countries.

The Ulfilans are proud and warlike, as befits their Milandisian heritage. Their word is their bond and insults to their honor are likely to be met with aggressive retribution. Ulfilans as a people are kind, honest, and quick to offer charity – even when it is not desired.

Valentians are grim and determined; the history of their region is filled with gruesome and terrible wars and vicious pogroms inflicted upon the population by mad rulers. The capitol, Enpebyn, is rife with ghosts of ages past; one can almost feel the spirits watching every move. The province is rich in iron and is home to the greatest foundries in the world, which work night and day to supply the Empire (and nearly every other nation) with metalwork. As a result, the air of Valentia smells of smoke and the land is covered with soot. Combined with the naturally dreary weather, a deep depression is common among the populace. A posting to this province is often used as punishment for inept or disfavored servants of the Empire.

Cafelans are hot-blooded and intemperate. As the saying goes: “Annonica is the Empire’s heart, but Cafela is its passion.” They are given to jealousy and possessiveness and are as quick to anger over insults to their friends and loved ones as any Milandisian, perhaps even more so given that they are likely to perceive insult when none is offered.

Balanticans and Annonicans best reflect the traditional Coryani attitude. Cosmopolitan and tolerant,

they are quick to adapt to other cultures and are not likely to take offense unless it is blatantly and deliberately offered. On the other side of the coin, they are more likely to give offense by accident, as they are somewhat insensitive to the more delicate sensibilities of the “provincial” peoples.

The Toranestan – or, by their reckoning, Myrantian – people are unwilling subjects of the Empire. They stubbornly refuse to relinquish their ancient customs and constantly desire to throw off Coryani rule. The citizens of other provinces, and even most outsiders, find the people of this province macabre and disturbing, their customs gruesome and off-putting. Many Toranestans think nothing of deceiving unbelievers. The streets of their towns, including the provincial capitol of Abessios, are dangerous for the unwary.

Appearance

The prototypical Coryani, common in Illonia, is tall in stature with curly blond hair. Outside these core provinces, such features are now only common in the most aristocratic and ethnically chauvinistic noble families. Considering the Empire’s many conquests over the centuries, it should come as no surprise that every racial appearance in the entire world can be found somewhere in Coryan. Ulfilans are tall and fair and tend to be strongly built. They are mostly Milandisian by blood and their faces clearly show it. Cafelans have a dark complexion and delicate grooming is a point of pride among men and women alike. The Toranestans are short and swarthy, favoring shaven heads. The Valentians are pale with dark hair and they often have a grim countenance to match that of their bleak homeland.

Names: Coryani names are organized in the tria nomina (three names) style. This naming convention has been adopted in most provinces, Ulfia and Valentia being notable in that this model is not followed; instead these regions use only a given name and a family name. Torenestans have had their family names stripped by centuries of slavery.

The three names are a personal name (praenomina) a family name (nomina) and a descriptive name (cognomina). Descriptive names are often either nicknames or profession names. Members of Val families always use their Val name as cognomina. Within the family or among friends a person is called by their praenomina and casually known outside such a circle by their cognomina. Formally they are known by two (either the first two or the last two) or by all three names.

Patricians tend to have names in Illonian style regardless of province due to frequent residence in Grand Coryan.

In Illonia, women use the feminine forms of their father's nomen and cognomen and upon marriage would adopt their husband's cognomen as a third name. To distinguish between several daughters that would otherwise have the same name, appellations such as maior (elder) and minor (younger) or ordinals such as primus (first), secundus (second) or tertius (third) would be used as cognomen. In other provinces, women have their own praenomina.

To seek out names on your own, use the following ethnic guidelines:

Annonica: Greek	Balantica: Roman
Cafela: Medieval Italian	Illonia: Roman
Salantis: Medieval Spanish	Toranesta: Ancient Egyptian
Ulfia: Germanic	Valentia: Finnish

Common Illonian and Balantic Praenomina and Nomina: *Male:* Accius, Baebius, Caedicius, Decius, Fabricius, Gabinus, Naevius, Ovidius, Papinius, Pubilius, Quinctius, Roscius, Sestius, Suetonius, Verginius, Volusius

Female: Accia, Baebia, Caedia, Decia, Fabricia, Gabinia, Naevia, Ovidia, Papinia, Publia, Quinctia, Rosia, Sestia, Surtonia, Verginia, Volusia

Common Cafellan Praenomina: *Male:* Agostino, Baldanza, Cambio, Dominico, Enzo, Giraldo, Martino, Paolo, Ranero, Sabbatino, Uberto, Vincenzo

Female: Augustola, Berta, Causita, Dolce, Gianna, Lisa, Paulina, Rosana, Talia, Ugolina, Verde, Ymilia, Ysabella

Common Cafellan Nomina: Agostini, Baldanzi, Cambini, Enzini, Paolini, Ubertini

Common Annonican Praenomina: *Male:* Alexander, Basilis, Demetri, Grigoris, Nikomedes, Perikilis, Theofanis, Yannis

Female: Aleka, Alexandra, Berinke, Delphinia, Korrina, Melina, Niobe, Pelagia, Rena, Sylvia, Triphena

Common Annonican Nomina: Agelakos, Dimopoulos, Gizikis, Kokotis, Lianis, Markos, Peppas, Sakellaris, Zaferatos

Common Toranestan Nomina: *Male:* Ai, Be-nipu, Hannu, Khamat, Pa-mu, Shoshenq, Unas, Usati, Utu

Female: Ama, Beket, Iset, Nemathap, Nodjmet, Tuya, Uiay

Common Salantian Praenomina: *Male:* Alonso, Beltran, Cervari, Estevan, Gilabert, Jacinto, Martin, Osmundo, Roderigo, Salvador, Vicente

Female: Aldonza, Ezteria, Gracia, Lorides, Madelina, Petronilla, Serena

Common Salantian Nomina: Alvarez, Diaz, Garcia, Jimenez, Lopez, Rodriguez, Sanchez

Common Ulfian Given Names: *Male:* Adalbard, Bergen, Carl, Eryk, Gerald, Jurgen, Konrad, Luthold, Reinhard, Symon, Wernher, Wolfram

Female: Agnes, Bertha, Clare, Hedwig, Jutte, Osanna, Ursula, Veronica

Common Ulfian Family Names: Abels, Bacht, Daffner, Eisner, Horsch, Langer, Moseler, Rueter, Thoms, Walther, Zunker

Common Valentian Given Names: *Male:* Asikko, Bertil, Ervästi, Haakon, Kauppi, Reko, Vämmä

Female: Adelista, Dorathea, Elseby, Gudlog, Ingrid, Lapasa, Rikitsa, Suomi

Common Valentian Family Names: Erkkö, Hämäläinen, Järvinen, Lehto, Näränen, Reema, Toivainen, Virjonen, Yrjö

Gender Roles

Though they are considered equals under the law, most women do not enjoy the level of freedom that this implies. Their fathers arrange their marriages and they are unlikely to be trained in the skills of a profession. Marriage is far too valuable a tool, with its ability to increase a family's prestige and status, to squander such a commodity as an eligible daughter by allowing her to take up a trade and pursue her own course in life. This is especially true in Cafela, where the only "profession" women are encouraged to join is the Priesthood of Larissa. Only in Balantica, where the ruling val'Dellenov family dictates gynocratic inheritance, do women enjoy extensive political power and influence. Unique among the provinces of the Empire, most legions raised from that region even have female commanders.

The Nobility

The noble class (generally known as Patricians) enjoys great privilege in the Empire, but with that privilege comes a duty to ensure the Empire's continued good health and survival. Patricians are expected to take positions of public and political service, military command, or senior clergy. A great sense of obligation to the nation is instilled in young Patricians by the finest noble families. Like all societies, Coryan has its share of decadent and lazy noblemen, but the nation is so large that there are always adequate numbers of competent and ambitious gentry to preserve and promote the country.

Social mobility is possible in extraordinary times, and many of the greatest tales and legends of the nation feature men rising from the depths of slavery to the heights of Imperial power. Some of the greatest families in the Empire, such as the Voucis and the Balin, have such a tale in their history. It is also possible to attain high rank due to the tenacious accumulation of great wealth and influence. Every generation sees scores of wealthy plebeians become Patricians and thereby earn the right to place the coveted green trim upon their togas.

In Coryani courts of law, the weight of an individual's testimony depends on his social class. The word of a man of high position counts more heavily than the word of his social inferior. As a result, Patricians are above accusation from a single plebe, and it takes an identical assertion from several commoners to indict a nobleman for wrongdoing. In cases where this is not possible, "peasant justice" is not entirely unheard-of, although the Coryani people, by and large, are lawful in nature.

Val

The Val comprise the uppermost social class – the Patrician Imperialis, signified by golden trim on their robes. Only Val are permitted to rule a province or rise to the position of Patriarch of the Mother Church. The Emperor must also be of this class, because a blood link to the old Kings of the City of Coryan is required to rule the Empire. Bastard or disenfranchised Val are not provided with any preference under the law, though if such a person were to attain the position of Patrician he would be of the highest class.

It is very common for lesser human members of the Patrician class to marry a penniless or commoner Val in an effort to improve the social standing of their children. Not all Val are wealthy and powerful; though their heritage entitles them to rise to the highest echelons of society, there are many Val who live out their lives as craftsmen and soldiers and members of other professions (or of no profession).

Commoners

The members of the Plebeian class form the backbone of Coryan, but they are not permitted to hold any offices of authority. The Patricians describe this as a practical matter, as all government positions are unpaid. This "practicality" does have the salutatory effect of limiting the power of the overwhelming majority of the population. The bulk of the Coryani legions are drawn from the common plebes. They are limited to the rank of Centurion, again limiting their individual power.

Many entertainments are provided by the ruling class to divert the attentions of the populace. By Imperial decree, any town or city with more than one thousand persons is required to have an arena wherein the citizenry can watch the execution of criminals, fights between animals, or full-blown gladiatorial contests.

Not all commoners are citizens of the Empire. Foreign-born people (known as Gentiles) and those from recently conquered territories (known as Provincials) are not considered citizens. They must earn the right, and most secure their legal standing through service, typically in the legions or in the Imperial bureaucracy.

Religion

The Mother Church is instrumental to the preservation of the Empire. At the very birth of the Empire, the Mother Church was formed to incorporate the teachings of all its component nations and to foster peace between the widely varied sects of worship throughout the newly-obtained territories. It has often been said that the Mother Church is the glue that holds the Empire together; if the Church were to collapse, the Empire would die with it.

The cosmopolitan attitude that pervades Coryani culture extends into religious matters as well. A Coryani is likely to categorize some previously-unknown native deity as a variant of one of the Pantheon of Man. The unenlightened primitive's "angry fire god in the volcano" is really a naïve form of the worship of Nier, and so forth. Indeed, most Coryani feel that it is their right, privilege, and duty to bring an understanding of the true Pantheon to such benighted peoples.

Militancy

Coryan maintains the largest standing army of any Onaran nation. The Imperial legions are extremely well-trained and exceptionally well-disciplined. The organization of the legions represents the height of military efficiency, with consistent unit sizes and standardized officer ranks throughout the nation. Though most other nations have an advantage over the Coryani when it comes to the highest levels of equipment or military technology,

the Empire's secret to success is that it has invested heavily in making sure its common soldiers are the best-armed and best-armored front-line troops to be found anywhere. This consistency of Coryani equipment ensures that any legion stationed anywhere in the Empire can be supplied and supported with ease, making the daunting task of maintaining even a million-man army well within the reach of the Empire's logisticians. Individual legions are raised entirely from the people of a single region to foster *esprit de corps*, but legions are never permitted to garrison their home province due to the occasional insurrection that must be suppressed.

Outside the Imperial army, the provinces maintain armies called Auxilia. A few of these units are comparable or even superior to the rank-and-file legions, but most are far inferior. Equipment and training vary tremendously among the Auxilia, but as a matter of practicality they are usually part of any major military campaign. The commanders of the Coryani military pride themselves on ensuring that they only field trained soldiers in battle. Only in the most desperate of circumstances would an untrained citizen be pressed into service to defend the Empire.

Senator Okpara val'Inares on what it means to be Coryani:

Coryan is the shining beacon to which the known world looks for guidance. Not since the days of the First Imperium of Man has there been such a glorious and prosperous illustration of Illiir's design for mankind. To be Coryani is to be a part of greatness and to be elevated by proxy. Those that would undermine the Empire are enemies of not only the Empire, but of man and the Pantheon.

Prelate Barnabus val'Borda of Sulpecci on the divine right of Emperors:

During the Shadowed Age, the worship of the Gods was lost in ignorance and darkness. Coryan saved mankind of an eternity of suffering and damnation and in this every citizen should take pride. Now, the voice and vessel of the Gods has been chosen from among us; any man that would defy the Emperor defies the Pantheon.

Nodjmet of Abbessios on the Coryani oppression of its subjects:

The Coryani came unbidden to our land and they remain against our wishes. Every generation they take thousands of slaves from among my people and refuse to even consider the rest of us as citizens. May Neroth take their breath and preserve us from their gluttonous appetites.

Väänö Niskavaara of Enpebyn on the future of the Empire:

The Empire is the greatest nation in the history of man. Wealth, security, and trade are the inheritance of every Coryani who wishes to claim them. Yet I fear for our future. These gifts were given to us to hold in humility, not in arrogance. Emperor Calceustus claims to be the Voice of the Pantheon, and surely the Gods are wroth at his presumption. Only such hubris could overturn the divine right of the Empire to rule the world. When Menisis val'Tensen is Emperor, the Empire shall return to its rightful place as the inheritor of the legacy of the First Imperium.

The Dwarven Enclaves

From a human-centric view, dwarves are generally thought of as one people, but each enclave is distinct and has little in common with its counterparts. Thousands of years ago, the dwarves were not at all as they are today. Rather, there were eight great nations of celestial giants, united only in their genocidal war with dragon-kind – a war that they were losing. Illiir, lord of the human pantheon, made a bargain with the celestial giants that he would send the armies of the Gods to destroy the dragons, but only if the giants would take on the burden of stewardship of humanity. Faced with extinction, the giants readily accepted.

Over the centuries, some of the giantish nations, chief among them the Solani and Bertoqi, began to see themselves more as the masters of man than as his protectors. The Bealaki and Encali warned the other nations that they would only anger the Gods of man by breaking their bargain. The members of these enclaves knew that the armies of the Gods that destroyed the dragons could be turned against them. The giants of Bealak Gempor turned their prayers to Illiir, telling Him of the betrayal of others and begging His mercy. Illiir did not grant mercy. Instead, he cursed the giants. Those that sought the heavens would forevermore dwell beneath the earth and those that lorded over man with their size and their might would forevermore be dwarfed by all. Illiir's wrath made no distinction between those that betrayed Him and those that were faithful to their oath (the Encali and Bealaki).

The nations were thrown into despair. Many of the former giants took their own lives, which revealed an even more terrible aspect of Illiir's curse: the dwarves were barred from the afterlife. Their souls could not pass into Beltine's Cauldron. Into this despair came Sarish with a bargain. If any dwarf were to make the perfect item, the curse would be lifted. This has led to the one trait common to all but one of the remaining dwarven enclaves: the compulsive drive to create.

Denied their great size and bereft of the powers over mind and matter that they held as celestial giants, the dwarves became isolated from one another. Their cultures and traditions became even more distinct, to the point that today they are less alike than most human nations.

The Solani and the Bertoqi, those nations most at fault in drawing Illiir's ire, are today the most penitent. Taking it upon themselves to reclaim the charge that they had previously neglected in their foolishness – to preserve mankind – these enclaves act in all ways for the betterment of man.

The Solani have joined the Mother Church and their entire existence is consumed with the worship of Illiir and the crafting of the finest arms. Their wares are intended to be traded to men: by arming and armoring the nations of man, the Solani provide protection against a dangerous world. Their life is one of constant penance, and the only Solani that leave the enclave are young dwarves, not yet accomplished in their craft, who seek to aid mankind against any threat. Holy champions and priests of Illiir are common among these adventurers. For the most part, Solani are vocally pious and very dour in their disposition. Many secretly blame their own nation for the curse that befell all of the nations of the celestial giants.

The dwarves of Tir Bertoq cross all of Onara to fight against the Infernal hordes in the north. Many rangers and holy champions of Hurrian are counted among this number. The enclave does have its great master artisans, but the constant conflict along the Wall of the Gods, and the depredations of the raiders of Uggur in the south, consume the majority of Bertoqi attention. This life of constant conflict, where death is an everyday companion, has led to a grim outlook among the dwarves of Tir Bertoq. This is most often reflected by gallows humor, often in the most inappropriate times.

The Tultipetans are strange, even to other dwarves. Influenced heavily by many Khitani philosophies and skilled in the art of prophecy, they are given to baffling modes of speech and behavior. A direct answer is usually not what you get from a Tultipetan dwarf. Often, questions will be answered with questions, and wisdom imparted by parable. Most adventurers from this enclave are sent on their journeys due to omens revealed at their time of birth; the children with particularly auspicious or dire omens are fostered to the monastic order of Larissa to prepare them for a life of hardship and travel.

The Nol Dappan enclave is defined by its location. Built in an ancient dormant volcano, known as the Forge, this enclave is difficult to reach for any but the most determined of travelers. Living in such an environment, along with the influence of the nearby Erdukeen descendants of the Cleansing Flame, has influenced the dwarves of Nol Dappa to the worship of Nier. Many Nol Dappans are given to bouts of uncontrollable rage, which is funneled into the path of the battlerager; the elite warriors of the enclave are a terror to behold. Many Nol Dappan adventurers are outcasts, sent away from their home enclave due to some murderous act committed in a furious instant.

The Encali dwarves are a nation that feels betrayed. Betrayed by their fellow celestial giants in the years leading up to the Great Curse; betrayed by the Bealaki who told Illiir of the other nations' perfidy; and betrayed by Illiir when he cursed them along with those that were actually guilty. As a result, the Encali are largely a one-religion enclave. Sarish offered them a path out of Illiir's curse, and in return, the Encali worship Him as the only member of the Pantheon worthy of respect. Encali embrace all aspects of Sarish's faith. They educate all gifted children in the arts of magic and they insist that all matters of import be sealed by written contracts and Sarishan oaths. Many Encali have been known to tempt short-sighted humans into horribly lopsided deals that their children or even grandchildren will have to make good on. By and large, the Encali dislike the other enclaves and limit most contact to trade relations.

Little is known of the Deneki, other than that they were forced into slavery by the Sorcerer King of Ymandragore. Likewise, the Reavers of Bealak Gempor are an enigma, but it is well-known that they are anathema to the other enclaves. Of the eighth enclave, nothing at all is known, as they disappeared millennia ago.

Appearance

Members of a given enclave are easy to identify by their distinctive appearance.

The Solani are of noble bearing and fair hair. They keep their beards fastidiously groomed and it is a matter of pride to grow the beard to a great length. Many humans marvel that the Solani do not trip over their own beards at every step.

The Tir Bertoqi, especially those found outside their enclave, bear a haunted look from the horrors they have confronted in defense of mankind. Typically, a Bertoqi dwarf has dark hair, and their most telling feature is the elaborate braids that they make from their beards. The intricate patterns are a point of pride for them, and they often weave a thin wire of precious metal (primarily gold) into these braids.

The Tultipetan dwarves are given to tattooing their entire bodies with mystical symbols. These symbols are of great significance to the individual dwarf. They are inspired by the omens at the dwarf's birth and celebrate the accomplishments of his or her life. To better showcase their tattoos, the Tultipetans shave their heads and wear their beards close-cropped.

The Nol Dappans care little for their appearance. Most are covered with soot from the forge and their beards are often ragged and singed. Their hair is red – when you can see it under the grime – and their skin is ruddy and burned.

The Encali are easily identified by their distinctive forked beards and the extensive collection of jewelry (often self-created) that each wears about his person. Their hair is typically jet black.

Gender Roles

There is very little distinction between the male and female genders within dwarven society save for the commonsense role of the womenfolk to bear children. Nol Dappan females are less prone to fits of rage than the males, and the Tultipetan females more commonly enjoy the gift of prophecy than do their male counterparts.

Noblemen

The ancient rulers of the former nations of the celestial giants are forever trapped by Illiir's curse in stone pillars at the core of each dwarven enclave. Their heirs were fortunate to keep power in the aftermath of the curse and each enclave has a royal line that governs its people.

Unlike the human lands, where even the cousins and far-flung distant relations of aristocratic families wield great influence, dwarven relatives of the rulers outside the direct line of succession are not granted any more rights or powers than any other member of the enclave. Instead, positions of authority are chosen by the royal line and by popular acclaim of the dwarves of each enclave. As a result, there is little by way of organized nobility within the enclaves outside of the individual rulers themselves and an immediate heir and designated successor to each sovereign.

Commoners

Dwarves are an industrious and determined lot. The common dwarf strives for perfection in every act and deed, for any activity could deliver the perfect item needed to break the ancient curse. Dwarves have a higher percentage of artisans than any other people, and their wares are in demand everywhere in the world. As a result, even the common dwarf tends to be quite prosperous from constant trade with outsiders.

Religion

Religion is a central element of dwarven life. Each enclave has a God that it favors. For the Solani it is Illiir; the Bertoqi favor Hurrian; Tultipetans favor Larissa; Nol Dappans favor Nier; and for Encali it is Sarish. Although these general tendencies of veneration of a particular deity do permeate each of the enclaves, they are not absolutes; being long-lived, each dwarf will find his worship drawn to different Gods during his lifetime.

Young dwarves may be idealistic and favor Illiir or Hurrian, striving to actively make amends to mankind for the actions that led to the Great Curse. As they grow older, they may focus on Sarish or Larissa in an effort either to break the curse or simply to learn through prophecy if it is to be broken soon. Once they become aged and focus upon matters of mortality, many dwarves turn to Beltine or Neroth as a means to preserve their learning, in hopes that their accumulated wisdom will help the race in its future endeavors.

Militancy

As a people that lead centuries-long lives, almost the entire adult dwarven population is available to defend the enclave. Each enclave maintains a professional army and a large militia. These forces consist of disciplined and motivated infantry, equipped with the finest arms and armor that only a race that strives for perfection in every act could produce. Each King also maintains a private army of the most experienced soldiers from families of the warrior elite, many of whose martial traditions date from the times of the ancient war between the celestial giants and the dragons.

Master Elebac of Solanos Mor on what it means to be a dwarf:

I am very close to mastering the technique to make the perfect blade. With Illiir's blessing, perhaps I shall lay the curse to rest for all time, and then what it will mean to be a dwarf is simply to be free. My greatest worry is that a jealous Encali or the dreaded Reavers will thwart my efforts.

Captain Keletar of Tir Bertoq on what it means to be a dwarf:

The trickle of demons that found their way from the Sealed Lands, a menace that we have held back for my entire lifetime, has now become a torrent. After the great earthquake, the demons are now a horde. We shall hold until relieved, because to be a dwarf is to endure. Send assistance.

Adept Wargan of Tultipet on what it means to be a dwarf:

The curse consumes the life of every dwarf. Without the soul shard, our souls would be lost to nothingness upon death. Every dwarf is conditioned from birth to create the perfect object, in hopes of satisfying Sarish. We of Tultipet are given the gift of foresight, but we cannot see anything regarding the curse. Our high priestess has seen a day when there are no dwarves, but a multitude of gnomes. Perhaps they are the way our people shall escape the curse.

Talagar the Red of Nol Dappa on what it means to be a dwarf:

To be a dwarf is to be cursed. The very fates despise us; every moment is but another crucible to test us. Defiance in the face of adversity is the only path; Nier's example is what we should aspire to.

Xerthan of Encali on what it means to be a dwarf:

The ways of dwarves would bore you, my young friend. Perhaps you should instead place your interests in the fruits of our industry. I have been told that you seek the attentions of the Palsgraf's niece. Perhaps she would find this bauble to her liking; it is enchanted to make the receiver look fondly upon the giver. The price? My friend, the price is but a small thing, a simple task to be performed in the future by your descendents... no, no, it is nothing that would betray your nation or your family; you have my most sincere assurances. Just sign here...

The Elorii Nations

Outsiders think of the Elorii as a monolithic culture, but nothing could be farther from the truth. Each of the three known Elorii nations are distinct in purpose and outlook. Even within the individual nations, each of the bloodkines draws into its own distinct groups as well.

The largest nation by far is Elonbé in the Vastwood. Nearly eight-tenths of the Elorii population can be found within that massive forest. Isolationist and conservative, the great distance (both temporal and physical) from any human contact has shaped the outlook of these people. Humanity is an ancient and distant threat, disliked out of old prejudice and long-ago memories. Without the constant contact with potential enemies, the Elorii of Elonbé have fallen into discussions over the meaning of Ardelia's prophecy and other areas of academic study. As a result, a large percentage of the population is High Elorii (ancient Elorii of great power) with great skill at arms or magic, but most of these have never faced a foe in battle. Much like an untested blade of masterful craftsmanship, it looks good, but none is to say how it will serve in a fight.

In order to overcome this lack of direct experience, the council of Etheleos has sent out scouts to learn about mankind. Called the Laerestri, they are young, curious Elorii that travel the world working with (and for) humans to learn their customs and the nature and capabilities of their armies. The ancient prophecy of Ardelia dictates that some men will be needed in the end times, and these Laerestri seek to identify them. The Laestri have learned much about humanity, reporting that all extremes of virtue and honor or depravity and skullduggery are found within the race. The council, lacking the firsthand experience of the Laerestri, doesn't quite know what to make of this mixed report.

Malfelen is less of a nation than a gigantic army camp. The diametric opposite of Elonbé, Malfelen Elorii are skilled and experienced warriors, few of whom survive long enough to become one of the ancient High Elorii. Constant warfare against Ssethregore, as well as the occasional skirmish with the Coryani and Altherians, has honed their battle skills to a fine edge.

Entaris is the smallest nation, and the most cosmopolitan. Not sheltered by a vast forest as is Elonbé, and lacking the massive army of Malfelen, the Elorii of Entaris have been forced to interact with the nearby human and goblinoid nations that border their lands. As a result, they have become skilled merchants and diplomats, and have even built a section of their city to house foreigners. They keep safe with a mighty fleet, by the masterful skills of the order of Berotar, and by the aquatic powers of the Berokene. Though humanity is still viewed as a threat, the Entari have come to learn that mankind is not a monolithic entity, but rather a varied people of differing virtues. It was the experience of the Entari that persuaded Elonbé to send out the Laerestri.

Within the Elorii themselves, although there is certainly individualism, there are also distinct personality tendencies among the various bloodkines. These tendencies become more pronounced as the Elorii age, to the point that High Elorii become almost exactly like the stereotypes.

The Ardakene are nurturing, thoughtful, free-spirited, and curious. They are the smallest group of Elorii, but they make up a disproportionate number of the Laerestri. Most priests are of this line and they are most likely to accept notions that not all men are inherently wicked. When a Ssethric population was reported in Milandir, the Ardakene prevailed upon the other bloodkines not to invade Milandir to exterminate the Black Talons. Since then, the Laerestri have reported that the Black Talons are not like the other Ssethregorans of the far south, but instead are expatriates that despise the serpent empire on moral grounds. The Ardakene were the first to rebel against the reptiles in ancient times and were also the first to greet men when they landed on Onara.

The Marokene are inflexible and traditionalist, even reactionary. Things are the way they are for a reason, and without good cause, there is no need to change. Though they hold old prejudices with great obduracy, once they are convinced to adjust their viewpoint, they will adamantly propound that new position as if it had been what they fervently believed all along. They are much like the mountain: unmoving most of the time, but an unstoppable avalanche when they do decide to shift.

Contrariwise, the Berokene view change as the natural order of things. Calm and collected in the absence of opposition, they can explode into furious action when presented with an obstacle. They will continue to look for alternate paths whenever blocked, regardless of the endeavor. They are not opposed to compromise, and even small concessions by others will satisfy them for a time. A complete absence of visible options will often enrage a Berokene and rash action sometimes follows.

Osalikene Elorii tend to go with the majority on most subjects. They are often nonplussed when change happens but they can also shift their own positions on a whim. Though they are highly curious, they are also easily bored. Other bloodkines find it frustrating when what appeared to be rock-solid support from an Osalikene suddenly evaporates without warning. As long as no effort is made to constrain individual freedom, an Osalikene will happily exist in almost any regime. Few Osalikene serve on the ruling councils of the Elorii nations, as they don't tend to have the motivation to govern others.

The Kelekene Elorii are intense and violent. Force is an early solution to any problem and the destruction of an obstacle, be it a living thing or simple barrier, is a small matter. The cost of such actions is rarely considered, leaving other Elorii to regard Kelekene as short-sighted. Kelekene Elorii often seek seats on the ruling councils, but are rarely successful. Kelekene often feel (and show) great frustration with the "soft-hearted" Ardekene and the "inflexible" Marokene.



They are passionate and make little effort to conceal their feelings. Like the flame that powers their very souls, they are a potent force when harnessed and a great threat when uncontrolled.

Appearance

Members of a given bloodkine are easy to identify by their appearance. The elemental nature of their souls is evident in their physical features.

All Elorii are tall and graceful; most exceed six feet in height and are full-grown by their tenth year of life. As an Elorii ages, he grows taller. Every thousand years or so, an Elorii goes through a growth spurt of three to four inches. The eldest Elorii are almost eight feet tall, and there is no crouching in their posture. They remain upright and firm throughout.

The Ardakene are thin and fair-skinned. Their hair tends towards brown and their eyes towards green or hazel, although golden eyes are not uncommon.

The Marokene are dark-skinned, either a deep tan or bronze. Their hair is dark brown or grey; not the silver of an aged human, but instead a grey like one would see in granite. Their eyes also tend towards brown, grey, or black. Though still slim by the standards of most races, they are stout for Elorii and tend to be a little shorter than the other bloodkines.

The Berokene are the most graceful of the Elorii. They are pale, and have a slight bluish tinge to their skin, looking much like a human that is very cold. Their hair is the deepest black and their eyes are blue, turquoise, or green – the colors of the sea.

The Osalikene are lithe and tall, even for Elorii. They are not pale of skin, but their hair tends towards white or shining silver.

The Kelekene are slightly more compact than other Elorii and have unusually bright eyes, which are commonly purple or orange. Their skin is ruddy and their hair ranges from red-brown to gold.

Gender Roles

Since few Elorii females bear children due to the static nature of the Elorii population, there is little distinction between male and female roles in society. Females are as strong and as quick as the males and many famous leaders in Elorii history have been women. The genders train side-by-side and are regarded as equally skilled in the arts of magic, battle, and craftsmanship. The Elorii armies have as many women as men, both on the front lines and in positions of command and authority.

The Nobility

Each of the nations is ruled by a council of ancient and respected High Elorii. Several of these rulers have been in their positions of leadership for millennia. Due to the nature of reincarnation, many of the younger council members are reborn heroes of the distant past and have some of the memories of their forebears to guide them in their current role. Though the Elorii culture is largely egalitarian, it is no coincidence that most leaders of the Elorii are incarnations of past leaders. Even death is not enough to suppress a great soul.

There are no true nobles among the Elorii, but it is a mark of honor to be a reincarnated hero and respect is often shown to those fortunate enough to have been a hero in a previous life.

Commoners

In the absence of a violent or accidental end, Elorii live forever. As a result, an Elorii will learn many trades in his life. Thousands of lifetimes of work from each Elorii soul has lead to a great society of high architecture and an infrastructure that will support the population in great comfort.

Elorii society is egalitarian, so hard work is rewarded and the lazy find only scorn. As a result, few Elorii fail to do their part as even the worst lay-about will eventually “grow up” when given thousands of years to do so.

Religion

Religion is the core motivating factor in Elorii life. The goals of the entire society are driven by the desire to return the Elorii Elemental Gods to life. The ruling councils of the individual nations consult with the Lifewardens of Belisarda regularly and the ancient prophecy of Ardelia dictates the course of Elorii life.

Each of the ancient Elemental Gods is still worshipped, and priests continue to pursue their traditions despite their deities’ absence. Ardelia, the prophetess of Belisarda, has commanded that the Elemental Lords’ worship be kept until they can be returned to life.

Though not every Elorii is openly religious, each holds an unshakable faith in the Gods of their people. Many of the Elorii of today were alive when the Gods walked among them, and even an Elorii who is too young to have met one of the Elemental Lords probably knows someone who did. Also, each Elorii has a soul that has been through many incarnations, and so remembers their Gods walking upon Onara, even if this is just a subconscious thought. The immediate presence of Belisarda is felt by her priests and to a lesser extent by the common Elorii. Unlike humanity, the Elorii have a Goddess that still speaks to them.

This unshakeable belief in the existence of the Gods and knowledge of the immortal nature of their souls means that Elorii have no great fear of death. Though they will not throw away their lives wastefully, the certainty of reincarnation allows them the confidence needed to perform great acts of bravery.

Militancy

It is the duty of every Elorii to prepare for the great war that will inevitably come. However, the exact nature of this war is unclear. Many think it will be fought against mankind, while others think it will be fought alongside man against an even greater enemy, either the Ssethregorans or some as-yet undiscovered foe. But regardless of his or her personal beliefs about the eventual combatants, every Elorii trains for the war. Regardless of bloodline, profession, or nation, each and every Elorii is taught the ancient arts of blade and bow. When the war does come, nearly every single Elorii alive will be able to take the field as trained soldiers.

The Malfelen are a nation of warriors and veterans, honed to a fine edge by millennia of warfare against implacable and powerful foes. The Entari have a mighty and accomplished fleet. Their centuries of training, combined with little fear of death, make the Elorii one of the greatest and most capable armies ever to take the field of battle. Elorii believe in their racial martial superiority without question; it was their race, after all, that finally brought down the mighty Ssethregoran Empire, and it is their race that shall stand above all others in the end times.

Magros of Malfelen, General of the Voluri, speaking to one of “those who roam”:

Laerestri, you are contaminated by your contact with the murderers. But as you are my Bloodline I shall give you this message for your treacherous human friends. There is nothing but death for you in these forests. If we do not kill you, the snakes will.

Meliros of Entaris, Lifewarden of Belisarda, when asked about the League of Princes:

The men of the Western Lands have been shown to be trustworthy. At least, in the face of our strength, their greed is tempered. Learn what you can of the others; we must be prepared when Belisarda calls us to action.

Telas of Elonbé, upon hearing the tale of Menisis val’Tensen:

Your reports are of interest. Are you certain of the honorable nature of this Coryani general? It has been our understanding that their Empire is a ravenous and greedy thing. They attacked Seremas but a short time ago, did they not? Oh ... that is a *long* time to a human, isn’t it? Well, it may be that there is merit in what you say. Watch him and tell us of him; perhaps he is like that val’Holryn Duke with whom we have treated in the past. We must know which men we are able to call upon when the end times come.

The Hinterlands

This is a truly hostile place: foreboding, mysterious, and filled with conflict and strife. The area known collectively as the Hinterlands is not really a nation, but rather a loose amalgamation of tribes and cities. The balance of power between these groups is precarious at best, and the shifting sands of the desert hide the corpses of many who failed to pay heed to the dangers presented by the land and its native beasts (both human and otherwise).

The major indigenous peoples of the Hinterlands are the Yhing hir, known as the Lords of the Horse. They occupy much of the southern and eastern portions of the region. Some scholars believe them to be an offshoot of the Khitani Empire from the time of the raising of the Godswall, although the truth of their origins is shrouded in mystery. The Yhing hir are divided into four major tribes, and a man’s first loyalty is always to his tribe.



The Vanomir are considered the “typical” Yhing hir, whose tradition of horsemanship is second to none. Their tribal capitol is the great city of Sicaris, which is famous for its gladiatorial arena. Though the city is autonomous, it has a history with the Coryani Empire, and an Imperial official known as the Commander-Magistrate is in residence, along with a small legionary garrison.

The Hurkomir tribesmen are claimants of the Pricklespur Forest, and are now largely mixed with the Pengik natives of that region, whose ancient memories stretch back to gods that existed before the Pantheon held sway and a nation of serpents ruled over this land.

The smallest of the tribes is the Khur Gi, who most closely resemble the Khitani and whose aggressive behavior is well-known to the people of both Milandir and Canceri.

The Takomir reside mostly along the Bleak Coast, dwelling primarily in the towns of Jappa and Pearlspar, and also mingling with the Skohir of Censure. Their mounted archers and scouts are acknowledged as among the finest to be found anywhere in the known world.

The mighty Free City of Censure, Jewel of the Coast, began its life some eight hundred years ago as a penal colony for those undesirables the Coryani Empire wished to make disappear but who were too powerful or important to simply be killed. At some point, these individuals staged a coup, fueled by alchemy and invention, and the Six Houses that arose from the ashes of that conflagration still rule the city today in an uneasy truce backed by a pact of non-aggression. The people of Censure are a bizarre mixture of Skohir, Yhing hir, and Coryani, with the

tribal heritage of the Skohir most dominant. Censure is a thriving city and serves as a center of commerce and trade for many nations, though legends tell of deeper and darker things that yet fester in the sewers and caverns beneath its streets.

In addition to the Yhing hir, various other peoples dwell within the Hinterlands, including the Hua’gi goblins; the Cult of the Jackal and its infamous Ehtzara sorcerers; the fanatical minions of the Hyena Queen, who is rumored to have the powers and immortal lifespan of a goddess; the Knights of the Order of the Holy Pillar, who ward the Hinterlands against the Hyena Queen and spread the worship of Hurrian; the ancient and mysterious Serpent Men of Zhu; and the mighty city of Erduk, situated at the Mouth of Nier, and home to the most loyal adherents of the Sword of the Heavens since the time of the First Imperium’s destruction and the Theocracy of the Cleansing Flame.

The single most valuable possession of any Yhing hir – in truth, more like a brother than a beast – is his horse. In addition to the noble and beautiful animal’s obvious virtues as faithful steed, fierce war companion, and tireless laborer, the horse is considered a divine gift, test of manhood, and measure of material worth all rolled up in one. Indeed, most Yhing hir will not even deign to speak with a man who does not own a horse, and the purchase of a horse is often the only way an “outlander” can begin to alleviate the scorn and derision with which Hinterlanders treat those who are not of their own people.

The city-dwellers of the Hinterlands are not unlike their counterparts in more “civilized” nations; politics and internecine warfare dominate invisibly as manipulation and behind-the-scenes backstabbing

create subtle yet irrevocable changes in the balance of power. The merchants of Sicaris, situated at the center of many caravan routes, are legendary for their bargaining savvy, and indeed a man who cannot drive a hard bargain in Sicaris is not considered a man at all. The lifestyle of Sicaris is lush and luxurious, with the gladiatorial games commanding much of the city's attention and passion. Meanwhile, the Free City of Censure features a huge, fortified port, and its 90,000 inhabitants live in a melting pot of cultures, with commercial trade dominating the daily life and hundreds of markets and plazas that feature goods from anywhere and everywhere. Trade in Censure is carried out under the watchful eye of The Six, a group of noble guild houses who control taxes and set the policies of trade through the Hall of Commerce. Finally, the Erdukeen dwell within their volcanic city, birthplace of the Swords of Nier and home to the mighty dwarven enclave of Nol Dappa, whose master artisans work directly with the volcanic vents to hone their art and their artisanship.

Appearance

The peoples of this land are mostly short of stature and swarthy of complexion, with rounded faces and dark, braided hair. The native style of dress is garish and bright, with elaborate embroidery. Sashes, turbans, and loose pants tucked into high riding boots are typical for men, while the women prefer loose, gauzy skirts with complex patterns and lots of decorative silver jewelry. Though there are a few cities and settlements, most Yhing hir still follow a nomadic way of life, dwelling in large, colored tents as they pursue their seasonal migrations.

Gender Roles

Whether out of necessity or disposition, those that dwell in the Hinterlands are warlike. As is typical of such cultures, most of the prominent and powerful individuals are men. The nomads of the Hinterlands treat their women with respect, but in matters of politics and war, women's counsel is seldom heeded – at least, in public. Many a great tribal leader has had the wisdom to listen to the whispers of his wife in the privacy of their marriage tent. The Pengik are a bit more egalitarian with regards to gender roles, and their women bear arms and take up the priesthood in equal numbers to the men.

One notable organization is that of the Pearl Maidens, an order of female monks who make their home on a large ship known as *The Way of the Pearl*. These beautiful, shapely maidens are an incredible sight, and are possessed of both great martial prowess and an extensive intelligence network. Their Abbess-Captain, I'kir Ruhk, is afforded all the respect that would be due to any male leader by the Yhing hir clans. The Pearl Maidens hone their ancient craft of pearl diving in the rich oyster beds of the city of Pearlspar, situated on the banks of the Pale Sea.

The Nobility

The individual tribes of the Hinterlands have their various chieftains, but few tribes seek to control broad swaths of territory. Of far more value are the oases and other safe resting places, which are few and far between in this harsh and desolate land.

There are a large number of wealthy merchants, mostly located in the trade-rich cities of Sicaris and Censure. These men and women tend to prefer to remain in obscurity, focusing on the advancement of their personal fortunes rather than dabbling in political and military matters.

Despite the general predilection of Hinterlanders towards individual safety and security and away from larger concerns, there are a few individuals of note who have risen to the heights of political power – mostly by climbing over the corpses of their would-be rivals.

Near the city of Mil Takara, the Nawal of the Khur Gi is an elderly warrior and wealthy merchant named Lo Kaijou the Black. He commands respect and fear from most of those in the southern reaches, although a contender known as the Southern Fox has recently emerged from the Blood Plain.

Tirgifré val'Haupt, the matronly head of House val'Haupt, is the most powerful individual in Censure. She is a master manipulator and a fierce opponent in all matters of both trade and politics.

Interestingly, the most powerful individual in Sicaris is not truly a noble at all, but is rather Sylab the Circus Master, charismatic ringmaster of the Arena and leader of the shadowy guild of the Night Foxes. Sylab rules with guile rather than overt force and is said to dispense misery and generosity in equal amounts. Although there is a Commander-Magistrate in Sicaris as the duly appointed emissary of the Coryani Empire, his day-to-day influence is quite limited.

Val

While there are certainly Val in the Hinterlands, they do not play the dominant role that they do in many of the other nations of Onara. The lack of any organized central government no doubt has much to do with this, as well as the fact that the human tribesmen of the Yhing hir respect no authority other than that of blood and steel. Indeed, House val'Haupt of Saluwé, which is the greatest of the Six Noble Guild Houses of Censure, is the only notable Val bastion in the Hinterlands. The val'Haupts have been allies of the val'Holryns of Milandir for many years, and are also well-known in Cafela and the Pirate Isles. They have forged an alliance with the Takomir tribes of the Yhing hir and as a result have access to the finest breeds of horses and the most elite cavalry warriors of the region.

Commoners

There are few peasants in the Hinterlands, at least of the sort typically found in most nations. Farming is practically impossible, and staying in one place for very long is generally regarded as an invitation to be attacked. The only way a man can survive is by his own strength and the strength of his tribe. From the warrior-nomads of the Yhing hir to the minor merchant houses and laborers of the cities, the people in this region have learned that they can rely on no one save themselves, and as a result they place little trust in kings or other earthly leaders. Apart from the major cities, there are few settlements of note; the nomadic tribes do create “tent cities” for short periods of time as they migrate across the Hinterlands, but these outposts vanish as quickly as they appear.

Religion

Most of the denizens of the Hinterlands respect little more than overpowering force and guile, although they also have a healthy reverence for gods and nature spirits (of all sorts) and do consider oath-taking as sacred. The Pengik shamans in particular have a rich oral tradition, and their lengthy histories and stories speak of gods long forgotten and empires long since ground into dust. The Pengik believe that they were created as thralls of an ancient kingdom of serpent men, sinister and uncaring. The sinister Ehtzara sorcerers of the Ghost Jackal Cairns travel invisibly throughout the Hinterlands, seeking to enhance their otherworldly powers and communing with the very land itself. It is said that horses are terrified in the presence of an Ehtzara, which is another reason why the Yhing hir value their equine companions so highly.

The Pantheon of Man dominates to a much lesser extent in the Hinterlands than in many of the other regions of Onara, although there are certainly adherents here. The Yhing hir know Nier as the Divine Judge and beseech the spirits of those they kill in battle not to speak ill of them when they face Him at the gates of Paradise. As one might expect from a place where one must remain attuned to the land in order to survive, Saluwé is frequently worshipped here. She is particularly venerated by the val’Haupt family of Censure. In the north, the Knights of the Order of the Holy Pillar combat the Cult of the Jackal and the forces of the Hyena Queen while spreading the worship of Hurrian far and wide. The Skohir warriors of the city of Jappa are courageous adventurers and devout worshippers of Illiir, Saluwé, and Yarris.

Militancy

Everyone who lives in the Hinterlands is militant in some fashion or another. Self-defense is a daily necessity in this harsh and unforgiving environment. The Yhing hir culture is essentially that of the traditional nomadic warrior, and the tribes can field surprisingly large numbers of mounted fighters and archers. No empire or nation has successfully subjugated the Yhing hir except in isolated spots and it seems unlikely that any ever

could. In turn, the Yhing hir themselves have failed to subjugate the wily Pengik, whose matriarchal family lines rule over various territories and ancestral holdings. The history of this region is that of interbreeding and mingling of cultures rather than that of one group imposing its will and conquering another. Even the mighty Canceri, in seeking to extend the Red March to the sea, have been forced to negotiate rather than dictate, and a periodic exchange of arcane lore takes place between the priests and necromancers of Nishanpur and the High Ehtzara of the Ghost Jackal Cairns.

Yeke-Burigi, Yhing hir tribesman, on what it means to be Vanomir:

There is no honor but that which a man earns by his own skill and prowess. There is no world but that which a man sees from the back of his horse. There is no strength but that which a man feels in his sword arm and in the muscles of his steed. There is no peace but that which a man finds in the wind as it sweeps across the desert and carries him onward towards his next enemy. There is no dignity but that which a man grants to his fallen foes as he slings their heads across the horn of his saddle and speaks of their valor. There is no way but the way of the tribe, a tradition that shall never be broken.

Suren Gan Oygün, shaman of the Pengik, on the spiritual world:

The spirits of nature surround us. If we open our hearts and our minds, they can tell us everything we need to know. Gods come and gods go; men rise and men fall; but the land endures forever. I listen to the cries of the tawny owl and learn the secrets of art and artifice. I study the thorny cactus and learn the secrets of water and life. I watch the scurrying Igiho and learn the value of family and safety. I hear the howls of the Green Lurkers and learn the danger of evil and selfishness. All these things and more are whispered in the swirling wind and engraved upon the bones of the earth. One has only to look and listen in order to become enlightened.

Sir Remere Bardicland G’mel of Censure on life in the Hinterlands:

The Hinterlands are a savage place. I respect the tribesmen of the Yhing hir but I have no desire to live among them or to share their ways. A civilization is measured by the skill and prosperity of its merchants. It is our ships and our caravans that make the world a place of connections rather than a series of isolated enclaves, each huddled behind its walls and moats. The world does not advance but through commerce – through the exchange of goods and thereby ideas. For all their savage beauty, the Yhing hir will never evolve, will never improve, will never expand. Their traditions and ways can sustain them only so long as they are strong enough to fend off the hungry hyenas that nip at their heels each and every day. I and my house, on the other hand, will live on for as long as our names and works are carried to the corners of the world on the lips of a thousand merchants and for as long as our fortunes are grown with the contracts of a thousand trades.

The Kingdom of Milandir

The Kingdom of Milandir is a nation founded on honor and obligation to others. Power is largely decentralized and is held in the hands of the five great lords: the Dukes of Naeraanth, Moratavia, Sylvania, and Tralia, and in the Margraf of Eastmarch. The Duke of Naeraanth is Osric val'Ossan, who is more commonly known as King Osric IV. He holds the loyalty of the other lords. Each noble draws his power from the nobles below him, and ultimately from his citizens. There are no "subjects" in Milandir as every man has rights, even in the face of his Lord, Duke, or King. This individual freedom and power often causes friction between traveling Milandisians and the officials of other nations, as the Milandisian does not feel obligated to unquestioningly follow the dictates and commands of the local authorities.

A typical Milandisian views his nation as the beacon of righteousness in an oft-wicked world. Slavery, heretical worship, and absolute tyranny are the stuff of other lands. If one were to point out to a Milandisian that he is more fortunate or prosperous than a citizen or subject of another land, his response would be: "Of course I am. I am Milandisian."

On the whole, Milandisians are honest, charitable, and forthright and are quick to render aid to others in need. Milandir is the first to answer the call to a crusade, the first to march to fight a great menace, and the first to offer charity to others. Sometimes this aid is unwelcome; the people of Milandir are often viewed as busybodies that interfere in others' affairs. Milandisians occasionally appear as self-righteous, due to the widespread belief that other nations "would not have the problems that they have" if they were only more like Milandir. With few exceptions, Milandisians are a gregarious people with a robust, if rather crude, sense of humor. Trade is the lifeblood of Naeraanth and Tralia and foreigners are made to feel welcome in those regions. Strangers are not well-received in the more isolated parts of Sylvania; even other Milandisians are sometimes uncomfortable when visiting.

A Milandisian's word is his bond, and an oath-breaker is worthy only of scorn. To demand that a Milandisian swear to Sarish is to insult his honesty, though such measures have been taken before and the very oath of fealty that noblemen of Milandir offer their liege does include promises before divinity.

Appearance

Ethnically, Milandisians are mostly descended from a tall, fair race of men from the northern reaches, similar to the Skohir of the Hinterlands. Hair tends to be light in color: red, blond or sandy to dark brown. Eyes tend towards blue and hazel. Due to a diet rich in meat, Milandisians tend to be strong and healthy, averaging almost six feet in height. In the northern areas of Tralia, there is some influence of ethnic Canceri, particularly the southern Nerothian variety, and the people tend to be shorter and have darker hair. In Eastmarch there are many ethnic Yhing hir

and interbreeding has caused round faces and narrow eyes to become the norm. Despite the fact that it was a province of the Coryani Empire for nearly a thousand years, there is little evidence of Coryani lineage in the people of the modern nation of Milandir.

Gender Roles

Women are not obligated to provide service to the nation (military or otherwise) but are also not prohibited from doing so. Noble women often hold positions of influence within the nation and the val'Dellenov ruling class of Sylvania inherits land and title through the female line instead of the male. In traditional society, women manage the household, including finances and staff (if any), and are expected to support their husbands in public.

The Nobility

The nobility are raised with a strong sense of obligation to protect the citizens of the nation. Nobles are fostered to another noble household at age ten to learn the skills needed to serve the nation. During this time they are first required to serve as common laborers to perform chores for their sponsoring Lord so that they never forget the plight of the common people. Later they are squired to an individual Knight to learn the skills with which they will serve the nation in the future, be they diplomacy, magic, or skill at arms. All nobles are obligated to provide four months of service per year, usually military; or to provide taxes adequate to have others serve in their stead. Bastard Val not raised in noble households are bound to the household of the Crown by law and must provide their four months of service directly to the King.

Nobles also serve as judges, as every Milandisian is entitled to a trial. Any three landed Noblemen can serve on a tribunal and hold court. Individual noblemen must be appointed by one of the five great lords in order to serve as a magistrate. Nobles are not above the law, but as all citizens are entitled to a trial, and only noblemen ever serve as judges. As a result, there is some preferential treatment that does occur. On the whole, however, noblemen are not able to abuse the common folk, as a large percentage of the population is armed and other nobles do not want the trouble that would-be tyrants would cause.

Noble titles are important in Milandir, and the relative influence such a person would have is often summed up in a single word. Obviously the King is the greatest nobleman of the nation and below him are the Dukes, but there is a great bit of subtle meaning in the other titles. A *Graf* is the ruler of a county, and many variants of that term more clearly define what sort of noble he may be. A *Margraf* rules a borderland, a *Burgraf* would rule a city, and a *Landsgraf* would be something of a Viceroy over conquered or disputed territory. The val'Tensen Dukes of Moratavia were once Landsgraf of Moratavia as the lands of Ūlflau (Ulfa) are traditionally part of Moratavia and the brother or eldest son of the Duke holds that title today in his stead.

Val

Compared to other nations, the percentage of members of the Val race is quite high. Milandir is a nation where social mobility is possible; nobles often take commoner spouses, and distinguished service to the crown often leads to promotion to the nobility. Non-Val that hold such positions often seek out Val spouses. Lords do this to add greater prestige to their title and Knights to ensure that their children are considered nobility as well.

Commoners

The common folk are prosperous and plentiful. The workings of divine magic have held off the ravages of plague for the most part, and the Milandisian countryside is fertile farmland. There is little untamed wilderness; most of the nation is covered with farms. Every mile or so is a small farming village of five or six families arranged around a spider web of trails. Much like the people of most nations, the average Milandisian does not travel more than twenty miles from home within his lifetime. A headman chosen by the villagers rules each individual village, and a number of these settlements are grouped around a larger town governed by a Knight Protector, who is responsible for the protection of the area.

Within the cities, the guilds exert great influence and electors chosen by them form the governing council of the town. The nobleman of the town is responsible for its defense and serves as the head of the town, though he cannot do anything without the support of the council.

Religion

The priesthood is vital to Milandir. This is a religious nation, proud to serve the Mother Church. The Gospels have been translated into Milandisian in order for each person to become closer to the Gods. Many Coryani priests are uncomfortable with the Milandisian views on religion as being accessible to even the lowliest commoner, as the Coryani priests teach the gospel to the flock using mostly translations from Ancient Altharin and therefore there is a tightly controlled dogma. As with all such things, each side is convinced of the rightness of its position. This otherwise mild conflict has been exacerbated in recent times due to Coryani prelates being assigned to Milandisian Sees during the Heretic War against Canceri.

Militancy

Every able-bodied man between the ages of fourteen and forty is required to receive training and to serve his nation in time of war. Each man is provided weapons (typically a halberd and heavy crossbow for urban men and a longbow and spear for rural men) and trained in their use; armor is left to the individual soldier to provide for himself. Most conscripts do own armor, as Milandir has fought several wars in the last two centuries, and equipment and spoils have been

passed down from father to son. In times of trouble, these conscripts are called up, and they muster in units organized by home region or guild. In addition to his arms and armor, each man is expected to bring enough food for seven days. This method allows the nation to organize armies of tens of thousands or even hundreds of thousands within a few short days. This is important, as the standing army is actually rather small. Many conscript forces are organized along guild lines, especially those from the cities, and Guildmasters often gain elevation to the nobility after military campaigns.

Unlike the Coryani army, there is no fixed unit size in the Milandisian military. Soldiers are arranged into “battles” numbering from scores to hundreds of men. These battles are raised into “regiments” of varying sizes. Each regiment is commanded by the senior nobleman of the area from which the force was raised. The retinue of nobles is more organized and better trained, since it is made up of traditional knights and professional soldiers in service to wealthy and influential noblemen.

Baron Armind Gerhard Tildegast von Delfenbacht on what it means to be Milandisian:

Yes well, unlike the unwashed savages of the Hinterlands or the arrogant imperialists of Coryan, a Milandisian man strikes the perfect balance between civilization and freedom. It is really no surprise that other nations are jealous of the wealth and prosperity that good old-fashioned Milandisian ingenuity and determination have formed. The Canceri for example... they cannot stand to look to their own wicked corruption as the cause of their poverty and instead seek to take what is ours. To be a Milandisian is to be a pious and industrious servant of the Gods, rewarded for one's efforts with prosperity and health. For King and Country, Huzzah!

Arch-Prelate Maximilian val'Dellenov of Lustia on what it means to be Milandisian:

To be Milandisian is to be blessed of the Gods. Few regions of Onara share the wealth and freedom that a Milandisian man enjoys. The blessed accident of birth that placed me and my countrymen here provides us with a life of relative ease. Our lot is much better than that of the wretched souls burdened under the tyranny of Canceri or locked in slavery within Coryan. It is the responsibility of every man of this noble nation to live in reverence to the Gods and to give thanks each day for such a bounty. When called, every man must do his duty to help the less fortunate, be it to aid the Altherians against the Ssethric menace or simply to lift a beggar from the gutter.

Jurgen Dekens of Faerdlau on what it means to be Milandisian:

The priest tells me that I am lucky to be Milandisian, but I make my own luck. Good sense and hard work do more for a man than anything else could, except maybe marrying money. If anyone wants to know why I stand ready to fight anyone that wants to take from my country, it is because the nobles take enough from us in taxes already, and the priests in tithes!

Names: Osric II declared a law mandating that every Milandisian have a surname in order to improve record keeping for the purposes of conscription and tax collection. Commoners have two names, a given name and a surname. The old style of naming was a given name followed by a profession. As a result, many Milandisian surnames match the professions of the person's great-grandfather. Also, location and colorful names are also common.

Nobles have more complicated names. Typically a noble has a given name and a second name that matches some famous ancestor, hero or family friend. These two names are followed by a distinctive family name passed down through all male progeny of the line; Val families use their bloodline names for this purpose. This naming convention is descended from the tria nomina system from Coryan. To avoid confusion, nobles also add the descriptive von (of) to show where they are from.

To seek out names on your own, use the following ethnic guidelines:

Eastmarch: Hungarian

Moravia: German

Naeraanth: Teutonic

Sylvania: German

Tralia: Polish

Common Milandisian Male Names:

Eastmarch: András, Albert, Benedek, Csikós, Henrik, Lukács, Rikárd, Viktor, Zsigmond

Moravia: Andreas, Alberich, Benedikt, Heinrich, Jerrold, Ludwig, Richard, Victor, Siegmund

Naeraanth: Adelbert, Benedict, Gerard, Henry, Lucas, Ricard, Sigmund, Sisko, Victor

Sylvania: Albrecht, Bernhard, Gerhard, Henryk, Lukis, Reiker, Victor, Sigismund, Tobias

Tralia: Albrycht, Bernard, Feliks, Henryk, Lucjan, Ludwik, Ryszard, Szymon, Wictor

Common Milandisian Female Names:

Eastmarch: Agáta, Brigitta, Eva, Henriett, Magda, Matild, Réka, Tessza, Zsuzsanna

Moravia: Agathe, Brigit, Henriette, Gertrud, Matilde, Susann, Tresa, Ursula, Waltraud

Naeraanth: Agatha, Brigitte, Gretchen, Henrietta, Lotte, Matilda, Susanna, Trudi, Yvonne

Sylvania: Brigid, Gertrude, Grete, Lottie, Magdalene, Nadja, Trudl, Ursula, Zella

Tralia: Aleská, Brygidá, Ewá, Giertrudá, Henryká, Isabelá, Marja, Malytdá, Ursulá

Commoner surnames: Ackerman, Biermann, Deak, Eisenhauer, Grunwald, Hirsch, Krause, Loewe, Meier, Naeraanthstadter, Ostermann, Schweitzer, Tralianer, Weissmuller

Selected Noble Family Lines: Amsel, Gelbachen, Lohgin, Tildegast

The Pirate Isles

When the Elorii of Onara overthrew their reptilian oppressors thousands of years ago, a splinter group of reptilians survived. This group fled northward, away from the rebel army, settling in a land beyond Nier's Spine known as Valossa. Though their official religion was the worship of the goddess Yig, a few serpent men who lusted for the lost power of Ssethregore began to worship a God known as the Unspeakable One. This being promised a return to glory if its physical form were summoned to Onara, and the serpent men of Valossa were eager to comply. The energy unleashed by this summoning caused the destruction of Valossa and the surrounding land, creating the Blasted Sea and the Pirate Isles.

All that remained, and what still remains to this day, is a single archipelago lying off the Bleak Coast north of the Hinterlands. Though there are many islands here, most are unremarkable or contain mysterious and insular island cultures that are all but totally isolated from Onara at large. The three islands of importance are the Isle of Sorrows, home of the Crimson Slavers and their dark city of Garundi; the Isle of Ghauma, the giant home, containing fierce giants and the forces of

the half-ogre Pirate King of Magra; and finally A'Val, home to the notorious pirate city of Freeport.

While Garundi and Magra have remained untainted by outside influences, much to the delight of their cruel rulers and to the chagrin of their wretched and oppressed denizens, Freeport has seen many changes in the last few years. The most influential event was the death of Captain Drac, the first Sea Lord of Freeport, leaving the rulership of the city in the hands of the often-divided Captains Council. The chaos that this lack of solid leadership has caused has turned the already unpredictable city into an adventure in and of itself.

The city is led by captains, both of legitimate and pirate vessels (some of which seem to switch between legitimate and pirate from day to day, depending on the direction of the wind). Thus, the citizens of Freeport all seem to be afflicted with the kind of wanderlust and desire for excitement that so often follows sailors, who are happiest out on the seas. A few are wealthy sons and daughters of famous pirates who set out to carve a name for themselves away from their parents' shadow, or just to add excitement to their lives. Most are just poor sailors who seek to use their talents to improve their lot in life (or who happened to be in the wrong place at the wrong time when a press gang came along

the docks). Occasionally one finds a dashing rogue who battles for the weak and defenseless in his own lawless way. All of these personalities and infinitely many more mingle here; thus, there is good reason for Freeport's moniker – The City of Adventure.

In *Living Arcanis*, player characters may be from The Pirate Isles, but must select Freeport as their starting city.

Appearance

The Pirate Isles were settled relatively recently by captains and ships from many different nations. Therefore the Pirate Isles are a melting pot of cultures. Coryani expatriates rub shoulders with Milandisian merchants. Altherian shipwrights craft their works of seaworthy art for Skohir pirate captains. Every culture in Eastern Onara is represented here, and members of even stranger cultures, such as the Khitani Empire or the recently discovered nation of Nyambe-taanda, are present here in small numbers.

Recently, however, there has been a surge in the number of Hinterlanders, owing to some sort of trouble in their northern regions, though no one seems to know quite what this trouble is or what it means. The rumors all conflict with each other, and so far nobody knows for sure, but the end result is a minor population boom of Hinterlander refugees and poor. The pirate captains don't mind; most of them prefer Skohir sailors anyway.

Gender Roles

While both Garundi and Freeport make claims of equality, where every man and woman is judged on character and not sex, these claims have little substance in most cases. In truth, Garundi is dominated by cruel slavers, used to taking advantage of any weakness, real or imagined; Freeport is filled with pirates and scalawags who are unaccustomed to resisting their baser lusts even on the rare occasions when they are sober. Thus, the harsh reality is that women are often viewed on these islands as little more than pretty objects for use as tavern wenches or as the playthings of rich slavers and pirate captains. However, those women who break out of these prejudicial roles often become the most celebrated and feared members of society at large. The mystique of the "lady privateer" or the "cruel mistress of the Garundi" is a powerful weapon for these rare few souls.

The Nobility

Nobility is judged in different terms in the Pirate Isles than elsewhere in the world. The circumstances of your birth mean almost nothing here, except in the case of Captain Drac's now-dying lineage. Instead, a man's worth in society is measured by his heaps of gold, his skill, and his propensity to command others. The nobility of Freeport is its wealthy merchant leaders, secure in their guild-houses and hiring the lesser beings to do their bidding; and the members of the Captain's Council, the best of the best who guide the island like they might a ship. In Garundi, the nobility are the fiercest and most effective of the Crimson Slavers who run the guild, and thus the island.

The belief that any man can live a rich life – if he is only cunning enough, strong enough, and brazen enough – has led many poor seekers of fortune to come to Freeport, in the hopes that they, too, can amass the wealth and prestige needed to become a noble here, when all other nations would turn them away due to their low birth.

Val

Due to the odd nature of nobility in the Pirate Isles, Val not at all revered here the way they are in many other nations. In fact, they are often despised, their gods-touched eyes and supposed "divine right to rule" mocked in a society where wealth and power are the only true measures of nobility. Still, many val'Ossan can be found in Freeport, mostly associated with the Milandisian merchant guilds. Though they are traditional enemies with their rivals in Freeport, recent events have sent many of the val'Haupt of the Hinterlands towards the Pirate Isles as well.

Commoners

The people of Freeport and Garundi like to believe that they are all commonfolk. They say that in the Pirate Isles, all men can truly be equal, all men can truly be free. Unfortunately, the truth is far harsher. The culture of both islands is stratified between those who have and those who have not – and there are far more of the latter than the former. The rich captains, slavers, merchants, and master thieves lord over the sailors, pickpockets, laborers, and such who most likely will work their whole lives in the gutter. While the border between rich and poor is found everywhere, nowhere is it more extreme than in the Pirate Isles. With so many of the poor buying in to the destructive ideal that in Freeport dreams come true and adventure will drop gold right into their laps, the rich find it laughably easy to easily exploit them. Labor comes cheap, sailors are easy to find – and when they aren't easy to find, they can always be shanghaied. The squalor of Freeport and Garundi is all-pervasive, and the streets are thronged with the unwashed, some working desperately to better themselves and others scrabbling for any meager handout or scrap that might fall from the fat fingers of their betters.

Religion

One might expect that in the Pirate Isles religion would be despised as much as the law. Surprisingly enough, the opposite is true. Sailors are naturally superstitious, as they cast their lives upon the unforgiving sea. When a sudden squall or tempest can kill you, it is easy to believe that there are divine forces at work either protecting or destroying you. Thus, there are few anywhere in the Pirate Isles who do not have a religion of some kind, though it is most often simple, homespun religion rather than true study of the teachings of a formal church.

In Garundi and Freeport, most people are careful to at least pay lip service to Yarris, Lord of the Sea. Before ship launchings great ceremonies and rituals are performed

to appease the sea lord. Yarris sometimes turns an angry visage towards his followers, especially in Garundi. For loved ones left on shore, nightly prayers that Yarris keep those they love safe are offered. The rogues and thieves of Freeport, and most everyone in Garundi, also worship Cadic. The temple of Cadic in Freeport often receives anonymous tithes from thieves seeking to thank the Lord of Darkness for a particularly good haul. Finally, those who practice the art of treasure hunting can often be found seeking wisdom at the Temple of Althares in Freeport.

So pervasive is the belief in the gods, especially Yarris, amongst the sailors that omens and signs of weal or woe are not only reported regularly, but are widely believed. Often sailors declared to be cursed by Yarris are put ashore at the next port, or in extreme cases cast over the side while still at sea. Certain shoals and reefs, too, are considered sacred to Yarris, and a captain who wishes to sail in those waters will quickly find a mutiny on his hands.

Militancy

Neither Freeport nor any of the other Pirate Isles have any kind of official military. However, they do have many independent pirates, privateers, and well-armed merchant vessels. As has been proven many times in the history of the Pirate Isles, when the captains of Freeport unite their forces, they form a navy to strike fear in the hearts of all Onara. However, the chances of the current members of the Captain's Council uniting together to face anything save a direct assault on the Pirate Isles is so unlikely as to be considered impossible.

The Captain's Council does take privateering missions from the Shining Patrol in exchange for blast powder, which is then distributed to the Freeport "nobility," as dictated by the Altherians. The nobility, in turn, send whatever blast powder they don't need to the black market, and thus Freeport is the only place on Onara where commoners can carry flintlock weaponry without penalty. Furthermore, Freeport's own Kolter Firearms Factory has slowly begun to lessen the need for Altherian flintlocks. These developments have earned the Pirate Isles no love from the Altherians, but so long as the Shining Patrol needs the fast pirate ships of Freeport, the blast powder trade will continue.

Antonio del Variosa, Captain of the Thorny Rose, on outsiders' perceptions of the Pirate Isles:

They speak of our uncouth looks and the way we leer at their women. They speak of us in vile tongues as if we and the Garundi were all in bed with the Black Fleet. Yet where they see uncouth looks, we see men who are truly strong, who wish nothing to do with fancy dinners and balls, who prefer the salt wind in their beards. And where they see leers, I see men smiling back at women who smile at them first. There is not a woman at any landlubber's dock who has not dreamt about a sailor at night, a real man taking her beyond the horizon to where the sea spray meets the sky.

Oswald, "The Beggar King," on the Pirate Isles:

See how they come, they come, they come seeking fortune, to dance the dance of kings, yet I am a king, and I dance, and they run. No one wishes to dance with me. Would milady care to dance? Of course she would not, for I am in rags and my crown is askew. But those from the mainland never knew true nobility anyway. I am the king of my gutter, and any who say differently see too much truth. Who wants the truth that we are all in the gutter, when one could have the fantasy that we are kings of it?

The Western Lands

The history of the Western Lands is quite different from the rest of Onara for one important reason: they were never an intrinsic part of the Coryani Empire. The Time of Terror hardly affected the Undir, who lived such an independent existence that a change in regime, even an evil one, passed over them without undue incident. Furthermore, the denizens of the Western Lands have had a long association with the Elorii of Entaris, and the Infernal horde never overcame the power of the Elorii.

Without the homogenizing influence of the Coryani Empire, the Western Lands kept its strange mix of Undir and Kio cultures (saturated with Elorii influence). Although out of necessity most of the nations in the League of Princes are allied with the Coryani Empire, this is an alliance in name only, with the sole exception of the Coryani-run Satrapy of Eppion.

The Undir and Kio natives of the Western Lands, along with the more recent Coryani colonists, are some of the most insular people to be found anywhere on Onara, leading many to consider them backward. In truth, they simply prefer to be left alone. Still, two events threaten the isolation of these nations. The first is the brewing conflict between the pro-Coryani Pajharo and the anti-Coryani Capharra, which threatens to upset the current balance of peace and power in the League of Princes. The second is the dark and unknown Uggur, and the ever-increasing bandit raids from that wilderness, which many fear is merely a prelude to something larger.

Almost all of the people of the Western Lands live and die in the same small area, as their forefathers did before them. Most of those who become adventurers from the League of Princes are Coryani-born nobles from Eppion who wish to see the world. Some natives may find themselves driven from their homes by war, famine, or other disaster, and rather than settle down again and risk the same loss, they simply choose to adventure. The "natives" of the League of Princes are split into two sorts, Undir and Kio.

The Undir are a simple people, friends of the river. There are few Undir nobles of any sort, and most Undir live under the rule of Coryani Val or Kio rulers. As a result, few Undir bother with politics. Those Undir who do take an interest in politics have a very simplistic and polarized view, defining nations in broad terms of good and evil rather than by intricate motivations. Some Undir thus end up being truly honest and noble heroes, their simple virtue and strong ties to the morality of their riverside villages spurring them to perform great deeds in the name of good. Most Undir, however, end up

becoming rogues, driven by circumstances to thievery and shady dealings in order to survive. As such, Undir can be found even as far away as Freeport as thieves, rogues, and mercenaries. They are quite prized for their resourcefulness and quick thinking. For the Undir, life is simply a matter of practicality. Undir are simple and direct, with the difficulties of this world far more pressing than obscure political rhetoric that, in their mind, does not affect them in the slightest.

Kio society is highly insular and filled with elaborate traditions and rituals. They see their complex social organization as far superior to any other, and tend to view those who are not Kio as outsiders, though not necessarily inferiors. Kio place their traditions, their culture, and their way of life above all else, and have strong ties to their own people. Their morality is the lofty virtue of the educated, with its abstract principles intact, mixed with a healthy dose of the warrior's honor and tradition. The Kio are intricately involved in politics via a culture so steeped in tradition and ritual that it is nearly a complete mystery to outsiders. As a result, they are far more politically adept than the Undir. The Kio warrior tradition is unbroken since the earliest days of their history, and the work of the best Kio swordsmiths is famed throughout Onara. The Kio also have several unique fighting styles that are legendary amongst sword schools. Kio often talk of lofty virtues and morals, right and wrong. Kio live very long and have tradition of philosophy that those of other nations find needlessly confusing and off-putting.

Appearance

The Undir of the Western Lands tend to be short and slender, and are very quick on their feet. They have white to dark-brown skin and dark, straight hair. They claim they are descended from elemental Undines, and some evidence of this is seen in their often-webbed hands and feet, gently-pointed ears, and bright eyes that run the gamut of colors, including odd colors like bright red, violet, and yellow. Their looks are often earthy, with wide, flat noses and rounded chins. Their typical dress is simple, chiefly whites and browns, comfortable and form-fitting for their normally water-borne existence.

The Kio, on the other hand, are tall and very fair, with sharp, aristocratic features. Pale blond is by far the most common hair color, though all shades may be found, and their eyes are predominantly blue, though green, lavender, or hazel eyes are not unheard of. The Kio are known far and wide for their beauty, and nobility seems to be bred into them instinctually. They tend to dress in finery, and many wear clothing embroidered with avian or sky patterns, as befits their rumored origin in giant floating cities.

Gender Roles

Kio society is egalitarian. Due to an ancient problem with the kidnapping of pureblooded Kio women, females are either well-trained in martial skills or provided with a bodyguard to ensure their safety. Undir society is governed by practical concerns; women maintain the household and raise the children. A large and healthy family is of the greatest importance.

The Nobility

The Undir have few noblemen. The practical day-to-day nature of their culture does not lend itself to the sort of ambition that forges nations. Therefore most nobles are either Kio or transplanted Coryani. While they may care little for the politics of the far-away Coryani Empire, any Kio has enough political acumen to get by even in the most aristocratic of company. Still, unlike typical Coryani Patricians, the Kio revere martial prowess as much as they do courtly dress and etiquette. The political organization of the League of Princes bears a great many similarities to that of Milandir, and the code of honor that Kio nobleman-warriors adhere to is akin to chivalry.

The rulers of the various domains in the Western Lands are closely related and most Princes have some level of hereditary claim to every single nation in the region.

Val

The Val bloodlines native to the Western Lands are primarily from Kio families. Although not every pureblooded Kio is a Val, a great many of them are. Given that pureblooded Kio come from noble and distinguished ancestors, this means that almost every Val is also a member of the nobility. The pureblooded Kio families take great care in their choice of mates, so the Western Lands produce almost no bastard Val children, which is certainly not the case in most other regions of the world.

Commoners

Most commoners of the Western Lands care little for greater events across Onara. So long as the struggles of the world are safely distant, they are content to ignore them. While the Satrapy of Eppion shows a slightly more cosmopolitan viewpoint, even the Coryani ensconced there have learned to value the quiet, peaceful life of the League of Princes. It is rare to find any commoner from the Western Lands who knows much about the history, culture, and politics of nations outside of his or her own limited experience. Others may see this as backwards. The natives, however, see this as minding their own business, and consider that they spend their time and energy wisely caring about their own problems instead of wasting resources elsewhere.

Religion

The Mother Church of Coryan holds sway in much of the Western Lands, as it sought to expand its influence in the time just after the foundation of the Empire. This was a matter of political expedience, as the relatively vulnerable Western Lands took measures to prevent any excuse for invasion by the Empire. Though the Mother Church made many earnest converts from the various Kio noble houses by declaring their noble ascendancy as divine right, much of the population maintained the traditions of elemental worship common during the Shadowed Age.

The Undir have been especially difficult to convert, as their culture is pragmatic rather than dogmatic. An Undir is likely to offer public observance to the Mother Church and secret worship of the elemental forces that define his world. Better to please both than to anger any. The faith of Elementalism is neither an exclusive nor a jealous faith, so even the animistic servants of the elemental spirits could offer praise and platitudes to the Gods of Man.

It was not until the King of Lillyfell declared his own faith in the elements and permitted public observance in the Shadow Towns that the Mother Church encouraged the Empire to move against the Western Lands, a military campaign that ended in disaster in the waters off of Seremas.

Militancy

Eppion is an Imperial Satrapy and its military organization is governed by the rules of the Empire. Otherwise, what passes for standing armies in the League are Kio knights and their households. Lillyfell maintains a larger army as they are on the forefront of the war against the Uggur threat.

The twin threats of the Coryani Empire and Uggur define the nature of military organization and procedures are in place across the League to raise large numbers of fighters rapidly. The nobles of the Western Lands have the authority to press the populace into military service during times of emergency, though such tremendous threats are rarely encountered beyond Lillyfell.

Ey'al'phauns val'Sunga of Capharra on the nobility of the League of Princes:

You wish to know the nature of nobility within the League of Princes? Very well, I shall tell you a tale that should enlighten you in this matter.

A Kio and a Coryani traveled to speak with a great Undir philosopher that lived atop a great mountain. It was a very high and difficult climb.

The Coryani, undaunted by the formidable nature of the cliff, worked every day to make himself stronger and more skilled at climbing. After a year, he had attained the necessary strength and ability to scale the mountain and reach its peak.

The Kio looked inward to find the enlightenment necessary to master the art of levitation. After a year, he had attained the necessary mastery to float himself up the mountainside in much the same way the ancient Kio of legend once found their way from their flying cities to the earth.

Thus, one year later, each of the noblemen was, with great difficulty, able to reach the top of the mountain to speak with the Undir philosopher. The Undir said to them, "I saw you at the base of the peak working for the past year to reach me."

"Yes," the nobles replied, "The cliff was a daunting climb, but we wished to hear your words of wisdom."



"Very well," said the wise old Undir, "but why didn't you just walk to the village on the other side of the mountain? They would have raised you up here in a basket for five pieces of silver."

Now you are aware of the differing nature of the nobles of our land.

Gelfan of Myrcia on life in the League of Princes:

I have shelter and food for my family and the lord does not take more than I can pay. I go to the temple of the northerners and pay my homage to the pantheon, especially Saluwé and Yarris. I ask them to preserve my catch from the sea and to make the crops of my neighbors bountiful. The gods are happy, as are the spirits of the earth, the air, and the sea. Life is good.

Chapter Two

Races of Arcanis

The world of Arcanis is populated by a myriad of sentient races, ranging from hearty humans to the once-servitor race of the Elorii, from the infernally tainted Dark Kin to the celestially touched Val. Below can be found the details on the races found adventuring throughout the Known Lands of Arcanis.

Dark-kin

Grutan bit off a sharp curse as he felt his infernal blood boil within him. He could feel the warmth as his cheeks flushed from pale gray to a darker shade, his anger causing his blood to flow more quickly. The short man before him seemed to cower a bit further into his seat.

"Perhaps I didn't make myself clear." Grutan snarled, his eyes, normally bright green, slowly fading to red as his anger continued to consume him. "I am looking for someone. And you are going to tell me exactly where this someone is, or you will die."

"Mhyrcia!" the short man squeaked, trembling. "Look in Mhyrcia! All I know is that we don't have her!"

Grutan nodded, and pointed a finger between the man's eyes. "If you remember anything else, you will inform me, won't you?"

The little man made a half-moan of terror and nodded quickly. The huge dark-kin turned and strode from the office.

As soon as he entered the antechamber, the lamps went out, surrounding him in darkness.

"You've been asking the wrong questions," a voice hissed.

"Questions that needed to be asked," Grutan growled in response. Feeling the hot rage licking at his mind, his hand reached up to his sword hilt. "Do you expect this to scare me?"

"No." Grutan felt the breath of air at his back and turned quickly. His blade came out, its glowing runes flashing as the wolf-iron steel bit through the man's neck, cleanly severing his head. Grutan watched the head roll away in his black and white darkvision. He saw it stop at the feet of five other men.

"Don't be difficult. We have you outnumbered."

Grutan howled in rage, and charged the group. The first one was caught off guard, Grutan's blade burying itself in his chest. The second man drew a longsword and it bit into Grutan's shoulder. The pain only served to focus his rage. Grutan had the advantage now, and he knew it. The human assailants stumbled around in the darkness while he cut down one, then another. His motions were far from graceful, but they were powerful, his blade snapping through the two men almost as one.

Then one of the other men chanted an incantation, and the room was plunged into light. Grutan grinned savagely as his bastard sword was blocked by another man's scimitar. He turned and kicked, sending the man sprawling, then leapt upon him, driving his glowing sword into the hollow of his throat.

Grutan stood and leveled the sword, slick with blood, at the last man, the chanting one, the leader.

"I trust I've made my point?"

"You'll never be rid of us, dark-kin," the mage sneered. "You and your kind should all be exterminated." "I've never been a threat to you. Crossing me will give you nothing more than dead followers. Let me be."

The mage narrowed his eyes.

"Consider it a retrieval mission for you," Grutan said with a smirk.

The mage appeared to consider, then slowly he nodded his head. "Very well, dark-kin. Fail, and die."

"I think we have already established your inability to make that happen," Grutan said pointedly. "But if it makes you feel better."

Grutan sheathed his blade, turned, and walked towards the exit, leaving the lone man standing behind him among the pile of bodies.

These unfortunate souls have the misfortune of bearing a recessive bloodline that appears once every so many generations. Some type of infernal creature founded this bloodline during the Time of Terror many years ago, but once there, the infernal taint is nearly impossible to remove. Scorned by most people, the majority of dark-kin simply try their best to make their way in the world. Some fight against their infernal heritage, while others embrace the darkness within.

Personality: Dark-kin personalities are usually tied to how they choose to deal with their infernal heritage. The dark-kin who embrace the evil taint in their blood are usually duplicitous, angry, greedy, cruel, and bitter. Those who choose to fight the blood boiling within them actively seek to quell such emotions and are forthright, serene, charming, generous, and optimistic. For dark-kin, there is usually no middle ground.

Physical Appearance: Dark-kin appear human with more extreme variations. Male dark-kin vary in height from 5 to 7 feet and weigh anywhere between 180 and 250 pounds. As with most races, females will usually be shorter and weigh less. Dark-kin eye and hair color vary to all human extremes. However, all dark-kin have some overt physical manifestation of their infernal taint. Some common indicators of this taint include reddish hued skin, small horns on the forehead, pronounced incisors, a forked tail, and eyes that glow with a malignant light.

Relations: Throughout Onara, dark-kin are universally despised for their heritage. Not only are they usually seen as ugly and brutish, but many believe them to be as evil as their infernal ancestors. For their part, dark-kin usually judge others on their merits, and in most cases, they simply want to get by without being bothered or lynched.

Alignment: All dark-kin feel the lure of evil singing through their blood. While it is not overwhelming, it is a constant presence. In addition, their infernal heritage and tendency to make rash decisions make most dark-kin favor the chaotic path.

Dark-Kin Lands: Dark-kin have no lands of their own. They are found most often in Canceri or Freeport. In Canceri, the nobility do not frown on relations with infernals. There, dark-kin are bred as slaves, and some have found acceptance, wealth, and power. In Freeport, dark-kin are accepted based on their martial prowess, and their often intimidating appearance and lightning-quick reflexes make them quite favored among the scum of the Pirate Isles.

Religion: Usually dark-kin are members of the Mother Church, worshipping the Pantheon of Man along with the rest of humanity. However, their infernal taint and the obvious prejudice with which they are treated sometimes leads dark-kin to pursue darker paths of heresy. Dark-kin who embrace their heritage often form, or become the focal point for, infernal worshiping cults.

Language: Dark-kin speak Low Coryani and the language of their home nation. Some dark-kin, especially those proud of their dark heritage, also learn the Infernal tongue.

Names: Dark-kin are most often named by human naming conventions.

Adventurers: Dark-kin may adventure for many reasons. Some use it as a path of self-discovery, trying to reconcile themselves with the infernal taint in their blood. Others adventure to gain respect and acceptance in a world that has denied them both.

Base Dark-Kin Racial Traits:

Ability Score Modifications: Due to the legacy of their infernal taint, dark-kin gain the following ability score modifications: +2 to Dexterity, +2 to Constitution, -2 to Wisdom, and -2 to Charisma. These ability adjustments are applied after ability score generation.

Medium: As Medium creatures, dark-kin have no special bonuses or penalties due to their size.

Base Speed: Dark-kin base speed is 30 feet.

Automatic Languages: Low Coryani and native nation.

Bonus Language: Altherian, High Coryani, Infernal, Kio, and Milandisian.

Darkvision: Due to their infernal heritage, dark-kin can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dark-kin can function just fine with no light at all.

Unnatural Aura: Animals can sense the infernal taint in dark-kin and they become uneasy around them. Dogs will bark and horses will become unruly. Dark-kin receive a -2 racial penalty to Handle Animal and Ride skill checks and a -5 penalty to *wild empathy* checks.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Favored Class: Barbarian. A multiclassed dark-kin's barbarian class does not count when determining if he suffers an XP penalty for multiclassing.

Additional Dark-Kin Racial Traits:

In addition to the normal dark-kin traits, a dark-kin character may choose two special abilities from the list below to reflect the specific effects of their Tainted blood. Unless otherwise specified, no specific ability may be taken more than once.

Acid Resistance (Ex): Acid runs off this dark-kin's flesh like water. Each round that the character would normally take acid damage, the damage is reduced by 2.

Barbed Flesh (Ex): The character's skin is studded with sharp barbs. The character is always considered to be wearing armor spikes, and may (at her discretion) do regular damage instead of subdual damage with unarmed attacks. However, any armor worn by the character must be specially made and costs twice the normal price.

Cold Resistance (Ex): This dark-kin's tainted blood keeps her warm from within. Each round that the character would normally take cold damage, the damage is reduced by 2.

Electricity Resistance (Ex): This dark-kin fears no lightning. Each round that the character would normally take electrical damage, the damage is reduced by 2.

Fiendish Anatomy (Ex): This dark-kin's internal organs are located in different places than those of normal humans. When this character suffers a confirmed critical hit, he may attempt a Fortitude save (DC 15 + opponent's BAB). If the save succeeds, the critical hit is instead treated as a normal hit. This ability has no effect on sneak attacks. Unfortunately, the dark-kin's strange internal architecture also makes it more difficult to treat his wounds. Heal checks made on this character suffer a -5 penalty.

Fire Resistance (Ex): This dark-kin could endure the flames of hell itself. Each round that the character would normally take fire damage, that damage is reduced by 2.

Immunity to Charm Spells (Ex): This dark-kin is almost impossible to charm, as her blood is thick with the Infernal. Any magical or psionic effect with the (Charm) descriptor has no effect upon this dark-kin.

Natural Armor (Ex): This dark-kin has a scaly, metallic, rubbery, or otherwise tough hide, which gives him a racial natural armor bonus of +1.

Poison Resistance (Ex): Like their fiendish ancestor, this dark-kin has little to fear from poisons. The character receives a racial bonus of +4 to all saving throws versus poison.

Scent (Ex): This dark-kin has an extremely sensitive (and probably oversized) nose. As a result, the character gains the *scent* extraordinary ability as detailed in *Core Rulebook III*. However, as a side effect, all gas- or scent-based attacks (*stinking cloud*, green dragon breath, a gha'st's stench, etc.) inflict double normal damage to this character and/or have the duration of their effects doubled on this character, as applicable.

Vision of Darkness (Su): The catlike eyes of this dark-kin can see through magical darkness. *Darkness* spells (including *deeper darkness*) have no effect upon this dark-kin. Non-darkness spells that impair vision, such as *obscuring mist*, still affect this dark-kin normally.

Dwarf

The constant ring of hammer against steel would prove deafening to most, but to Geren Sharpaxe, it was like sweet music, drawing him towards the weaponsmith's stone edifice. He drew odd looks as he walked towards the establishment; after all, he was striking even for a dwarf. He was a good half-foot broader than he was tall and he wore his smithy's leathers awkwardly pulled over plate mail armor.

He was nearly to the door when he heard a cry from behind the smithy. He did not think twice, but began running as fast as his short dwarven legs could carry him, which arguably, was not very fast. Still, the gang of ruffians surrounding the woman had not yet done their worst as he came into view.

"Stop that!" he yelled. "Now!"

They turned, startled, blinked, and then stared. The largest one smirked and said, "Or what?"

Geren slung his huge dwarven war axe from his back with practiced ease. The smirk faded from the big man's lips.

"I am Geren Sharpaxe. Remember that. It is my job to protect the humans. Run." The words were spoken in a gruff, precise manner, with little inflection or emotion.

One of the skinnier men charged, and Geren swung, leaving a stripe of red across his chest as he fell back into a wall. "Now, pick him up and run," Geren amended. They did not have to be told again. Geren returned his axe to his back and walked towards the woman.

"Are you all right?"

She spent a moment to gather her wits, then nodded. "Thank you, whoever you are."

Geren smiled slightly. "Geren Sharpaxe, like I said. I'm a blacksmith. I heard the smithy here was working with some new alloys."

She nodded, smiling. "My husband. Come, I'll introduce you to him, I'm certain he would be glad to talk with the dwarf who saved just my life."

Dwarves were once the Celestial Giants, great beings who swore an oath to protect humanity, the children of Illiir. They violated this oath, deposing the Pantheon of Man and commanding the humans to worship them as gods instead. As punishment for their transgressions, Illiir cursed these giants. Forever would they stand shorter than humans, forever would they be barred from the afterlife and the cycle of rebirth, and forever would their souls be tied to the Heart Stone that rests in the statue of each enclave's founder. However, Sarish took pity on the fallen giants and offered them a way to lift the curse. If an enclave manages to craft the "perfect item," their curse will be lifted.

Personality: Dwarves are a tragic race struggling to rectify the mistakes of their past by paying penance in one of many ways. Dwarves are prone to extended bouts of introspection and are usually very humble. This leads some to believe they are stoic in nature, when in fact, they are a truly passionate people. They are passionate about furthering their crafts, gaining the redemption of their enclaves, protecting their friends or loved ones, and following the will of the Gods. Dwarves are nearly fanatical in their religious devotion, and a dwarf's religious beliefs largely define his actions.

Physical Description: Most dwarves are nearly as broad as they are tall. Dwarves range from between 4 to 5 feet in height. This gives the interesting and unsettling impression that they are humans that have been squashed somewhat, though their movements are not in any way awkward. Dwarves are unusually compact and some weigh nearly 300 pounds. Most have full beards that they maintain according to their traditions of their home enclave. Dwarven females are usually a bit smaller and weigh less than their male counterparts and they have no facial hair. Typically dwarves reach adulthood at age 60 and live to nearly 500.

Relations: Dwarves are only concerned with one other race, the humans. Some dwarves remain in their enclaves, working feverishly to craft the perfect item to lift the curse of Illiir. However, many dwarves, especially those from Solanos Mor and Tir Betoq, feel that their curse may only be lifted by following Illiir's original mandate, to protect the humans. Perhaps doing this will create the "perfect item," a pure soul. Thus, Solani and Tir Betoqi Dwarves have become renowned as mighty defenders of humanity. Dwarven relations between enclaves are usually cordial with some noted exceptions. The Solani mistrust the Encali, and the Reavers of Bealak Gempor are universally hated by all.

Alignment: Their single-minded devotion to lifting their curse make dwarves very lawful in nature. Dwarves from Solanos Mor and Tir Betoq focus on defending humans and destroying infernals so they usually lean toward good alignments. Nol Dappan and Encali dwarves tend to be neutral, often focusing on their own interests. Tultipetan Dwarves spend a significant amount of time gazing into the future so they are somewhat disconnected from the present, usually remaining neutral.

Dwarven Lands: All dwarves live in one of the massive dwarven enclaves. Though dwarves often travel into human lands and live there temporarily, all are required to return to the sacred Heartstone of their home enclave's founding elder to survive. Therefore, a dwarf's only permanent home is that of his enclave. Though more enclaves are rumored to exist, the known enclaves are Solanos Mor, Encali, Tulipet, Nol Dappa, and Tir Betoq.

Religion: All the listed dwarven enclaves follow the Pantheon of Man. While each enclave may venerate one deity over the others, most of them recognize the superiority of Illiir and realize that it is He who they must please to lift their curse. Dwarves from Solanos Mor focus on Illiir and their penitence, while dwarves from Encali bitterly spurn Illiir and elevate Sarish as the true friend of the dwarves, since it is He who has offered a way to lift the curse. The Nol Dappans have placed their faith in Nier; at Tir Betoq, they pray for guidance from Hurrian to help them defend mankind from the Infernal; and at Tultipet they worship Larissa for the ability She grants them to see into the future.

Language: Dwarves speak Dwarven, which is also the language of the giants. While this connection is obvious to dwarves, few humans know the true story of the dwarves' tragic past. Most dwarves also learn Low Coryani to communicate with the humans. Solani Dwarves often learn High Coryani to better understand the holy texts of Illiir.

RACES OF ARCANIS ■ Dwarf

Names: Dwarven names tend to have a rich, pleasant, earthy sound to them. Names like Elebac, Caltin, Qoe, and Oriss are fine examples. Quite often, dwarven names will also show some influence from the High Coryani language that is used in a majority of their religious ceremonies.

Adventurers: Dwarven usually adventure for one of two reasons. First, a dwarf may adventure to learn more about exotic crafting techniques on his search to create the perfect item. Second, dwarves may adventure to help protect man as penance for their past transgressions. In either case, dwarves make valued companions.

Heartstones: When Illiir cursed the Celestial Giants and transformed them into dwarves, the leader of each Enclave was instantly transformed into a statue of terrifying aspect. The dwarves believe that these individuals are still able to see and hear what goes on around them, and that they are suffering from unimaginable agony from which there is no surcease. Each statue is frozen in a tortured and contorted pose, its mouth open in an eternal scream. Positioned at a place just above where the statue's heart should be is a pulsating, glowing ruby of immense proportions. This is the heartstone of the Enclave.

The heartstones are not only a visual reminder of the dwarves' curse; they also serve as a literal mechanism of its enforcement. Every ten years, every dwarf must bathe in the light of his Enclave's heartstone. Failure to do so causes the dwarf to begin to age at a rapid rate and eventually die. During the first year after her ten-year period has elapsed (which is her eleventh year away from the light of the heartstone), the dwarf ages one month for every day that passes. During the second year, if she is still alive, she ages one year for each day that passes. During the third year, she ages ten years for each day that passes. As soon as her accumulated age reaches the end of her normal natural lifespan, the dwarf dies instantly and her body turns to ash. Regardless of her age or any other circumstances, the dwarf will absolutely die at dawn on the first day after a full thirteen years have passed since last she returned to her Enclave to bathe in the light of the heartstone.

Should a dwarf begin to suffer accelerated aging as a result of staying away from her Enclave for too long, the months and years that are stripped from her life are not restored even if she manages to bathe in the light of the heartstone before she dies, but the ten-year waiting period does reset and the abnormal aging stops as soon as the rays of light from the stone fall upon her flesh. When a dwarf is aged in this fashion, the standard aging penalties to ability scores from the core rules do accrue, but the corresponding bonuses do not. No power will bring back a dwarf that

dies as a result of the accelerated aging caused by the heartstone, and her soul shard crumbles to dust even as her body does. No trace of her impious form remains.

Common Dwarf Traits:

Base Speed: Dwarf base speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Magic Resistance: Due to their celestial heritage, dwarves are resistant to all psionic powers, spells and spell like abilities. They gain a +2 racial bonus on all saving throws versus these effects.

Poison Resistance: Due to their celestial heritage, dwarves are resistant to all poisons. Therefore, they gain a +2 racial bonus on all saving throws against poison.

Search for Perfection: Dwarves are constantly seeking a means to overcome their curse. As a result, dwarves have developed into craftsmen without peer. This provides the following benefits:

- Dwarves gain a +4 bonus on all Craft skill checks.
- When creating mundane items (defined as any item that is made strictly using Craft skill checks, with no magic or psionic item creation feats required), a dwarf's crafting time is 50% faster than normal. The reduction applies only to the time needed to create the item; it does not reduce raw materials cost or any other costs that must be paid to create the item.
- Due to dwarven crafting expertise, the final product is usually a masterpiece. A dwarf may spend extra time to add elaborate scrollwork, filigree, and other ornamentation to increase the value of items that he creates. For each week that a dwarf spends above and beyond the normal time needed to create an item, the item's market price is increased by 100 gold pieces. The value of the final item cannot be increased by more than 100% of its normal price. (Taking the dwarf's normal 50% decrease in crafting times into account, this means that if a dwarf spends the full time that a craftsman of any other race would normally spend, the value of the dwarven-crafted item is twice as high.)
- Dwarves do not need any special training or feats in order to be able to create masterwork and greater



masterwork items. A dwarf who takes the Master Craftsman feat (see page 154) gains the ability to create legendary items of his chosen type. Dwarves are not exempt from the requirement to take the Altherian Craftsman feat (see page 136) in order to create Altherian-quality flintlocks.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Weapon Familiarity: Dwarves may treat dwarven war axes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Weight of the Curse (Ex): Dwarves who die cannot be raised through the use of *reincarnation*. Dwarven souls are barred from the afterlife and therefore, may not be brought back from it. Instead, their souls are transferred to their *soul shard* 24 hours after their death. Once the soul is in the shard, the dwarf may only be returned to life with a *raise dead*, *resurrection*, or *true resurrection* spell. Dwarves who die of natural causes may not be returned to life in any way. A dwarf dies at -10 hit points just as any other race. What makes dwarves unique is *how* they can be returned from the dead.

If a dwarf is reduced to -10 hit points or less, he is dead. However, at this stage, the dwarf does not necessarily need a *raise dead* spell to come back from the dead. If the dwarf is between -99 and -10 hit points, they may be returned from the dead by healing their hit point total to its normal maximum amount. For example, Gronar normally has 45 hit points and he is critically hit by a Voei for 92 points of damage. He is now dead, but he only needs to have those 92 points of damage healed to return to life. This can be accomplished through any of the normal healing magics, but it must be done before 24 hours have elapsed. After 24 hours, the dwarf's soul transfers to his *soul shard* and a *raise dead* becomes necessary. Being brought back to life by curing magics instead of the *raise dead* spell still incurs the level loss (or Constitution loss) as detailed in the *raise dead* spell description. If the dwarf died from ability score loss, poison, or level drain, these conditions must also be removed before the body will return to life.

Once a dwarf reaches -100 hit points, the body can no longer be brought back by simple curative magics. They must now have a *raise dead*, *resurrection*, or *true resurrection* spell cast on them to return from the dead.

If a dwarf is killed by massive damage, a coup de grace, or a death effect, their hit point total is immediately set to -100. If killed by a death effect, a *resurrection* or *true resurrection* spell would be required to return the corpse to life.

Dwarven Soul Shards

Some non-Dwarven philosophers and scientists (specifically several prominent Altherian Metaminds) point to the resemblance between the psi-crystal and the Dwarven Soul Shard as proof of the dwarf's latent psionic energy or at least a subconscious or intuitive understanding of psionic crystal construction. The Soul Shards seem to resonate a weak psionic aura when detected and become harder to crack as the dwarf who is bonded to it advances in age.

All Dwarfs are given a Soul Shard in a solemn ceremony when the dwarf reaches adulthood. These Soul Shards possess one half the dwarf's hit points and have a hardness of 10. They are also immune to all sonic, fire, cold and non-lethal damage.

If, for what ever reason, a dwarf loses his Soul Shard or has his soul shard shattered, he may acquire another Soul Shard by traveling to his Enclave and simply requesting one, after which he must spend a week in seclusion attuning himself to the new Soul Shard

Should a dwarf die when he is not in possession of a Soul Shard or if the Soul Shard has been destroyed, the soul of the dwarf is lost to oblivion, fading away to nothingness. The corpse then becomes very susceptible to necromantic energies, a unique situation which delight nefarious necromancers to no end.

Solani Dwarves

The dwarves of Solanos Mor have a reputation as some of the most noble and self-sacrificing among all the dwarves. These noble dwarves travel throughout the lands of man protecting, advising, and if needs be, sacrificing their lives for humanity. They are easily identified from other dwarves by their immaculately groomed beards.

Solani Dwarf Racial Traits:

Ability Score Modifications: Solani Dwarves are a robust but introspective lot. Therefore, they gain a +2 to Constitution, and a -2 to Charisma. These ability adjustments are applied after ability score generation.

Automatic Languages: Dwarven and Low Coryani.

Bonus Languages: High Coryani, Altharin, and Milandisian.

Favored Class: Fighter. A multiclassed Solani Dwarf's fighter class does not count when determining if he suffers an XP penalty for multiclassing.

Giant Killer: Solani Dwarves are highly trained giant hunters. Therefore, when fighting giants, they gain a +1 racial bonus to attack rolls against giants and a +4 dodge bonus to their armor class.

Keen Eye: Solani Dwarves are expert craftsmen and recognize the work of other experts. Therefore, they gain a +2 racial bonus on all Appraise skill checks that are related to stonework or forged metal items.

Encali Dwarves

Encali dwarves have a reputation of being unscrupulous and untrustworthy, like most other worshipers of Sarish. These dwarves travel through the lands of man preying on the shortsighted, striking bargains that sometimes come back to haunt the shorter-lived races generations later. Encali dwarves are usually a bit shorter than others and they are easily recognized by their unique style of beard. Usually dyed pitch black, the beard is braided into two forks, which are usually capped on each end with a sinister looking ornate crown.

Encali Dwarf Racial Traits:

Ability Score Modifications: Encali Dwarves are very intelligent, but they lack the physical prowess of some of their dwarven brethren. Therefore, they gain a +2 to Intelligence, and a -2 to Strength. These ability adjustments are applied after ability score generation.

Automatic Languages: Dwarven and Low Coryani.

Bonus Languages: High Coryani, Altharin, and Infernal.

Favored Class: Wizard. A multiclassed Encali Dwarf's wizard class does not count when determining if he suffers an XP penalty for multiclassing.

Keen Eye: Encali Dwarves are expert craftsmen and recognize the work of other experts. Therefore, they gain a +2 racial bonus on all Appraise skill checks that are related to gemstones or precious metals.

Troll Killer: Encali Dwarves are highly trained troll hunters. Therefore, when fighting trolls, they gain a +1 racial bonus to attack rolls and a +4 dodge bonus to their armor class.

Tir Betoqi Dwarves

Although these dwarves seek to avoid recognition for any of their many good deeds, they have still gained a reputation as some of the most noble, honorable, and self-sacrificing of all the dwarves. These dwarves travel all the known lands in their quest to destroy the infernal, but they are most often encountered traveling between their enclave and the area formerly known as the Wall of the Gods where they try to hold back the infernal hordes. These dwarves have elaborately braided beards intertwined with strands of pure gold, but their most distinguishing feature is their sunken, haunted eyes; eyes that have seen beyond the wall and know what horrors lie there.

Tir Betoqi Dwarf Racial Traits:

Ability Score Modifications: Tir Betoqi Dwarves are very hearty but not as agile as some of their dwarven brethren. Therefore, they gain a +2 to Constitution, and a -2 to Dexterity. These ability adjustments are applied after ability score generation.

Automatic Languages: Dwarven and Low Coryani.

Bonus Languages: Kio, Unden, and Infernal.

Favored Class: Holy Champion of Hurrian. A multiclassed Tir Betoqi Dwarf's Holy Champion (Hurrian) class does not count when determining if he suffers an XP penalty for multiclassing.

Infernal Killer: Tir Betoqi Dwarves are highly trained infernal hunters. Therefore, when fighting infernals, they gain a +1 racial bonus to attack rolls and a +4 dodge bonus to their armor class. Dark-kin count as infernals for purposes of adjudicating this special ability.

Keen Eye: Tir Betoqi Dwarves are expert craftsmen and recognize the work of other experts. Therefore, they gain a +2 racial bonus on all Appraise skill checks that are related to glassware or manufactured crystal items.

Nol Dappan Dwarves

Nol Dappan Dwarves have developed reputations as some of the most savage and barbaric examples the dwarves have to offer. Their fiery tempers are said to rival the volcano they live in. These dwarves have become famous for crafting and using sinister looking arms and

armor. This equipment is easily identifiable by the fear it inspires and the reddish hue of the metal composing it. Nol Dappan Dwarves are most often encountered when traveling to sell their wares and they are easily recognizable by their heat-baked, reddish-hued skin, their unkempt, flame-singed beards, and their unique style of arms and armor.

Nol Dappan Dwarf Racial Traits:

Ability Score Modifications: Nol Dappan Dwarves receive no special ability score modifications.

Automatic Languages: Dwarven and Low Coryani.

Bonus Languages: Yhing Hir and Cancerese.

Favored Class: Barbarian. A multiclassed Nol Dappan Dwarf's barbarian class does not count when determining if he suffers an XP penalty for multiclassing.

Fire Resistance: The oppressive heat of the volcanic forge of their vault has tempered the Nol Dappan against fire. Nol Dappan Dwarves gain Fire Resistance 10.

Gnoll Killer: Nol Dappan Dwarves are highly trained gnoll hunters. Therefore, when fighting gnolls, they gain a +1 racial bonus to attack rolls and a +4 dodge bonus to their armor class.

Keen Eye: Nol Dappan Dwarves are expert craftsmen and recognize the work of other experts. Therefore, they gain a +2 racial bonus on all Appraise skill checks that are related to stone or metal items.

Tultipetan Dwarves

Tultipetan Dwarves are some of the most honest and open of all their kin, yet they are often viewed with fear or suspicion due to their habit of covering their bodies in mystical tattoos. These superstitious folk usually do not venture forth from their enclave, and when they do, it is usually in relation to some type of vision they have received from Larissa. Tultipetan Dwarves are usually only encountered by visiting their enclave or the giant observatory they have built on a nearby mountain. These dwarves are less stocky than their brethren and are easily identifiable by their tattooed bodies and their closely cropped beards.

Tultipetan Dwarf Racial Traits:

Ability Score Modifications: Tultipetan Dwarves are very cunning but not as hearty as some of their dwarven brethren. Therefore, they gain a +2 to Wisdom, and a -2 to Constitution. These ability adjustments are applied after ability score generation.

Automatic Languages: Dwarven, Low Khitan, and Low Coryani.

Bonus Languages: High Coryani and Altharin.

Favored Class: Monk. A multiclassed Tultipetan Dwarf's monk class does not count when determining if he suffers an XP penalty for multiclassing.

Keen Eye: Tultipetan Dwarves are expert craftsmen and recognize the work of other experts. Therefore, they gain a +2 racial bonus on all Appraise skill checks that are related to stone or metal items.

Voei Killer: Tultipetan Dwarves are highly trained voei hunters. Therefore, when fighting voei, they gain a +1 racial bonus to attack rolls and a +4 dodge bonus to their armor class.

Vision of the Webs of Fate (Sp): Once per day, Tultipetan Dwarves may cast *augury* as a cleric equal to their level.

Elorii

As Eldraia walked through the massive edifices of Grand Coryan, she was again struck by just how different humans were from Elorii. Humans might sculpt gardens, groves, or even forests, but such things were just that: Sculpted, unnatural, almost offensive. And yet, somehow, these humans controlled the world, and according to prophecy, the Elorii would one day need them. Such thoughts made Eldraia remember just how far she was from home. The Vastwood was a nation and a half away by the quickest mundane route. Entaris and Malfelen were about the same distance in different directions. Shaking away these thoughts brought her back to her mission. In Grand Coryan, she had seen other Laerestri, and had spoken with them to gain their information and insight, but they were far too few.

She paused while Andevin perused some merchant's stall in the market. He took to this city far better than she did, but then, that was his way. While she was his tutor in human ways and customs, he seemed more comfortable with them than she. She sat at an outdoor table next to a drink-seller's stand, and politely waved away the bartender, who muttered something disparaging about those with pointed ears. It did not affect her.

She took out parchment and ink, and began drafting a letter, using the flowing Elorii script of her homeland. Andevin came back, inspecting a dagger.

"How much did you pay?" she asked him without looking up.

"Standard cost," he said, sitting down. "The merchant tried to get me to pay double while talking about the intricate Coryani styles. As if I'd never been out of Elonbé before."

She sighed, heavily. "Strange that this is considered a normal, accepted business practice."

"Are we so different in our dealings with them?"

"Yes." The finality of her tone indicated that there could be no argument on that point. "With very few exceptions, humans cannot be trusted. With the recent events surrounding the Emperor," she looked pointedly up toward the newly raised giant statue of the Emperor, "and with the duplicity in our own companions, this is more clear now than ever."

She returned to her letter, and for a brief time there was silence. Then Andevin said, "And yet, Belisarda claims we need them, let us voice a quiet whisper."

She smiled, and let out a light laugh. "Yes. She does. But," she continued conspiratorially, "She does not say we must trust them." She signed her letter, and stood. "Let us take this to the usual courier."

"Did you tell your mother hello for me?"

She nodded at his question, and the two moved back into the crowds of the market.

Ancient Elorii tales, told by those who have lived for thousands upon thousands of years, say that the Life-Goddess Belisarda united with the four great Elemental Lords to create a slave-race for the Ssethregoran Empire. This race would die of no natural causes, would need no sleep, and would perfectly serve their Ssethregoran masters. This race was called the Elorii. The Elorii served their Ssaanu masters for untold years, enforcing their cruel will upon Onara, slaughtering entire races at the behest of their makers. But over time, the Elorii began to

chafe against their cruel and evil lords. Finally, they overthrew the Ssethregorans in a bloody rebellion. The Elorii Empire that rose from ashes reigned for nearly two thousand years. Then came man and his honorless Gods, destroying the sacred Elemental Lords and forcing the Elorii to retreat to the forests. Since that time, the Elorii have been waiting, fueled by the prophecies of Belisarda, secure in the knowledge that their time has not yet passed. Their time for vengeance will come.

Personality: Elorii are an enigma. While they may appear aloof, secretive, or reserved to outsiders, they are, in fact, a race of extreme passions. Since they are so long lived, Elorii tend to take a more long-term approach to any given situation, but when they do focus on any one pursuit, they settle for nothing less than perfection. Elorii do not make friends easily, but when they do, the bond is stronger than steel. No one other than an Elorii truly understands why they do the things they do, but one thing is certain. Elorii never forget anything.

Physical Description: On average, Elorii stand just less than 6 feet tall. However, Elorii undergo a growth spurt every millennia that adds several inches to their existing height. Therefore, some of the oldest Elorii are nearly 8 feet tall! Most Elorii weigh between 165 and 200 pounds, though each growth spurt usually adds about 50 pounds. As with most races, females will usually be shorter and weigh less. All Elorii are slender, graceful creatures of surpassing beauty. They have wide, bright eyes and their features are smooth, angular, and flawless. Elorii possess elongated, pointed ears, and pearly white teeth with sharp fangs that denote their elemental lineage. The color of an Elorii's hair or eyes, along with other minor physical characteristics, varies according to the Elorii's bloodline. Elorii grow quickly, reaching adulthood in about ten human years, and they are effectively immortal from death by natural causes.

Relations: The Elorii have strained relations with everyone. With few exceptions, they are unwilling to open their homelands to any non-Elorii. Some Elorii hate the Val and their human charges for the death of their Gods and these Elorii constantly war with the human nations. However, most Elorii simply watch the humans, biding their time, fueled by Belisarda's prophecies. Dark-kin, half-ores, and half-hobgoblins are lumped into the human category. Ss'ressen on the other hand, remind the Elorii too much of their servitude within the Ssethregoran Empire and they are actively shunned by Elorii. Interestingly, dwarves and gnomes are a great source of curiosity for Elorii. Neither of these races existed when the Elorii fled to their forests, so they have only recently begun to have relations with either group. So far, the relations are cordial but tense.

Alignment: Elorii beliefs are strongly influenced by their untold years of service to the Ssethregoran Empire. Since most Elorii want to separate themselves from that part of their history as much as possible, most Elorii fall into the good or neutral category. On the axis of chaos and law, the Elorii are as volatile as the elements from which they sprang and span the entire range equally.



Elorii Lands: The Elorii have three distinct nations on Onara: Elonbé, Entaris, and Malfelan. Elonbé, also known as the Vastwood, is the largest of the Elorii nations. Most Elorii adventurers hail from this nation as they actively send out explorers known as Laerestri to gain information on the humans and their culture. The second largest nation is Entaris. While Entaris does not send out Laerestri, they use another method to gain knowledge about the humans. They have opened one of their port cities, Seremas, to all other races. Seremas has become a huge trading outpost for everyone wishing to gain the high quality goods sold there, and the Elorii watch everyone who enters or leaves with methods known only to them. The final Elorii nation is Malfelan. Malfelan has rejected the passive stance taken by the other two Elorii nations and wishes no peaceful contact with humans. In fact, the Elorii of Malfelan actively hunt humans and their kin.

Religion: More than any other race, Elorii are united by their religion. This unity is brought about by several factors, and at a horrible cost. First, some Elorii have actually survived long enough to have lived with their Gods in the great Elorii city of Belestor. Thus, their faith is based partly on fact and partly on memory. Second, the Elorii have only one remaining living deity, Belisarda. Thus, their unity behind Belisarda was paid for with the blood of their Elemental Lords. Although the Elorii are almost uniformly united in worship of Belisarda, there are some exceptions. A few Elorii still venerate their dead Elemental Lords, hoping against hope, that they are not truly dead. These worshipers are generally understood

by the rest of their populace and left to practice their beliefs in peace. Then, there are miniscule amounts of Elorii who have abandoned their Gods entirely to worship others, including the Pantheon of Man. These Elorii heretics are ruthlessly hunted and killed, hopefully before their betrayal taints their soul to the point where it cannot be cleansed once it reaches the Orumar to be reborn.

Language: While the Elorii language is based on the Ssethric tongue of their former masters, the Elorii have adapted it to match their culture. Their language is far more beautiful, fluid, and evocative, and it flows forth from their lips like poetry. Most who hear the language spoken shudder with its beauty. Adventuring Elorii also learn Low Coryani to communicate with the humans as they travel the human lands in preparation for the time of prophecy.

Names: Most Elorii names are beautiful like the rest of their language. Elorii usually only have one name, which commonly ends with -as, -os, -ios, or -ian.

Adventurers: Most Elorii adventurers come from the ranks of the Laerestri from Elonbé. These Elorii, mostly younger souls, travel among the humans, trying to learn what they can of human life, culture, and military tactics. Any interesting discoveries are reported to the Elorii council of Elonbé. A few Elorii adventurers hail from Entaris. These Elorii wander the human lands with the same mission as their Laerestri brethren, but they usually use a little more stealth and subversion in their methods.

Common Elorii Traits:

Base Speed: Elorii have a base speed of 30 feet.

Medium: As Medium creatures, Elorii have no special bonuses or penalties due to their size.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Common Elorii Traits: The following traits apply to all Elorii regardless of bloodline.

Immortality: Elorii do not age after reaching maturity, but they do continue to grow. An Elorii adds about one foot of height for each thousand years of life. Elorii cannot die from natural aging.

Immunities: Elorii are immune to sleep and non-magical diseases. They require two hours of uninterrupted meditation every night. Elorii spellcasters require four hours of uninterrupted rest to regain their daily allotment of spell slots.

Low-light Vision: Elorii 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 details under these conditions.

Proficient With Sword & Bow: All Elorii train constantly in preparation for the war of vengeance. As a result, all Elorii are proficient with the longbow, the long composite bow, the short bow, the short composite bow, the bastard sword (martial), the longsword, and the shortsword.

Save Bonus: Once slaves themselves, the Elorii despise slavery or enforced servitude in any form. Most Elorii would rather die than be compelled to act against their will. As a result, Elorii gain a +2 racial bonus against all mind-affecting effects.

Marokene Elorii, "Earth Elorii"

The Mârokene are descended from the Earth God, Mârok, and are typically the most stout of the Elorii. Their hair is usually brown or gray and their eyes tend to be brown or hazel. Mârokene are rarely subtle, preferring to be direct with their dealings, and they prefer the company of folk who share the same outlook. Laerestri of Mârok's blood find that they get along well with the stout and honorable Milandisians. Mârokene tend to favor roles that involve the earth in some direct fashion. These pursuits include hunting, farming, and construction.

Mârokene Elorii Racial Abilities:

Ability Score Modifications: Due to the legacy gifted them by Mârok, the Mârokene gain the following ability score modifications: +2 to Strength, -2 to Charisma, and -2 to Intelligence. These ability adjustments are applied after ability score generation.

Additional proficiencies: In addition to the standard Elorii weapon proficiencies, Mârokene gain the Exotic Weapon Proficiency (Bastard Sword) feat.

Automatic languages: Eloran and Low Coryani.

Bonus Languages: High Coryani, Ssethric, and Altharin (Ancient Imperial).

Domain Restriction: Mârokene clerics are restricted from selecting any elemental domain other than Earth.

Favored class: Fighter. A multiclassed Mârokene's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Skills: Due to the legacy gifted them by Mârok, the Mârokene gain a +2 racial bonus to Spot and Search skill checks in natural surroundings.

Osalikene Elorii, "Wind Elorii"

The Osalikene are descended from the Wind God Osalian. They tend to be lithe and slightly taller than other Elorii. Their hair is most often white or silvery and their eyes blue or blue-green. Osalikenes are free spirits that revel in beauty in all its forms. They are inquisitive and creative but bore quickly. Osalikene gravitate toward roles that allow them to remain under the open sky for a majority of their time. These roles include traveling, hunting, falconry, and crafting. Often, these Elorii combine their creative nature with their love of beauty and become excellent traveling minstrels, usually specializing in some type of wind instrument.

Osalikene Elorii Racial Abilities:

Ability Score Modifications: Due to the legacy gifted them by Osalian, Osalikene gain the following ability score modifications: +2 to Dexterity, +2 to Charisma, -2 to Constitution, and -2 to Wisdom. These ability adjustments are applied after ability score generation.

Automatic Languages: Eloran and Low Coryani.

Bonus Languages: High Coryani, Ssethric, and Altharin (Ancient Imperial).

Domain Restriction: Osalikene clerics are restricted from selecting any elemental domain other than Air.

Favored Class: Bard. A multiclassed Osalikene's bard class does not count when determining whether he suffers an XP penalty for multiclassing.

Skills: Due to the aerial legacy gifted to them by Osalian, Osalikene Elorii gain a +2 racial bonus on all Tumble & Jump skill checks.

Kelekene Elorii, "Fire Elorii"

The Kelekene are descended from Keleos, the Fire God. These Elorii are slightly more compact than their brethren, though not as stout as the Mârokene. Their hair tends to be golden or red-brown and their eyes range from dark violet to a reddish orange. Passionate and vengeful, they are perfectionists who rarely hide their feelings and prefer to speak their minds at all times. Kelekene have a keen intellect which, when combined with their straightforward style, makes for some of the finest orators among the Elorii. Kelekene usually prefer professions that allow them to work with their hands, often becoming smiths, artisans, sculptors, or carpenters. These Elorii are also uniquely qualified to become excellent wizards, and more wizards are found among the Kelekene than any other type of Elorii.

Kelekene Elorii Racial Abilities:

Ability Score Modifications: Due to the legacy gifted them by Keleos, Kelekene gain the following ability score modifications: +2 to Dexterity, +2 to Intelligence, -2 to Constitution, and -2 to Wisdom. These ability adjustments are applied after ability score generation.

Additional Proficiencies: In addition to the standard Elorii weapon proficiencies, Kelekene gain Weapon Familiarity with the two-bladed sword.

Automatic Languages: Eloran and Low Coryani.

Bonus Languages: High Coryani, Ssethric, and Altharin (Ancient Imperial).

Domain Restriction: Kelekene clerics are restricted from selecting any elemental domain other than Fire.

Favored Class: Wizard. A multiclassed Kelekene's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.

Skills: Due to the intensity of Keleos' fire burning in their blood, Kelekene gain a +2 racial bonus on Intimidate skill checks.

Berokene Elorii, "Water Elorii"

The Berokene are descended from the Water Goddess, Beröe. Often viewed as the most graceful Elorii, they move with a fluidity that clearly mirrors the waters from whence they were born. They are usually raven-haired, with eyes ranging from the lightest to the deepest blue. While usually patient and accommodating, these Elorii have been known to lash out violently if angered or threatened, and few make the mistake of crossing them twice. Berokene are typically attracted to careers and activities involving water. Some of these include fishing, shipbuilding, and sailing, though it has been rumored that they have also learned the secrets of hydroponics and spend hours tending their lush water-gardens. Many Berokene are drawn to the nation of Entaris due to its proximity to water, and their water-based magic is among the most potent on Onara.

Berokene Elorii Racial Abilities:

Ability Score Modifications: Due to the legacy gifted them by Beröe, Berokene gain the following ability score modifications: +2 to Dexterity, +2 to Wisdom, -2 to Constitution, and -2 to Intelligence. These ability adjustments are applied after ability score generation.

Automatic Languages: Eloran and Low Coryani.

Bonus Languages: High Coryani, Ssethric, and Altharin (Ancient Imperial).

Domain Restriction: Berokene Clerics are restricted from selecting any elemental domain other than Water.

Favored Class: Rogue. A multiclassed Berokene's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

Skills: Due to the intensity of Beröe's legacy in their blood, Berokene gain a +2 racial bonus on Balance and Profession (Sailor) skill checks.

Swim Speed: All Berokene gain a base swim speed of 30 feet. Per the core rules, any creature with a base swim speed may move through non-hazardous water at that speed without making Swim checks. Having a swim speed does not mean that the character never has to make a Swim check, but such characters gain a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. A creature with a swim speed can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the Run action while swimming, provided it swims in a straight line.

Ardakene Elorii, "Life Elorii"

Most rare of all Elorii are the Ardakene. These Elorii are descended directly from the Goddess of Life, Belisarda. Ardakene lack the physical prowess of most Elorii, but they make up for this shortcoming with their insight and force of personality. Their hair is usually one of many shades of brown, and they have green or hazel colored eyes. Ardakene tend to be thoughtful and cautious, their actions calculated and methodical. These Elorii have fierce convictions, a healthy respect for life, and a strong connection with nature. Ardakene are frequently found among the leaders and Lifewards of the Elorii nations, but many others busy themselves with less visible occupations such as scholars, farmers, hunters, or architects. Because of their connection to nature, Ardakene have designed and built some of the most beautiful architectural wonders on the face of Onara, structures that exist in harmony with their natural surroundings instead of obstructing them.

Ardakene Elorii Racial Abilities:

Ability Score Modifications: Due to the legacy gifted them by Belisarda, Ardakene gain the following ability score modifications: +2 to Wisdom, +2 to Charisma, -2 to Constitution, and -2 to Charisma. These ability adjustments are applied after ability score generation.

Automatic Languages: Eloran and Low Coryani.

Bonus Languages: High Coryani, Ssethric, and Altharin (Ancient Imperial).

Domain Restriction: Ardakene clerics may not select any elemental domains.

Favored Class: Cleric. A multiclassed Ardakene's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.

Skills: Due to their connection with nature, Ardakene gain a +2 racial bonus on all Heal and Survival skill checks.

Voice of the Mother: Due to their connection with nature, Ardakene gain the ability to speak with animals 1 time per day. Treat this ability as the *speak with animals* spell cast at 10th level.

Gnome

Gustav rolled back as the sword cut inches in front of his face, gritting his teeth as his swollen joints caused pain to shoot through his body at the rapid movement. With a flick of the rogue's dagger, the swordsman finally went down leaving Gustav sitting on the ground and panting as he nodded a quick thanks to the rogue, who saluted him with the dagger before making it disappear into his belt.

Gustav pulled himself to his feet, and walked in his odd, loping, hunchbacked gait towards the two women. Painfully forcing his aching body to kneel before their prone bodies, he began chanting soft supplications to Larissa, passing his holy symbol over their wounds. He heard the rogue and the fighter talking to a town guardsman about the bandit who had just ambushed these women. That was their work, this was his. Just as the second woman's last wound was closing up, the first awoke, looked at Gustav, and screamed.

The guardsman was on him in a second, hauling Gustav off of the woman, sending him flying across the cobblestone streets. Gustav lay in a crumpled heap for a bit, waiting for the pain to fade, before pulling himself up.

"What's the meaning of this? Damn stinking gnome! What were you doing to our women?"

The fighter interjected. "He was healing..."

Gustav raised a hand, and the fighter fell silent. Gustav pulled himself slowly to his feet, and attempted to straighten his gnarled body to his full 4'2", but still, his bent and twisted spine kept him an inch short. "Please, I am a cleric in service to Larissa. I was healing their wounds."

The guardsman laughed. "An adherent to Larissa? So you wanted to use your arts on our women?" His face became a cruel mask. "As if the goddess of beauty would have you for an adherent, hunchback." The guardsman put an arm around the younger woman, and she, either frightened or appalled at Gustav's twisted appearance, clung tightly to him. "Ah," Gustav murmured quietly, smiling, his too-wide mouth making him look like his jaw might unhinge at any moment, "But you see, I have already brought Larissa's joy to someone today."

The woman's face appeared blank. The guardsman flushed deep red. "Are you accusing me of...?"

Gustav bowed quickly, a motion that made him grunt with pain. "Of nothing, sir. I wouldn't dream of it. Now that I see that these women are in fact, perfectly healthy," he shot a piercing look at the younger woman, and this time she, too, flushed, "I leave them to your tender care, since your motives are surely the purest."

A flicker of shock and realization flashed through the older woman's face at that final statement. The guardsman began to move forward with a muttered, "I'm going to..." but the older woman placed a hand on his shoulder, and said clearly, precisely, "Thank you for your service sir. My sister and I will be leaving."

The younger woman was reluctant, but her older sister pulled her along, leaving a quite humiliated guard fuming behind them. When the guard finally turned from their retreating forms, Gustav, the rogue, and the righter had already moved on.

"Dang it Gustav," the rogue muttered, "You're going to get us all killed!"

"I haven't the slightest idea what you are talking about." Gustav said guilelessly as he hobbled along.

The gnome is the most tragic and reviled race on Onara. While the dwarves were cursed for their transgressions, gnomes are cursed simply for being born. A gnome is the result of a mating between a human and a dwarf. The curse of the dwarves is cruelly transformed when passed to them causing severe deformities. Inferior in almost every way to either parent, gnomes are sad, twisted, pitiable little creatures. However, what they lack in looks or stamina, gnomes make up for in tenacity. They have become tough through abuse, clever through necessity, and survivors by choice.

Personality: Gnome personalities are usually molded by how much abuse they are subjected to. Some gnomes actually find pity or acceptance within their human or dwarven home, so they develop traits and family values like any other sentient creature. However, most gnomes are shunned and ridiculed wherever they go. These gnomes learn very quickly to only look out for themselves and to get by any way they can.

Physical Description: Gnomes are a deformed combination between human and dwarven physiology. They are usually anywhere between 4 to 5 feet tall, though their posture is usually so bad they can never extend to their full height. Gnomes usually weigh between 140 and 180 pounds. Females are usually shorter and weigh less than their male counterparts. Hair and eye color vary widely depending on the origins of both parents, but one thing remains constant, gnomes are horribly deformed. Common deformities include a swelled head, a hunched back or twisted spine, a clubfoot, a hand with extra or missing fingers, bulging eyes, and snarled teeth. Gnomes usually reach adulthood by the age of 16 and die before the age of 120.

Relations: Gnomes are the lowest of the low on every social ladder. Nearly everyone pities or shuns them. In response, some gnomes become bitter, vengeful little buggers who constantly try to inflict pain on others so they too can learn the meaning of suffering. However, a majority of gnomes simply want to survive or improve their meager lot in life. These gnomes strive to treat everyone as a friend and forgive those who trespass against them.

Alignment: Despite the fact that they are so ill-treated, a majority of gnomes still try to lead a good life, but they are handicapped by the society around them. These gnomes will generally become neutral as survival becomes their most important goal. Laws do not seem to interest gnomes much, since they do not help their plight in any way. Therefore most gnomes will lean toward chaos over law.

Gnome Lands: There are no gnome lands. Gnomes tend to reside in human or dwarven controlled lands. In either case, they are usually treated poorly, more so by the dwarves than the humans.



Religion: Most gnomes worship the Pantheon of Man. A large number follow the outcast aspect of Anshar and an equally large number revere Cadic because his portfolio includes thieves. Since most gnomes do what they must to survive, this is a logical choice. However, a small number of gnomes resent the way they have been treated and the lot they have been dealt in life through no fault of their own. These angry few provide a fertile ground for heretical cults to flourish.

Language: Gnomes most often speak Low Coryani and the language of their native nation. Some who are closer to their dwarven parent or who are curious about dwarves learn their language too.

Names: When actually kept by their families, gnomes are most often named according to human or dwarven naming conventions. However, most gnomes end up cast out onto the streets, they earn “street names,” which can vary widely according to location. Rat and One-eye are fine examples of street names.

Adventurers: Most gnomes adventure simply because they are looking for acceptance. They will sometimes join a cause or crusade just to feel as if they are part of some larger group, taking comfort in the unity often provided by such endeavors.

Gnome Racial Traits:

Base Speed: Gnome base speed is 20 feet.

Medium: As Medium creatures, gnomes have no special bonuses or penalties due to their size.

Automatic Languages: As native nation.

Bonus Languages: As native nation.

Favored Classes: Wizard and Rogue. A multiclassed gnome’s wizard and rogue classes do not

count when determining if he suffers an XP penalty for multiclassing.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Ability Score Modifications: Twisted in shape and shunned by society, gnomes are always treated poorly. While the gnome inherited the robust heartiness common to the dwarves and the keen intellect of the humans, their misshapen bodies and social stigma are almost impossible to overcome. Therefore, gnomes gain the following ability score modifications: +2 to Constitution, +2 to Intelligence, -2 to Strength, and -2 to Dexterity. These ability adjustments are applied after ability score generation.

Bonus Class Skill: Due to their ability to focus on activities despite their pain, gnomes gain Concentration as a class skill.

Bonus Feat: Like their human progenitor, gnomes gain a bonus feat at 1st level.

Darkvision: Due to their partially dwarven heritage, gnomes can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gnomes can function just fine with no light at all.

Social Outcast: Gnomes are reviled by many, even those willing to give the character a fair shake must unconsciously overcome deep-seated prejudice. As a result, Gnomes suffer a -2 circumstance penalty to the following skills: Diplomacy, Gather Information, and Perform.

Misbegotten: A gnome is hampered in performing strenuous activity for extended periods of time due to his physical deformities. After every continuous half-hour of brisk (e.g. hiking, riding, jogging, etc.) activity, a gnome must rest for one minute and then make a Fortitude save (DC 10) before continuing the

activity. If they fail this save, their pain has gone beyond their tolerable threshold and they must rest for another minute before gaining another saving throw to continue. The gnome must continue this cycle until the saving throw is made before they can continue with the brisk activity. After ten consecutive rounds of strenuous physical activity (e.g. combat, sprinting, swimming, etc.) a gnome must make a Fortitude save (DC 10) or be wracked with pain and suffer 1d4 points of subdual damage. If they fail this save, they must rest (do nothing) for one full round before gaining another saving throw. This cycle continues until the gnome succeeds. If this save is successful, the gnome may continue the activity for another 10 consecutive rounds before being forced to make another save. Each subsequent save of this type is set at a DC equal to the number of consecutive rounds of strenuous activity. (i.e. DC 10 for 10 rounds, DC 20 for 20 rounds, etc.)

Native Land: Gnomes must choose a human or dwarven starting nation. This choice must be made at character creation.

Necessity: Since necessity is the mother of all invention, and gnomes need skills to survive, they gain 4 additional skill points at 1st level and 1 additional skill point at each additional level.

Restricted Feats: Gnomes may not take the Endurance feat. Gnome rangers exchange the Endurance feat for the Toughness feat. Gnomes may not begin play with the Gentry feat.

The restriction on the Endurance feat also applies to all classes that grant Endurance as a bonus feat, such as ranger and holy champion of Anshar.

A gnome may never select Endurance, nor may he gain it from any other source. The first time a gnome would gain Endurance as a bonus feat, he gains Toughness instead (even if he already has it, since Toughness may be gained more than once). The second and any subsequent time that the gnome would gain Endurance as a bonus feat, he gains the Improved Toughness feat instead.

If a gnome has the specific opportunity to gain a bonus feat that normally has Endurance as a prerequisite, such as the Diehard feat that all gnomes gain for free, then the gnome may gain that bonus feat as normal, but he is still not considered to have Endurance for the purpose of any other prerequisites. This does not apply to generic "bonus feats" where the character can select from a list of available feats (such as a class feature allowing the character to select any General feat for which he meets the prerequisites as a bonus feat). It applies only when the feat requiring Endurance as a prerequisite is specifically granted by name as a bonus feat and there is no other option available.

Because gnomes can never gain the Endurance feat, they also cannot enter any prestige class that specifically has Endurance as a prerequisite.

The exception to this rule is that a gnome with the Divine Fervor feat (from *Magic of Arcanis*) can use that feat as a substitute for the Endurance feat and thereby can gain access to feats and prestige classes that have Endurance as a prerequisite.

The Will to Live: Gnomes are tenacious. They gain the Die Hard feat.

Half-Hobgoblin

Doggerish moved through the underbrush of western Capharra, stalking his prey as surely and silently as death. Though he could not hear him, Doggerish could sense the familiar presence of his wolf companion behind him. They had been tracking the raiders since the Capharran border. His prey was probably orcs or half-orcs if he guessed correctly, or else particularly brutish men. A few of the tracks were different from the others. In any case, he was sure the raiders came from Uggur, as a number of other villages had recently been hit and all the signs pointed to that vast expanse to the west. If he could just manage to keep pace with these raiders long enough to find their den, he could take them out one by one, eliminating the threat at its source. The raider tracks began crossing others, many of them human tracks. They were getting close to a settlement of some kind. His lupine companion's soft whine confirmed his suspicion. As he rounded another hill, he saw the settlement and found what he had feared. Doors were battered in, homes were nothing but smoking ruins, and children cried in the streets. A detail of townsfolk was working on moving a few dead bodies onto a cart so they could be buried properly. At Doggerish's approach, the humans fumbled for weapons.

"Another one! Well, we won't let this one escape!" one cried out, his sword flashing in the evening sunlight.

Doggerish held up his empty hands. "I am not here to harm you. I track those who did this so that I may stop them."

The man appeared to consider, then he lowered his weapon and the other townsfolk followed his lead. "It's not like there's anything else here for you to take. We had few valuables, but they took our food supplies."

"Do you have enough?" Doggerish asked, concern on his monstrous face.

"We should make it. We're just lucky it's not winter. Who are you anyway?"

"My name is Doggerish, but most humans just call me Dog. What can you tell me about the raiders?"

"Twenty or so orcs and half-orcs, a few hobgoblins, two men. They didn't seem interested in staying around. They killed those who offered resistance, took what they wanted, and left. We were all but powerless to stop them."

Doggerish nodded, then said quietly, "I must continue tracking them. But I will return and do what I can to help you rebuild."

The man's face hardened. "With all due respect, our women and children have seen enough of your kind in this village for a while."

Dog was stung slightly, but did not let it show. He could not help his hobgoblin heritage. But, he simply nodded, walked through the town, and picked up the tracks again. He would find these raiders. And then, maybe then, he would become a wolf in the eyes of the humans instead of a mere dog. With a feral grin, he plunged on into the night.

Half-hobgoblins generally arise from a brief and tormented liaison between a hobgoblin and a human. Since the hobgoblin presence in Onara is somewhat less widespread than that of orcs, half-hobgoblins are extremely rare.

Personality: Half-hobgoblins are usually aggressive due to the hobgoblin blood in their veins. However, this aggressiveness is combined with a keen military instinct inherited from their human side, thus creating quite a formidable military mindset. Half-hobgoblins generally respect power above all else, and usually only if that power is gained through martial prowess.

Physical Description: Half-hobgoblins grow to between 6 and 7 feet tall and weigh upwards of 200 pounds. As with most races, females will usually be shorter and weigh less. They often have slanted, feral eyes with pronounced eyebrow ridges, pointed ears, talon-like claws, or hairy, brownish skin as evidence of their monstrous heritage. Half-hobgoblins mature around the age of 15 and live into their early 90s.

Relations: Half-hobgoblins find themselves in a unique situation. Although they initially find no comfort within either human or hobgoblin societies, that situation is usually only temporary. In both hobgoblin and human societies, an individual may gain acceptance, wealth, and power through their martial prowess alone – an area in which half-hobgoblins excel. Also, half-hobgoblins are usually more introspective than their outspoken half-orc brethren, so most other races simply view half-hobgoblins as really ugly humans and treat them accordingly.

Alignment: Half-hobgoblins vary equally between good and evil like most other races, though those who stay with their hobgoblin kin lean more toward evil. While one would think their tempers might lead them to chaos, the reverse is actually true. Half-hobgoblins lean more toward law than chaos because they are able to channel their rage into the pursuit of martial prowess, and such dedication helps them temper this tendency.

Half-Hobgoblin Lands: Half-hobgoblins have no lands of their own. As a whole, most half-hobgoblins end up in some type of military service wherever they are found. If they remain with their hobgoblin kin, they usually become chieftains or war leaders. If they live with their human kin, they are almost always found in a military, mercenary, or bodyguard position.

Religion: Half-hobgoblins living in hobgoblin society usually follow the religious doctrine of whatever tribe they are with. Half-hobgoblins living in human areas usually worship a deity from the Pantheon of Man. Most of these are drawn to the worship of Nier due to his martial portfolio.

Language: Half-hobgoblins raised by hobgoblins most likely know the Golic language. Those who are raised in human lands learn Low Coryani, and the language of their home nation.

Names: Half-hobgoblins usually follow the naming conventions from wherever they were raised. However, due to their focus on martial prowess, they



sometimes include great martial deeds or vanquished foes within their names. For example, Gherkuk might become “Gherkuk giant slayer, bane of trolls,” or “Gherkuk war leader of the Milghesh Tribe, conqueror of the Coryani rabble.”

Adventurers: Although there are exceptions, usually the sole reason that half-hobgoblins adventure is to test and perfect their martial prowess.

Half-hobgoblin Racial Traits:

Base Speed: Half-Hobgoblin base speed is 30 feet.

Medium: As Medium creatures, half-hobgoblins have no special bonuses or penalties due to their size.

Automatic Languages: Low Coryani and native nation.

Bonus Languages: Golic.

Favored Class: Fighter. A multiclassed half-hobgoblin’s fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Mundane blood: Half-hobgoblins may not be sorcerers.

Mixed blood: For all special abilities and effects, half-Hobgoblins are considered both a hobgoblin and a human.

Darkvision: Due to their hobgoblin heritage, half-hobgoblins can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-hobgoblins can function just fine with no light at all.

Ability Score Modifications: Due to their hobgoblin heritage, half-hobgoblins gain the following ability score modifications: +2 to Strength, -2 to Wisdom, and -2 to Charisma. These adjustments are applied after ability score generation.



Half-Orc

The squalor of Freeport pressed in around Tosk Abebi-Dreher on all sides. So dense was the crowd that he constantly had to twist and turn to avoid being trampled, despite his formidable size. He was searching for a particular tavern, where he was to meet a man interested in giving him employment.

Several times he felt his money pouch to make certain it was still there. Unfortunately, with each reassurance of its presence, he was also reminded of how little coin he actually possessed, and the fact that he would need significantly more to cover the expenses of marrying into the val'Abebi family. A normal marriage would have been bad enough on his purse, but the combination of severe familial differences and his having to overcome the bad racial stereotype of his half-orc brethren proved more costly than he had imagined.

Tosk was pulled from his musings by a commotion up ahead. He sighed in frustration as the crowd slowed, and muttered to himself in the language of Altheria. He stood on his toes and peered over the crowd, his impressive height allowing him to see a gang of ruffians assaulting another man. Tosk ground his teeth as he noted the victim's dark skin, along with a flash of gray eyes.

He bellowed, "Everyone, out of the way!" and walked through the suddenly parting crowd who regarded him fearfully. The ruffians, too, had stopped for the moment, regarding his impressive size. One of the ruffians raised a flintlock and pointed it at Tosk. "I'd say ya've come just about far enough, orc-sy," he sneered. "There's good brew in the nearest tavern. Go get yerself drunk and mind yer own business, while ya still can."

Tosk rolled his eyes. Perhaps his people, as a whole, were not the brightest of creatures, but he did not deserve this sort of treatment. Fixing his gaze on the ruffian, he began talking in a low menacing tone. "I'll speak slowly so you can understand," he said, boring into the pistolier with his hard brown eyes. "You are hurting my countryman. You will stop now."

"And who's gonna make me?" the man sneered, pulling back the hammer on his flintlock with a soft click.

Tosk sighed; talking was not his strong suit. He charged the ruffian, moving remarkably quickly for one of his size. There was a loud bang, and Tosk felt the passage of the bullet blow just past his cheek, and then his fist connected with the ruffian with a loud snapping sound. The ruffian fell back, dropping his flintlock and clutching his obviously broken ribs. "Anyone else want some?" Tosk asked pointedly, glaring at the remaining ruffians. Without a word, the thugs quickly grabbed their partner and dragged him off to safety.

Tosk walked to the Altherian Val and extended a hand, not so much helping as hauling the slight man -- a priest, he realized -- to his feet.

"Thank you, good sir," the priest said. "There will surely be a reward for you once we reach the Temple of Althares."

Tosk gave the priest a toothy grin. "Now that is what I needed to hear!"

In the wilds of Onara, there are roving bands of orcs that exist as small hunter/gatherer tribes, bandits, raiders, or mercenaries. Though it is rare for an orc and a human to have relations, it does occur. Normally these relationships are forced. When not forced, the cultural differences are so great that most of these tragic affairs are doomed from the start. Thus, many half-orcs are raised without one or both of their parents.

Personality: The half-Orc is not as stupid or brutish as its orc progenitor, but still, the orcish influence is obvious. Most half-orcs tend to think with their brawn instead of their brains, and thus they tend to be hopeless in any social situation, unless of course they are socializing with orcs, who have an entirely different standard of acceptable behavior. Although their minds have difficulty grasping complex concepts, they can be canny and clever when focusing on a specific goal, and many have made the tragic and sometimes fatal mistake of underestimating them.

Physical Description: Half-orcs tend to be a bit heavier than humans, usually weighing between 180 and 250 pounds and on average they grow between 6 and 7 feet in height. As with most races, females will usually be shorter and weigh less. Most half-orcs show their mixed lineage. They may not have the exaggerated features of an orc, but they still have some obvious orc influence. Some common signs of this influence include tusks, discolored skin, lupine ears, and a slightly simian cranial structure. Half-orcs mature faster than humans and they age at a much faster rate. Typically, a half-orc reaches his adult potential by the age of 14 and dies before his 80th year.

Relations: Half-orcs suffer from the unfortunately accurate stereotypes of being dimwitted social boors or ill-mannered brutes. Most other races look down on them and some actively hate them for the predations of their full-blooded orc cousins. Still, few question the abilities of a half-orc in a fight, and they are highly prized as bodyguards and mercenaries.

Alignment: Half-orcs understand the concepts of good and evil as well as any other race, and like all other races, half-orcs may fall into either category. However, on the axis of law and chaos, they lean more toward chaos due to their orcish influence.

Half-Orc Lands: Half-orcs have no lands of their own. Some may grow up with their orc parent, though their “human frailty” makes this practice fairly rare. Therefore, most half-orcs must travel to human areas to find even marginal acceptance. Half-orcs may be found in abundance in some populated areas where they are readily accepted due to their martial prowess. The free city of Freeport is a good example of such a place.

Religion: Half-orcs living in orc society usually follow the religious doctrine of whatever tribe they are with. Half-orcs living in human areas usually worship a deity from the Pantheon of Man. Some half-orcs are extremely outspoken and overly zealous in their piety, desperately trying to find acceptance through faith.

Language: Half-orcs living in orc society learn to speak the language of orcs known as Orcan. Half-orcs living in human society will learn to speak the common tongue of humans known as Low Coryani.

Names: The Orcan language is harsh and guttural, so half-orcs raised by orcs often have short, harsh-sounding names. Half-orcs raised in human society are named according to human naming conventions.

Adventurers: Half-orcs generally adventure to find acceptance in the world. Almost everywhere a half-orc goes, he is looked upon as inferior or lacking. The adventuring half-orc seeks to overcome such things through heroic deed, force of arms, and accumulated wealth. With wealth comes power, and with power, the half-orc may finally gain acceptance.

Half-Orc Racial Traits:

Base Speed: Half-orc base speed is 30 feet.

Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

Automatic Languages: Low Coryani and native nation.

Bonus Languages: Orcan

Favored Class: Barbarian. A multiclassed half-orc’s barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Mixed Blood: For all special abilities and effects, a half-orc is considered both an orc and a human.

Darkvision: Due to their orc heritage, half-orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

Ability Score Modifications: Due to their orc heritage, half-orcs gain the following ability score modifications: +2 to Strength, -2 to Intelligence, and -2 to Charisma. These ability adjustments are applied after ability score generation.

Human

Through the tattered remains of what used to be the Duchy of Sylvania, the legions marched. Side by side with the proud Coryani men in their glittering lorica segmentata and their flashing gladii were thousands upon thousands of auxillia -- support troops, not legionnaires -- brought to bear for this conflict. Since they were tracking the armies of Nier and the battle would be fierce, the legions needed all the help they could muster. Soon, the advancing army could see the smoke rising from the once flourishing town of Heliadaquae, for battle had been raging for some time.

In the midst of the auxillia, with the cavalry, was a man whose very appearance seemed to separate him from those around him. Where most of the auxillia had the fair skin and fine features of a Coryani, his skin was tanned and yellow. He had slanted eyes and dark hair worn only in a stripe at the center of his head hanging down to his back, the features of a Hinterlander.

Tsaong Pei seemed almost one with the horse beneath him, a solid gray Altherian Stallion named Peaks. Peaks had done well, clearly outmaneuvering the other horses of this auxillia cavalry. Pei had discovered that many of these so-called horsemen did not even own the horses they rode. He learned that they were legionnaire horses loaned to the auxillia for this campaign. The thought almost turned his stomach. They were going out to fight one of the most feared forces in all of Onara, and most of the Coryani surrounding him were not even true men.

He had not been spoken to much on the trip. To be fair, this was mostly the fault of the severed heads proudly displayed on his saddlebags, proud Vanomir warriors, all of whom he had killed honorably in single combat.

“Cavalry!” barked a Coryani voice. “Form up along that ridge! Prepare to charge! Pei Tsaong!” Pei winced. Why did Coryani insist on putting family name last? Such a dishonorable custom. Again he reminded himself that he was following the great Nawal val’Tensen Menesis, not these people. “You will lead the second rank!”

Pei’s teeth glittered in his tanned face, and he spurred Peaks towards the ridge. He saw the armies below. He watched amusedly as Duke val’Tensen Adolphos made his fateful charge. He held his breath as Nawal val’Tensen Menesis rescued him.

And then he saw the standard wave, the signal.

With a shout in his own tongue, he spurred Peaks onward, unleashing his spiked chain; his eyes flashing as steam began flowing from his weapon, trailing behind him. The ranks of Nierites swelled before him, a multitude, an entire army. He did not look behind him to see if the rest of the cavalry was following. He did not care.

The ranks of warriors swallowed him up, and his chain flashed, and flashed again, heads rolling, men dying. He was in the midst of battle, surrounded by humans from all sides, Erdukeens to be slain, Milandisians defending their land, Cancereese fighting the oppression of the Nierites, and the Coryani destroying a scourge. Fighting through the tangled mass of humans from all nations, there was Tsaong Pei, Windrider of the Vanomir, wearing a very large smile.

The humans came to Onara in ancient times, supplanting the great Elorii Empire and quickly proving themselves tenacious and adaptable. With the exceptions of the Elorii Nations, the Dwarven Enclaves, and the Ssethregoran Empire, humans are in the majority in every other known region of Onara. Since the human population is so widespread, they have a near infinite amount of variations in their motivations and personalities.

Personality: Humans are one of the most adaptable and tenacious races on Onara. Since they are shorter-lived than Elorii or dwarves, they tend to attack each problem with a zeal often envied by others. Most humans have a capacity for living “in the moment, for the moment,” because a moment may be all they have. But, the most dominant trait of all human cultures is diversity. While most races tend to define themselves by commonalities, humans define themselves by their differences. There is no such thing as a typical human.

Physical Description: Most humans grow to a height somewhere between 5 and 6 feet tall, though there are extremes on either end. Their weight varies from 140 to 220 pounds. As with most races, females will usually be shorter and weigh less. Human appearance is very diverse, from the dark-skinned Altherians to the pale-skinned Kio, with countless variations in between. Certain races, like the Pengik, Kio, and Undir, quite possibly have non-human influences in their blood, leading to minor physical differences such as the Undir’s slightly webbed digits. Humans mature to adulthood by the age of 17 and rarely reach 100 years of life. Mixed-blood Kio are an exception, as they are known to live more than double the average human lifespan.

Relations: By and large, humans do not have as many difficulties with other races as they do with each other. Though most humans do not trust the rebel ss’ressen clutches, the ss’ressen seem to be happy just to be left alone. While some dwarves actively seek to protect humanity, others have taken a more militant view, but they are too few to be truly troublesome. Though Elorii have not forgotten the Gods’ War or the human and Val treachery, the prophecies of Belisarda have led most of them to at least tolerate humans. Those Elorii who do not tolerate humans (the Malfelen) are actively avoided by humans on pain of death. So, while the other major races commonly encountered by humans are either peaceful or simply want to be left alone, the humans seem to war continuously with each other. The three most powerful human nations, the Coryani Empire, the Kingdom of Milandir, and the Theocracy of Canceri are in a perpetual state of tension with each other, tension which often explodes into open warfare.

Alignment: Humans gravitate toward no particular behavior pattern. Their motivations and behaviors are as diverse as their appearance and culture.

Human Lands: With few exceptions, humans dominate most of the lands of Onara. While the Val normally rule over these lands, humans form the majority of the population. For the most part, human lands tend to be fairly open to guests and mostly tolerant of other races. While uncommon, it is not unheard of to find ss’ressen, dwarves, Elorii, dark-kin, half-orcs, half-hobgoblins, and gnomes wandering freely in human controlled areas.

Religion: Almost without exception, all human nations pay at least lip service to the Pantheon of Man. The Mother Church, operating out of Grand Coryan, is seen as the focal point of this worship, although the Theocracy of Canceri does not acknowledge its leadership. Instead, they worship a sect of the Pantheon of Man that includes only three of the twelve gods. This church is known as the Church of the Dark Triumvirate. While scattered human cults exist, they operate covertly to avoid attracting the attention of the Inquisition of the Mother Church who relentlessly hunt and kill these heretics whenever they are found. Please refer to the *Codex Arcanis* for further details on the 12 Gods and their worship.

Language: Most humans speak Low Coryani in addition to the language of their home nation. Most of these national dialects are derived from Low Coryani, and the Coryani language itself seems to be derived from Altharin (Ancient Imperial).

Names: Human names are quite diverse. Most often, humans are named using a cultural, national, or regional naming convention. Usually names are specific to a nation, such as Calceustus and Acastus for the Coryani, or Osrice and Gerhard for the Milandisians. However, as with anything human, there is no such thing as a normal naming convention.

Adventurers: Humans are drawn to adventure due to their short life spans and their zest to live their life to the fullest in the shortest amount of time. They want to see, do, feel, and experience everything before they die, and adventuring is the only career open to the general population where all that is possible.

Human Racial Traits:

Base Speed: Human base speed is 30 feet.

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

Automatic Language: Low Coryani and native nation.

Bonus Languages: High Coryani, any human nation.

Favored Class: Any. When determining whether a multiclassed human takes an experience point penalty, his or her highest-level class does not count.

Versatile: Humans gain 1 extra feat at 1st level.

Quick Study: Humans gain 4 extra skill points at 1st level and 1 extra skill point at each additional level.

Mundane Blood: Humans may not be sorcerers.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Ss'ressen

The flames died suddenly as if blown out by a blast of icy wind. Where a moment before the proud ss'ressen had stood, now only a charred, oily mass of blackened, unrecognizable flesh lay before the pristine altar. The assorted company, priestesses and friends alike, stared in revulsion and horror as the entire macabre spectacle crumbled into ashes, forever destroyed. The Aged Matriarch Mother Svesh Mastyx looked down upon the remains. That pile of greasy soot had once been the strong and proud ss'ressen Ven val'Sosi, an oddity among her people. One of the younger ss'ressen, the young reptile known as Ven had ventured out into the realms of the warm-bloods in an attempt to learn more about their ways and to spread the word of the Holy Fire Dragon. Always faithful, the young ss'ressen had beaten the odds of that hostile realm and fallen in with a group of adventurers. Their exploits spanned the known world, traveling from lofty peaks to sun parched deserts, and even into the foul recesses of the darkest dungeons. Still, Ven was an exemplary member of his clutch, constantly proving his loyalty to the Matriarchy and his God. Recent ventures had changed him though. Ven was tainted with the essence of a god the humans called Beltine, Guardian of Souls. Changed in body, now possessing the gray eyes of the strange humans called Val, the ss'ressen now known as Ven val'Sosi returned to the Sulfur Marsh to prove his faith in the Fire Dragon, and attempt the breeding trials.

"His choice was made, and unworthy he was found; a brave warrior has left us this day, may his soul find solace in the white hot crucible of the Fire Dragon." The High Matriarch Mother turned away from the altar as she spoke. As she turned a murmur ran through the assembled priestesses. Spinning around, she watched the miracle unfold before her aged eyes. The ashes had begun to stir, as if lifted by an unfelt breeze. Faster and faster they swirled, then suddenly, with a deafening roar, a column of crimson fire erupted from the huge holy symbol encircling the altar. Through that mass of whirling flames, a figure could be seen taking shape. With one last gout of flame that scorched the ceiling far overhead, the flames died, leaving a lone figure standing before them. Ven val'Sosi had returned.

High Matriarch Mother Svesh Mastyx turned and led the assembly from the temple. Then upon the front steps she addressed the assembled masses of Black Talons. "My children, blessed are we today, for our Great Lord has given us a sign." Indicating for Ven to step forward, she continued, "Our oldest legend has come to pass, for the one who was destroyed and born again by our Lord's holy fire has appeared. Pyros Morellia has been born, and though his loins shall a new generation of ss'ressen appear that will lead our clutch to a new era!"

Like wildfire the word spread, whispered from one forked tongue to another. From seasoned veterans in the barracks to hatchlings in the most remote communities, the story grew. Whispers became rumors, rumors became shouts, and a legend was born. Pyros Morellia had appeared, and a new age had begun.

Ss'ressen are a sub-race of Ssethregorans, often used as slave masters or as elite shock troops by the serpentine empire. One of the mightiest tribes of ss'ressen, known as the Black Talon Egg Clutch, rankled under the decadent evils of the empire and fled their lands, settling in the swamps of Milandir. Since that time, the Black Talons have had a splinter group of their own members migrate north to the Spine of Nier near Lowach, where they still live today.

Personality: Black Talon and Ashen Hide Ss'ressen are conscientious and honorable. They are fiercely loyal to their clutch, their chosen religion, and their friends. These ss'ressen take great satisfaction from personal achievements in battle or single combat, and display their scars proudly. Though the ss'ressen were originally bred for war, they have learned

to overcome their natural instincts and now strive for peace. Overall, these ss'ressen are a very disciplined people who have become the very antithesis of their original masters.

Physical Appearance: All ss'ressen appear as reptilian humanoids covered in thick scales. Their faces are elongated, akin to that of a lizard, with enlarged jaws and flaring nostrils. Ss'ressen have no external ear, only a small round hole above and behind their great cold eyes. All ss'ressen have tails and most sport some type of sagittal crest devoid of webbing, which runs from the base of their skull along their spine and out to the tip of their tail. Their hands and feet are adorned with reinforced talons, able to rend and tear through the thickest armor. These claws constantly grow, and are slowly replaced if torn out. Thick scales cover their backs and chest, giving way to small, finer scales on their abdomen and along the underside of their tails. The average ss'ressen reaches sexual maturity at age 10, and lives just shy of 60 years. Unlike most other races, the females of this species are usually slightly larger than their male counterparts.

Standing roughly 6 feet tall, a Black Talon is a sight to behold. They have sleek and muscular limbs covered with mottled green and gray scales. Their actual claws are pitch black, a trait which led to the naming of their clutch. A Black Talon has a longer jaw than most other egg clutches, terminating in a blunt snout.

Ashen Hide Ss'ressen stand between 6 and 7 feet tall, and sport no cranial crest. Their scales have become thick and knobby, almost perfectly round in form. An Ashen Hide Ss'ressen gets its name from the uniformly gray color its scales display, but they still retain their characteristic black claws that made their predecessors famous. Ashen Hide Ss'ressen are wider of shoulder than their Black Talon relations, and their tails are markedly shorter. Still, they retain the grace and dexterity of their relations and are a terror upon the battlefield.

Relations: The Black Talon Ss'ressen only have serious relations with the Kingdom of Milandir. They have sworn an oath of fealty to the val'Holryn Dukes of Tralia in Milandir in exchange for the lands they have settled on, and have never failed to answer that oath when called. Indeed, the Milandisians have long grown out of their initial hostility towards the ss'ressen and have come to rely on them as skilled warriors, scouts, and allies. The Ashen Hide Ss'ressen have a similar alliance with the val'Virdan of Lowach. However, this loyalty does not yet extend to the entire Theocracy of Canceri. The Ashen Hide Ss'ressen have mixed with the local Nierite population a good deal more than the Black Talons have with the Milandisians, and lately, their cultures, religions, and military tactics have begun to merge. Most other races and nations view ss'ressen with some suspicion, and the Elorii and Altherians remain the most hostile.

Alignment: Ss'ressen society tends to be quite lawful, a matriarchy organized with military-style discipline. While there may be exceptions, especially in the slightly less strict Ashen Hide clutch, most ss'ressen in both clutches lean towards law versus chaos. Since the Black Talons broke away from Ssethregore after developing a conscience, most ss'ressen of these enlightened clutches lean toward good over evil.

Ss'ressen Lands: The Black Talon Ss'ressen have a hidden citadel deep within the Sulfur Marsh where the hot springs help alleviate the cold Milandisian winters. Some Ss'ressen, mostly rangers, have traveled from the marsh on patrol with Milandisian cantons, or to join Ven val'Sosi's new settlement for ss'ressen at the foot of the Corlathian Mountains. The Ashen Hide Ss'ressen dwell within a volcano called Ash Spire in northern Canceri. The ranks of both clutches have swelled in the absence of constant warfare and they are looking to expand their settlements.

Religion: The Black Talons universally worship the Fire Dragon. The Mother Church claims that the Fire Dragon is actually an aspect of Nier, but the Black Talons refuse to believe this. They are zealous in their enforcement of the worship of the Fire Dragon within their clutch, and hunt down any ss'ressen who worship any other being. The Ashen Hide, on the other hand, accept the explanation of the Mother Church and worship Nier openly. Only time will tell what this religious schism does to these normally peaceful clutches. Although the Ss'ressen Frenzy trait correctly notes that Ashen Hide and Black Talon Ss'ressen do not trigger each other's Frenzy ability, the two Egg Clutches are not on friendly terms, as they each consider the other's religious practices to be heretical. They will not necessarily attack one another on sight, however.

Language: The ss'ressen tongue is a variation of the Ssethric language and is simply referred to as "Ss'ressen". Many Black Talons have also learned Milandisian, while the Ashen Hides have learned Cancerese to simplify relations with their human allies.

Names: Ss'ressen names tend to be sibilant, able to be breathed or hissed. Hard consonants are rarely found in ss'ressen names. Examples include Scaphiopus, Al'mayliss, and Cres'spys. Some ss'ressen names are utterly unpronounceable by anyone unable to speak Ssethric or Ss'ressen, so they are given nicknames by their human allies or they use a version of their name translated into the common human tongue. Examples include Scalehide, Shatterscale, and Forktongue.

Adventurers: Most ss'ressen adventure at the behest of their clutch. Black Talon Ss'ressen may adventure to learn more about their allies in Milandir, or to gain information on other parts of the world for their clutch matrons. Ashen Hide Ss'ressen most often adventure as a crusade to spread the teachings of Nier, or to assist their beleaguered allies in Canceri.

Common Ss'ressen Traits:

Base Speed: Ss'ressen base speed is 30 feet.

Medium: As Medium creatures, ss'ressen have no special bonuses or penalties due to their size.

Class Restrictions: Due to the techniques used to hatch the young, only female ss'ressen may become clerics and priests, while only male ss'ressen may become sorcerers or wizards.

Cold Susceptibility: All ss'ressen suffer a -4 penalty to Dexterity, attacks, and damage rolls when in temperatures below 40° F. If the ss'ressen is using feats such as Weapon Finesse, to make attacks, these penalties stack (-2 from Dexterity loss and -4 to the attack, for a total penalty of -6). A successful Will save (DC 15) reduces the penalty to -2. A Ss'ressen's racial susceptibility to cold can be negated through natural means (such as by wearing a cold weather outfit from the core rules) or through magical means (such as the *endure elements* spell or a *ring of warmth*).

Low-light Vision: Ss'ressen 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 details under these conditions.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to **Table 4-8: Regional Skills** for details.

Natural Weapons: Ss'ressen have sharp claws for natural weapons. Unarmed ss'ressen can attack with two claws dealing (1d4+Str) points of damage for each claw that hits. Ss'ressen using one-handed melee weapons can attack with a claw as an off-handed attack that is considered a light weapon. As natural weapons, these off-handed attacks draw no attacks of opportunity. Ss'ressen monks learn to fight

with their entire body. They learn to utilize their claws, feet, elbows, hands, and sometimes their tails. This style is difficult to master. Therefore, ss'ressen monks do not gain an extra attack for using natural weapons, meaning they cannot combine an off-hand natural weapon strike with any of the monk's unarmed attack options. However, ss'ressen monks can choose to deal Slashing, Piercing, or Bludgeoning damage with their unarmed strikes.

Ss'ressen Frenzy: Special breeding and magical manipulation by their Ssethregoran Ssanu masters have created a natural animosity and aggressiveness inherent in all ss'ressen egg clutches. The very scent of a rival ss'ressen egg clutch may drive them into a rage known as *Ss'ressen Frenzy*. Whenever ss'ressen of different egg clutches are within 30 feet of each other, the scent of the rival clutch ss'ressen will drive them into the frenzy unless a Will save (DC 13) is made. If the save is made, the ss'ressen may act normally. If the save is failed, the ss'ressen is driven into the frenzy and must attack the nearest rival ss'ressen in **melee** combat until there are no rival ss'ressen within 30 feet. While in this frenzied state, the ss'ressen gains a +2 morale bonus to attack rolls, damage rolls, and Will saves, but suffers a -2 penalty to armor class and all skill checks. Rival groups of ss'ressen may be controlled by a Ssanu or other powerful leader. If a group of ss'ressen is being lead by a Ssanu or another powerful leader, they do not need to make this frenzy check, as their fear of their masters overrides any other thoughts in their minds. This check should only be made once per combat. For the purposes of *Ss'ressen Frenzy*, the Black Talon, Ashen Hide, and Ghost Scale Ss'ressen are all considered be part of the same egg clutch.

Black Talon Egg Clutch "Thulluss"

Ability Score Modifications: Due to the legacy of their culture, Black Talon Ss'ressen gain the following ability score modifications: +2 to Dexterity, and -2 to Intelligence. These ability adjustments are applied after ability score generation.

Agile: Due to the balance and support provided by their tail, Black Talon Ss'ressen gain a +2 racial bonus to Balance, Jump, and Swim skill checks.

Automatic Languages: Ss'ressen and Milandisian.

Bonus Languages: Ssethric, Low Coryani, and Cancerese.

Favored Class: Ranger. A multiclassed Black Talon Ss'ressen's ranger class does not count when determining if he suffers an XP penalty for multiclassing.

Natural Armor: Black Talon Ss'ressen gain a +2 natural armor bonus due to their thick, scaly hide.

Ashen Hide Egg Clutch "Terdiss"

Ability Score Modifications: Ashen Hide Ss'ressen retain their quickness and agility from their Black Talon ancestors, but the fiery temper of Nier has pervaded their blood, and they show less restraint than their originators. Due to the legacy of their culture, Ashen Hide Ss'ressen gain the following ability score modifications: +2 to Dexterity, -2 to Wisdom, and -2 to Charisma. These ability adjustments are applied after ability score generation.

Automatic Languages: Ss'ressen and Cancerese.

Bonus Languages: Ssethric, Low Coryani, and Milandisian.

Bonus Feat: All Ashen Hide Ss'ressen are born with incredibly thick skin. Therefore they gain the Dragon's Hide feat.

Favored Class: Barbarian. A multiclassed Ashen Hide Ss'ressen's barbarian class does not count when determining if he suffers an XP penalty for multiclassing.

Natural Armor: Ashen Hide Ss'ressen gain a +3 natural armor bonus due to their thick scaly hides. This bonus already includes the +1 bonus due to the Dragon's Hide feat.

Val

The cold wind of the Pale Sea filled the sails of the Milandisian merchantman, now two days out from Freeport and heading for the safety of Naeraanth. At the prow of the ship, the wind whipping their hair, stood two figures. The first, a tall, hawk-faced Coryani, his arms bared despite the chill to proudly display his legionnaire's insignia, held a protective hand on the shoulder of the second, a young Milandisian boy with dark, handsome features. The two stared past the rolling waves with their matching gray eyes, silent for a long while before the boy spoke.

"Hannz?"

Hurrious val'Tensen did not turn his head, but answered back to the young child, "Yes?"

"Why have you been trying so hard to teach me of the Gods, and of the world?"

Hurrious smiled, bright teeth flashing pure white. "Because, it is your duty to serve the Gods, and protect humanity."

"Won't they teach me all of this in Milandir?" The boy's gray eyes looked up, searching, at the legionnaire who had saved his life.

"I'm sure they will." Hurrious was silent for a moment, then he turned and looked at the boy. "But it's important you understand. A long time ago the Gods came to us with a gift. They gave the human families of their most faithful followers a piece of their power, and made them Val. But no power is free. You need to remember that."

Hurrious' weary gray eyes were piercing, fixing the boy with his gaze. "Always remember that our power comes with a price." Hannz reflected for a moment, then continued. "Sometimes that price is very high indeed. But, in return for their gifts, the Gods tasked us, the Val, with protecting humanity and guiding them. We are to be their shepherds and protectors."

"But what if the humans don't do what we say?"

The Coryani shook his head sadly. "No, no. Some Val try to hold themselves up as kings, to be served. Some of them are good, and should be followed. But we were not meant to rule. We were meant to serve, to help, to guide."

The boy was silent for a moment, considering. "Hannz, when you saved me, did you know I was a Val?"

Hurrious grinned. "I did once we got you to open your eyes again."

"But before that?"

"How could I? You were just a little bump on a rock." Hurrious playfully mussed the boy's hair.

"Would it have mattered?"

Hurrious shook his head, his levity vanishing. "We are here to protect humanity... Val, humans, gnomes, dark-kin, Elorii, anyone. The Gods gave us these powers for a reason."

The boy nodded sagely, and then turned his eyes back out to the sea. "Do all Val think that way?"

Hurrious was quiet for a bit, lost in memories of another child he had tried, and failed, to help. Again he was surprised at this boy's rapidly increasing grasp of human nature. Almost too quiet to hear, thankful for the spray of the sea on his face, he said, "No. We are not perfect. Everyone makes mistakes."

"So, some Val don't do what they are supposed to? They use their power without a reason?"

Hurrious' eyes searched the sea, trying hard to forget the faces of those he had failed. "Yes, some fail even when trying to do what is right. And some use their power for the wrong reasons, seeking to control others. You must always be careful of your motives. If your motives are not pure, your actions will be tainted as well. Even if you fail, you must always try to do what is right." His voice trailed off as he finished, lost again in his own thoughts.

After a few moments of reflection, the boy nodded. "I want to do things for the right reasons."

Thinking quietly to himself, "As do I." Hurrious val'Tensen's hand once again found the boy's shoulder in a grasp of comrades. "I'm sure you will."

Sometime after the God's War, the Gods, in their wisdom, sent their Valinor to infuse their essence into their most faithful human families, thus founding a race of beings touched by divine essence, the Val. With powers from the Gods that breed true through the generations, the Val are tasked with the leadership and protection of humanity.

Personality: At their base, Val are as adaptable and diverse as humans. However, their unique place in society means most Val tend to be aristocratic in bearing, often expecting positions of leadership or respect due to their heritage more than their merit. This is not to say Val are incompetent. On the contrary, a lifetime of training to fulfill their destiny makes most Val quite capable leaders, though vanity remains an issue. Among adventurers, however, there is a growing number of Val who reject the noble aspirations of their cousins, calling for a return to their original purpose, that of nurturing and protecting humanity rather than ruling it. While these Val are just as likely to seek positions of leadership, it is out of a sincere desire to serve humanity rather than the belief that they deserve such titles.

Physical Description: Val look very much like normal humans. Adult male Val range from 5 to just over 6 feet in height. They usually weigh between 170 and 230 pounds. As with most races, females will usually be shorter and weigh less. Val hair color and other minor characteristics vary depending upon which bloodline they are from (please refer to the *Codex Arcanis* for details on Val family traits). The only sure way to tell a Val from a human is the color of their eyes, which are steely, piercing, and a shade of gray so pure it is almost silver. When a Val becomes psionically awakened, the color of their iris drains away and all that remains is a dark pupil surrounded by a white orb. A Val typically reaches maturity by age 16, and they generally live between 80 and 100 years.

Relations: Most Val enjoy a certain air of nobility among the common populace. As a result, most Val have a tendency to be very diplomatic, and as such, mix well with most races on Onara. While most have no more love of dark-kin and gnomes than the rest of humanity, those who feel the need to return to their original purpose will normally go out of their way to uplift such beleaguered spirits. Elorii, in general, do not care for Val, as they are the direct descendants of the despised human Gods. This dislike, however, is not widely returned, at least not publicly.

Alignment: Val tend to fall into one of two groups. The majority of them tend to be lawful, and indeed, whenever possible, they tend to be the ones making the laws. Those who seek a return to the Gods' original purpose tend to be chaotic good, spurning the laws of their noble brethren to do whatever they must to fulfill their divine mandate.

Val Lands: Val dwell wherever there are humans, most often as the ruling class. However, certain regions, such as Altheria, the Hinterlands, and Freeport, do not have an abundance of Val within their leadership.

Religion: Val hold most of the prominent religious leadership positions. Their very nature marks them as chosen by the Gods, so this isn't too surprising. The divine power flowing in their veins means that few Val ever abandon worship of the Pantheon of Man, as they, above any other race, are spiritually connected to their patron deities. Though Val of all families can be found in each church, they usually worship the god whose Valinor founded their line. Thus, most val'Assanté priests are found in the Church of Illiir, most val'Tensen priests in the Church of Hurrian, and so forth.

Language: Nearly all Val speak High Coryani in addition to Low Coryani (the common tongue). High Coryani is the language of the church, and nobility, so with very few exceptions, Val are taught this language as children. Otherwise, Val speak a variety of languages, depending on their national origin.

Names: Val given names vary by nation, just like their human counterparts. Their surnames, however, always mark their Val lineage. The Val surname has two parts. The first, part is the val' prefix which denotes their divine lineage. The second part is their original family name, such as Assanté, Dellenov, or Mordane. When combined, they produce the Val family names, such as val'Assanté, val'Dellenov, etc. Non-Val who marry into or who are adopted into these families take the family name without the val' prefix and place it before their former family name. Thus, if Cassius val'Assanté married Helena Maricus, her name would become Helena Assanté-Maricus.

Adventurers: Val adventure for many reasons. For some, it as a means to gain more political power, wealth, knowledge, prestige, or honor. Some adventure to live a little before settling down to an appointed political position. But a few adventure because they feel it is the only way to fulfill the Gods' original purpose for them, protecting mankind.

Val Racial Traits:

Base Speed: Val base speed is 30 feet.

Medium: As Medium creatures, Val have no special bonuses or penalties due to their size.

Automatic Languages: Native nation, High Coryani and Low Coryani.

Bonus Languages: Altherian, Kio, Milandisian.

Favored Class: Psion or Psychic Warrior (choose one). A multiclassed Val's favored psionic class does not count when determining whether he suffers an XP

penalty for multiclassing. In addition to these favored classes, each bloodline has an additional favored class. See *Table 2-1 Val Family Favored Classes* for details.

National Skill: Each region receives a bonus skill that becomes a class skill for anyone from that region. Refer to *Table 4-8: Regional Skills* for details.

Obligations of Rank: The Val bloodlines were created by the Gods with the express purpose of having these "super humans" lead humanity into a Golden Age. Val are expected to take on quests because it's the right thing to do, not for monetary gain. The protection of humanity is a matter of honor and duty, although the assisted party may give a "token" of their appreciation.

Flintlocks: As the chosen of the Gods, Val may legally possess Altherian flintlocks. Val who possess the Gentry feat gain Weapon Familiarity (Flintlocks).

Naturally Psionic: Val gain a number of bonus power points equal to their bloodrank. These bonus PP cannot be accessed (and effectively do not exist for any purpose) until the Val is psionically awakened. There are only three ways for a Val to become awakened: taking at least one level in a psionic base class that grants a manifester level, gaining a Val bloodline power that represents a psi-like (Ps) ability, or gaining the Wild Talent feat. (Note that in the LIVING ARCANIS campaign, the Wild Talent feat is restricted and cannot be taken without campaign documentation, and that none of the Val bloodline powers in the *Player's Guide* are psi-like.) A Val that has not been awakened does not have a power point reserve, is not considered a psionic creature, and cannot access the "bonus" PP granted by the racial ability. A non-awakened Val cannot take feats with the [Psionic] subtype and is not able to spend power points for any purpose (such as activating deep crystal weapons). Val are a small percentage of the total population of the Known Lands, and psionically-awakened Val are a small percentage of the population of Val.

Rank and Station: When dealing with commoners, Val gain a +2 circumstance bonus to all Diplomacy checks. When dealing with other Val, this bonus (or penalty) is equal to the difference in the Val's blood rank. For example, if Lord val'Assanté with a bloodrank of 6 were using Diplomacy against Lord val'Tensen with a bloodrank of 9, Lord val'Assanté would receive a -3 penalty to his skill check.

Presence of the Gods: Val are the only playable race that may take levels in the psion or psychic warrior class.

Bloodlines: Coursing through the veins of all Val is the blood of Valinor, celestial servants of the Gods. Each family so blessed holds a small portion of that God's power. This legacy is, in turn, passed down through the generations. Val are never of mixed blood; they are either of one bloodline or another. If Val of differing bloodlines were to have children, their offspring would favor the legacy of only one of their Valinor ancestors. For example, a Val may be born to a mixed marriage between a val'Borda father and a val'Mehan mother. However, even though the offspring would take the father's name, it is still possible to carry the val'Mehan powers and appearance. With any other genetically compatible race, a Val will always give birth to another Val.

Minor and Major Bloodlines: Within the Val families, there are minor and major bloodlines. For reasons unknown, some bloodlines are clearly more powerful than others. Minor bloodlines only possess 1st, 2nd, and 3rd level bloodline powers, while major bloodlines possess powers up to 4th level. Some philosophers believe the 12 major bloodlines were created by the direct intervention of the gods, while the others may just be the aftereffects of divine curses or blessings. The recent discovery of another major bloodline (the val’Emman) has led most scholars to begin rethinking this theory.

- **Blood Rank:** Val gain a number of bloodline powers equal to the Val’s blood rank. Bloodline powers that are spell-like abilities are cast as a sorcerer equal to the Val’s level.

- **Strength of Blood:** When creating a character, roll a d20 and compare the result to the chart below to determine a Val’s beginning blood rank. Some Val come into the legacy of their blood more swiftly than others.

Roll (d20)	Blood Rank
1-17	1
18-19	2
20	3

Advancing in Blood Rank: Val may advance their bloodline powers. Upon receiving an ability score increase, the Val may choose to spend the point to raise their blood rank by one instead of an ability score. The Val then gains an additional bloodline power. At least two bloodline powers per given level must be selected before a Val may choose a higher-level power.

- If you are using a point-buy system to generate ability scores, such as in *Living Arcanis*, a good optional rule is to replace the random generation of a Val’s starting blood rank (page 49) with a fixed cost in ability points. In such a system, assuming you are using the 32-point “heroic campaign” option, blood rank 1 would cost 0 points (all Val are at least blood rank 1), blood rank 2 would cost 8 ability points, and blood rank 3 would cost 12 points. A starting Val character should never have a blood rank greater than 3.

Table 2-1: Val Family Favored Classes

Bloodline	Favored Class

Major Bloodlines

val’Abebi	Bard, Expert
val’Assanté	Patrician
val’Borda	Rogue
val’Dellenov	Druid (Males only), Ranger (standard, Females only)
val’Emman	Fighter
val’Holryn	Per chosen bloodline
val’Inares	Ranger
val’Ishi	Cleric
val’Mehan	Wizard
val’Mordane	Wizard
val’Ossan	Ranger
val’Sheem	Bard
val’Tensen	Fighter
val’Virdan	Barbarian

Minor Bloodlines

val’Baucisz	Rogue
val’Haupt	Ranger
val’Sunga	Cleric
val’Sosi	Fighter
val’Trisin	Bard

Chapter Three

Core Classes in Arcanis

Most of the core classes detailed in Chapter 3 of *Core Rulebook I* remain unchanged within the world of Arcanis. However, due to the unique nature of the setting, some core class alterations are necessary to make them meld into the setting properly. Any deviation from a core class listed in *Core Rulebook I* will be detailed in the following text. If a particular class feature, special ability, or other option is not specifically called out in this chapter, then it should be assumed to be unchanged from what is presented in *Core Rulebook I*.



Barbarian

Barbarians are found throughout many of the uncivilized lands of Arcanis. Their appearance and beliefs are as varied as their cultures, but not all barbarians are found out in the savage wastes. Some are simply common folk with really bad tempers, and they can be found anywhere! Since barbarians of Arcanis can be found as easily in a city as in the wilderness, they must be slightly modified.

Illiteracy: Unlike the barbarian listed in *Core Rulebook I*, in Arcanis, a barbarian's literacy is determined by his place of origin, not his class. Therefore, when determining if a barbarian is literate or not, please refer to the following table.

Table 3-1: Barbarian Literacy Table

Origin	Literate?
Beyond the Wall (Any)	No
Blessed Lands	No
Coryani Empire	Yes
Dwarven Enclave (Any)	Yes
Elorii Nations (Any)	Yes
Hinterlands	No
Khitani Empire	Yes
Kingdom of Milandir	Yes if non-ss'ressen
League of Princes	Yes if kio
Magocracy of Ymandragore	No
Pirate Isles	No
Republic of Altheria	Yes
Ssethregoran Empire	No
Theocracy of Canceri	No

Bard

The traveling minstrel is a staple of the various cities and towns of Arcanis. However, bards in Arcanis frequently become involved in information brokering and political intrigue. Typically they lead much more dangerous lives than their traditional cousins found in *Core Rulebook I*.

Additional Class Skills: Bards of Arcanis gain Research as a class skill.

Hunted: The Sorcerer King of Ymandragore hunts all arcane casters, including bards. Displaying one's arcane magical skills openly or in a public setting is a sure way to end one's career early.

Cleric

Wherever you find a group of people, you will likely find a cleric there trying to convert them to his deity. Since the Gods of Arcanis are so different from those of other settings, the clerics of Arcanis must also deviate rather significantly from the typical cleric listed in *Core Rulebook I*. Some of the differences are uniform for all clerics, while others are deity-specific changes. All changes from the core rules are listed below.

Common Changes

Aura of Faith (Ex): All clerics possess a strong aura corresponding to their alignment (see the *detect evil* spell for details). Some philosophers believe that this aura is a representation of the Gods' blessings. Others believe the aura is simply a representation of a very old or devout soul.

Bonus Language: Since most formal church services are still held in the ancient Tongue of Man, all clerics who worship any god from the Pantheon of Man gain Ancient Altharin (Ancient Imperial) as an automatic language, and may select Celestial or Infernal as bonus languages.

Channeling (Su): *Channeling* refers to the ability of clerics and some other divine classes to harness divine energy in a manner that a cleric would normally use to turn or rebuke undead. (see *Core Rulebook I*). In addition to turning undead, this ability may be used in conjunction with other feats or class abilities as described in their respective entries. Typically, channeling is treated as a standard action, although specific abilities may allow it as a free action or as a full-round action. Channeling itself is a supernatural ability. Channeling only provokes an attack of opportunity if linked to a spell-like (Sp) ability. Channeling is not necessarily considered an attack, and it is only necessary for the cleric to have his holy symbol if the channeling attempt affects others. *Channeling* is a mechanic introduced by the *Player's Guide* to represent the focusing of divine energies to create various effects.

One effect that can be created via channeling is the standard turn/rebuke undead ability from *Core Rulebook I*. When a class gains the ability to turn or rebuke undead, what the class really gains is a number of daily channeling attempts that can only be used for the purpose of turning or rebuking undead. (The same thing applies to classes that gain the ability to turn or rebuke other types of creatures, such as Infernals.) Just as with turning attempts, channeling attempts used to turn or rebuke specific types of creatures may not be mixed and matched.

Certain classes (such as holy champion) gain channeling attempts that may be used to power a variety of special abilities. There is also a class of feats (called Channeling feats) that are powered by channeling attempts. Unless a class description specifically states otherwise, channeling attempts that are gained for the purpose of activating class features may not be used for turning or rebuking undead (or any other type of creature).

The feat Extra Turning from *Core Rulebook I* grants a character four (4) additional channeling attempts per day, but those attempts may only be used for the purpose of turning/rebuking undead. Alternatively, characters that have the ability to turn or rebuke creatures of a different type may take the Extra Turning feat to gain four (4) additional channeling attempts that may only be used to rebuke creatures of that type. If a character has multiple types of turning / rebuking, then the type to which the feat will apply must be specified when the feat is chosen. Extra Turning may not be used to gain "generic" channeling attempts or to power class features and other abilities that use the channeling mechanics, other than turning and rebuking.

Creatures that gain Turn Resistance (such as many undead) apply that resistance against channeling attempts specifically made to turn or rebuke them, but not against channeling attempts that are used to affect them in other ways.

Channeling Check: To *channel*, a cleric must first make a *channeling check* to see how powerful a creature he can affect. This is a Charisma check (1d20 + the cleric's Charisma modifier + any relevant feats or abilities). **Table 3-2: Channeling Check Results** details the Hit Dice of the most powerful creature the cleric may affect, relative to his effective channeling level. On any given channeling attempt, the cleric may not affect any creature (including himself) whose Hit Dice exceed the result of his channeling check. Unless stated otherwise in a specific class's entry, a character channels at an effective level equal to the strength of his Aura of Faith. The target number to affect a particular creature is generally equal to that creature's Hit Dice, unless the target has special resistances. For example, some creatures might have Channeling Resistance, just as some undead have Turn Resistance.

To use this ability, a cleric does not need line of sight to a target, but he does need line of effect. Typically, the description of the feat or ability used in conjunction with the channeling ability will provide more specific details on targeting and the duration of the result.

Table 3-2: Channeling Check Results

Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Channeler's level – 4
1–3	Channeler's level – 3
4–6	Channeler's level – 2
7–9	Channeler's level – 1
10–12	Channeler's level
13–15	Channeler's level + 1
16–18	Channeler's level + 2
19–21	Channeler's level + 3
22 or higher	Channeler's level + 4

Channeling Damage: If the cleric's *channeling check* result is high enough to affect his target's Hit Dice, he then rolls *channeling damage* to see how many Hit Dice of creatures he actually affects. Channeling damage is equal to 2d6 + the cleric's effective channeling level + the cleric's Charisma modifier. The feat or class ability used in conjunction with the channeling attempt will describe how this damage is to be applied.

Deities: Unlike other worlds, the gods of Arcanis have no alignment. A cleric may be of any alignment and worship any god. All clerics in Arcanis must be devoted to a single deity. If a cleric is a member of a church that venerates more than one deity, such as the Mother Church of Coryan or the Church of the Dark Triumvirate, then the cleric must still choose

Diety Specific Changes ■ CORE CLASSES IN ARCANIS

a single deity to worship, although the cleric may continue to honor the other deities represented within the collective.

Domains and Domain Spells: A cleric chooses two domains from the portfolio of his chosen deity. A cleric may not select any alignment domain (Chaos, Evil, Good, or Law) as these domains do not exist in Arcanis. The Holy domain replaces these domains collectively.

Chaotic, Evil, Good, and Lawful Spells: Clerics in Arcanis must follow all normal rules regarding casting opposed-alignment spells, with the exception of domain spells. A cleric may cast any spell granted by one of his domains regardless of normal alignment restrictions.

Deity-Specific Changes

Althares

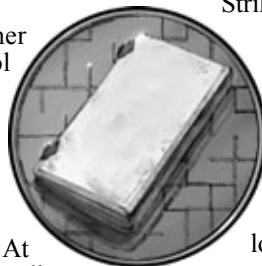
Armor and Weapon Proficiencies: Clerics of Althares gain Exotic Weapon Proficiency (flintlock pistols) for free at first level.

Domains: Artificer, Commerce, Divination, Holy, and Knowledge.

Favored Weapons: Warhammer (*Forge-shaper*) and flintlock pistol (*Althares' Word*).

Right to Carry: Clerics of Althares may carry Flintlocks as if they were Val or gentry.

Knowledge of the Ages (Ex): At 5th level, clerics of Althares gain the bardic knowledge ability (see *Core Rulebook I*). The cleric may use this ability as if he were a bard equal to one-



half his cleric level (rounded down). If the character has other classes that grant the bardic knowledge ability, such as a multiclassed cleric/bard, then one-half his cleric level stacks with his levels of whichever other classes grant him the bardic knowledge ability for purposes of making bardic knowledge checks.

Turn Undead: Clerics of Althares have an effective level for turning undead that is three levels lower than their cleric level.

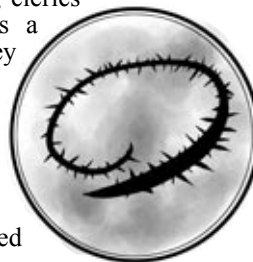
Anshar

Armor and Weapon Proficiencies: Clerics of Anshar lose the core cleric's proficiency with heavy armor. They gain Improved Unarmed Strike as a replacement feat.

Bonus Feats: At 3rd level, clerics of Anshar gain Endurance as a bonus feat. At 9th level, they receive Diehard as bonus feat.

Domains: Healing, Holy, Pain, Strength, Suffering, and Travel.

Favored Weapon: Unarmed Strike (*Touch of Anshar*).



Tenets of Faith: Clerics of Anshar are restricted from wearing heavy armor. When wearing heavy armor, a cleric of Anshar may not cast any spells or use any clerical abilities.

Turn Undead: Clerics of Anshar have an effective level for turning undead that is one level lower than their cleric level.

Table: Deity-Specific Turning Modifiers

Deity	Effective Level vs. Undead
Althares	Cleric's level – 3
Anshar	Cleric's level – 1
Belisarda	Cleric's level – 1
Beltine	Cleric's level + 2 (incorporeal undead) or Cleric's level – 2 (corporeal undead)
Cadic	Cleric's level – 3, except for undead with the Shadow subtype, which are Cleric's level
Hurrian	Cleric's level – 2
Illiir	Cleric's level – 1, except for undead vulnerable to sunlight, which are Cleric's level + 1 and +1d6 bonus turning damage
Fire Dragon	Cleric's level – 3
Larissa	Cleric's level – 3
Neroth	Cleric's level – 2 (incorporeal undead) or Cleric's level + 2 (corporeal undead)
Nier	Cleric's level, but any result that does not destroy the undead creature outright means that the attempt has no effect at all. Clerics of Nier never rebuke or command undead, regardless of their alignment.
Saluwé	Cleric's level – 1
Sarish	Cleric's level – 3
Yarris	Cleric's level – 2, except for undead with the Aquatic subtype, which are Cleric's level + 3

CORE CLASSES IN ARCANIS ■ Dietary Specific Changes

Belisarda

Additional Class Skills: Clerics of Belisarda gain Knowledge (geography), Knowledge (nature), and Survival as additional class skills.

Domains: Belisarda grants her followers' access to the Air, Animal, Earth, Fire, Healing, Holy, Plant, Protection, Refuge, Storm, Travel, War, and Water domains. However, not all of her followers are able to choose from that entire list.

An Elorii cleric of Belisarda must observe the domain restrictions on his subtype, as patterns of worship vary between bloodkines. The following domain restrictions apply:

Ardakene – May not select any elemental domains

Berokene – If an elemental domain is chosen, it must be Water.

Kelekene – If an elemental domain is chosen, it must be Fire.

Marokene – If an elemental domain is chosen, it must be Earth.

Osalikene – If an elemental domain is chosen, it must be Air.

Access to some of these domains is further restricted by the cleric's starting nation and specific Elorii racial subtype. See *Chapter 9 – Religion* for more details.

Favored Weapon: Longbow (*Heaven's Flame*)

Turn Undead: Clerics of Belisarda have an effective level for turning undead that is one level lower than their cleric level.

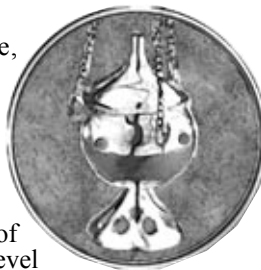
Note: An Elorii may choose to be a "cleric" of one of the Elemental Lords (Beroe, Keleos, Marok, or Osalian) instead of Belisarda, but such clerics receive only a single domain: the elemental domain corresponding to that Lord's subtype (Water for Beroe, Fire for Keleos, Earth for Marok, and Air for Osalian). Note that this is a change from what was originally presented in *Eldest Sons* for clerics of the Elemental Lords. As far as anyone knows, these clerics' spells are actually granted by Belisarda in the name of the appropriate Elemental Lord.

Beltine

Domains: Afterlife, Ancestor, Divination, Healing, Holy, and Spirit.

Favored Weapon: Quarterstaff (*Soul Mender*).

Turn Undead: Clerics of Beltine have an effective level for turning incorporeal undead that is two levels higher than their cleric level. However, they have an effective level for turning corporeal undead that is two levels lower than their cleric level.



Cadic

Additional Abilities: At 5th level, clerics of Cadic gain the Uncanny Dodge ability exactly as a 4th-level rogue does. If the cleric already has the Uncanny Dodge ability from some other source, then he instead gains the Improved Uncanny Dodge ability. See *Core Rulebook I* for details on these abilities.

Additional Class Skills: Clerics of Cadic gain Hide, Move Silently, Perform (any), Sleight of Hand, and Tumble as additional class skills.

Armor and Weapon

Proficiencies: Clerics of Cadic lose the core cleric's normal proficiency with medium and heavy armor. However, they gain proficiency with the rapier, short sword, and shortbow. They also gain the Exotic Weapon Proficiency (hand crossbow).

Domains: Holy, Knowledge, Murder, Music, Subterfuge, Secrets, and Trickery.

Domain Restriction: Clerics and priests of Cadic may not have both the Music domain and the Secrets domain. (They are not required to choose either, but if they choose one, they cannot also gain the other.)

Favored Weapons: Short sword (*Silent Death*).

Restricted Spellcasting: Clerics of Cadic may not cast any spell with the Light descriptor or any spell from the Sun domain that produces an illuminating effect. (Examples include *continual flame*, *daylight*, *light*, *searing light*, *sunbeam*, *sunburst*, etc.)

Tenets of Faith: Clerics of Cadic are restricted from wearing medium or heavy armor. When wearing medium or heavy armor, a cleric of Cadic may not cast any spells or use any clerical abilities.

Turn Undead: Clerics of Cadic have an effective level for turning undead that is three levels lower than their cleric level. However, they turn undead with the Shadow descriptor or sub-type as a cleric of their full cleric level.

Hurrian

Additional Class Skills: Clerics of Hurrian gain Survival as a class skill.

Armor and Weapon Proficiencies: Clerics of Hurrian are proficient with the longsword.

Domains: Air, Holy, Protection, Storm, Strength, Refuge, and War.

Favored Weapon: Longsword (*Thunderstorm*).

Turn Undead: Clerics of Hurrian have an effective level for turning undead that is two levels lower than their cleric level.



Diety Specific Changes ■ CORE CLASSES IN ARCANIS

Illir

Armor and Weapon Proficiencies: Clerics of Illir gain Exotic Weapon Proficiency (gladius).

Domains: Glory, Holy, Honor, Protection, Refuge, Sun, and War.

Favored Weapon: Gladius (*Blinding Truth*).

Fearless (Ex): Through strict religious indoctrination and divine grace, clerics of Illir steel their minds to resist outside influences. As a result, at 5th level, they become immune to all types of fear and any mind-affecting compulsion spells or spell-like abilities of third level or less. This includes spells that might normally prove beneficial.

Restricted Spellcasting: Clerics of Illir may not cast any spell with the Shadow or Darkness descriptors. (Examples include *chilling darkness*, *darkness*, *deeper darkness*, etc.)

Tenets of Faith: Most clerics of Illir are male. They are forbidden to mate with female clerics of Saluwé. The only known female clerics of Illir form a small sect of nuns in Grand Coryan called “The Sisters of the Sun.”

Turn Undead: Clerics of Illir have an effective level for turning most types of undead that is one level lower than their cleric level. However, against any undead creature that is adversely affected by sunlight, such as a spectre, vampire, or wraith, or any undead with the Shadow subtype or descriptor, a cleric of Illir has an effective turning level that is one level higher than his cleric level, and he gains +1d6 bonus turning damage upon making a successful turning check against these types of creatures.

The Fire Dragon

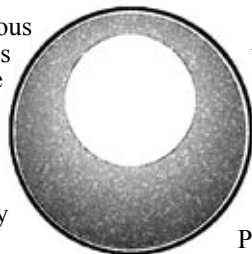
Additional Class Skills: Clerics of the Fire Dragon gain Survival as a class skill.

Armor and Weapon Proficiencies: Clerics of the Fire Dragon are proficient with the heavy flail.

Domains: Earth, Fire, Holy, Protection, Refuge, and Saurian.

Favored Weapon: Heavy Flail (*Dragon's Tail*).

Tenets of Faith: Clerics of the Fire Dragon are always female. This seems to have something to do with the complicated physiology of the ss'ressen and the placement and arrangement of eggs within their hatcheries.



To Endure the Womb of the Fire Dragon: Clerics of the Fire Dragon ignore all detrimental natural heat-based effects from 80 degrees F to 150 degrees F.

Turn Undead: Clerics of the Fire Dragon have an effective level for turning undead that is three levels lower than their cleric level.

Larissa

Aspects of Larissa: Clerics of Larissa in the current Mother Church may venerate one of two different aspects of the Goddess, either the Mistress of Forbidden Pleasure (Pleasure) or Oracular.

Additional Class Skills: Hedonistic clerics of Larissa gain Knowledge (arcana), Perform (any), and Tumble as additional class skills.

Additional Domain: They gain the Pleasure domain as a bonus domain at first level (giving them a total of three domains at first level) and they may never gain the Divination domain.

Armor and Weapon Proficiencies: Hedonistic clerics of Larissa lose all the core cleric's normal armor proficiencies. However, they gain proficiency with the rapier, and gain Exotic Weapon Proficiency (whip) as a replacement feat.

Disarming Personality (Ex): Starting at 3rd level, hedonistic clerics of Larissa gain the ability to distract opponents with their charms. When unarmored and unencumbered, a cleric of Larissa may add her Charisma bonus, if any, to her armor class. This bonus to AC applies even to touch attacks and when the cleric is caught flat-footed. The cleric loses this bonus when immobilized, helpless, wearing any armor, carrying any shield, or encumbered by more than a light load.

Domains: Charm, Fate, Holy, Luck, Music, Protection, and Senses.

Favored Weapon: Rapier (Larissa's Kiss).

Tenets of Faith: Hedonistic clerics of Larissa are restricted from wearing any armor. When wearing any type of armor, hedonistic clerics of Larissa may not cast any spells or use any clerical abilities. A cleric of Larissa may never have both Divination and Pleasure as domains.

Turn Undead: Hedonistic clerics of Larissa have an effective level for turning undead that is three levels lower than their cleric level.

The Oracular sect of the clergy of Larissa is devoted to the divination aspects of the goddess that extend back to the dawn of the priesthood. They denounce the hedonistic practices of the dominant sect of the faith, claiming that the sensate priests are the cause of Larissa's downward spiral into insanity.

CORE CLASSES IN ARCANIS ■ **Diety Specific Changes**

Additional Class Skills: Oracles of Larissa gain Knowledge (arcana), Listen, Search, and Spot as class skills.

Domain Restrictions: Oracles of Larissa must select the Divination domain as one of their two domains at first level. (They do not gain a bonus domain the way their hedonistic counterparts do.) They may never choose or otherwise gain access to the Charm, Music, or Pleasure domains.

Armor and Weapon Proficiencies: Unlike their scantily-clad brothers and sisters, Larissan Oracles retain some of the core cleric's armor proficiencies. They are proficient with light and medium armor, but not heavy armor or shields. They are proficient with all simple weapons and the rapier. They do not gain proficiency with the whip.

Glimpse the Hidden (Su): The power of prophecy granted by the Oracle of the Gods allows the members of this sect to learn many hidden truths. At 5th level, Oracles of Larissa gain the bardic knowledge ability (see Core Rulebook I). The oracle may use this ability as if she were a bard equal to one-half her cleric level (minimum 1) with Wisdom used to modify the check result in place of Intelligence.

Because the method used to gain this knowledge is based on prayers and other rituals of the faith this ability does not stack with the bardic knowledge or lore abilities of other classes, and is always rolled separately. The Oracle's version of bardic knowledge gains no synergy bonus from ranks in Knowledge (history), but if the character has at least 5 ranks of Knowledge (arcana: prophecy) then she gains a +2 synergy bonus on her bardic knowledge checks made with this ability.



Stern Demeanor (Ex): Oracles of Larissa are taught to maintain a strict mental discipline (and are often perceived as being humorless by others). They gain a +2 bonus on all Will saves against mind-affecting effects.

Domains: Divination, Fate, Holy, Luck, Music, Protection, Senses.

Favored Weapon: Rapier (Edge of Fate)

Tenets of Faith: Oracles of Larissa are expected to remain chaste. Engaging in a sexual act, whether real or illusionary (including failing a saving throw versus certain pleasure spells) causes the oracle to lose access to her domain abilities and be unable to pray for new spells for the next 24 hours.

Turn Undead: Oracles of Larissa have an effective level for turning undead that is three levels lower than their cleric level.

Neroth

Armor and Weapon Proficiencies: Clerics of Neroth are proficient with the scythe.

Domains: Death, Destruction, Disease, Holy, and Undead.

Favored Weapon: Scythe
(*Soul Reaper*).

Spellcasting Exemption: Clerics of Neroth may cast all spells from the school of Necromancy (even *animate dead*) regardless of alignment restrictions.

Turn Undead: Clerics of Neroth have an effective level for turning corporeal undead that is two levels higher than their cleric level. However, they have an effective level for turning incorporeal undead that is two levels lower than their cleric level.



Nier

Armor and Weapon Proficiencies: Clerics of Nier are proficient with the greatsword.

Domains: Destruction, Fire, Glory, Holy, and War.

Favored Weapons: Flamberge, Greatsword
(*Purifying Crucible*).

The Soul Burns: Clerics of Nier gain bonus damage on all divine spells they cast with the Fire descriptor. All such spells do one additional point of damage per die of damage. However, this bonus damage may not exceed the cleric's caster level.

Turn Undead: Clerics of Nier turn undead normally. However, clerics of Nier cannot rebuke or command undead. Even if the cleric channels negative energy, he does so only to destroy undead (and the attempt has no effect unless the undead would be destroyed). This ability functions exactly the same for all clerics of Nier regardless of whether they channel positive or negative energy, but clerics of Nier who channel negative energy can only destroy positive-energy-based undead creatures, while clerics of Nier who channel positive energy can only destroy negative-energy-based undead creatures.



Saluwé'

Additional Class Skills: Clerics of Saluwé gain Knowledge (nature), Survival, and Swim as additional class skills.

Animal Companion: At 4th level, a cleric of Saluwé gains an animal companion. This ability functions exactly as if the cleric were a ranger of her cleric level. See *Core Rulebook I* for details on ranger animal companions. However, please note the restrictions and additions to the animal companion chart addressed under the druid class in this section.

Armor and Weapon Proficiencies: Clerics of Saluwé are subject to all weapon and armor restrictions listed for druids in *Core Rulebook I* with the following exceptions. Clerics of Saluwé are proficient with all types of bows, with the khopesh, and with the terbutje. They may use these weapons without penalty. See **Chapter 7 – Weapons and Equipment** for details on the khopesh and terbutje.

Domains: Animal, Cavern, Earth, Holy, Nature, Plant, and Protection.

Favored Weapon: Spear (*The Striking Reed*).

Siblings of the Forest (Ex): At 3rd level, a cleric of Saluwé gains the Wild Empathy ability when relating to woodland creatures. This functions exactly as the druid ability of the same name described in *Core Rulebook I*.

Tenets of Faith: Clerics of Saluwé must be female. They are forbidden to mate with male clerics of Illiir.

The Forest is My Home (Ex): At 3rd level, clerics of Saluwé gain the Track feat as a bonus feat.

Turn Undead: Clerics of Saluwé have an effective level for turning undead that is one level lower than their cleric level.

Sarish

Additional Equipment: As part of their starting equipment, all new clerics of Sarish are given a Sarishan steel dagger. This dagger is a sacred dagger used in the cleric's daily prayers. It may never be given away, traded, or sold. If it is lost or destroyed for any reason, the cleric must replace it from his personal funds as soon as possible.

Additional Language: All clerics of Sarish are taught to speak, read, and write Infernal as part of their initiation and training. This is an automatic language and need not be purchased with skill points.

Domains: Daemonology, Holy, Magic, Oath, and Secrets.



Favored Weapon: Sarishan steel dagger (*Oathmaker*).

Mark of My Brother: Starting at 10th level, a cleric of Sarish automatically sees the *Sigil of Sarish* if it is present on any infernal within their sight (magical or mundane).

Secrets of Lore: At 3rd level, a cleric of Sarish gains Magical Aptitude as a bonus feat.

Thy Master Calls: When casting conjuration (summoning) spells, clerics of Sarish are not subject to the normal alignment-based limitations. If the cleric summons an Infernal (any fiendish creature) it will serve the cleric faithfully. Such creatures have a deep and abiding fear of Sarish, the Binder.

Turn Undead: Clerics of Sarish have an effective level for turning undead that is three levels lower than their cleric level. Those Sarishans who gain the ability to turn or rebuke Infernals do so at their full cleric level, however.

Yarris

Additional Class Skills: Clerics of Yarris gain Knowledge (nature), Survival, and Swim as additional class skills.

Armor and Weapon Proficiencies: Clerics of Yarris lose the core cleric's normal proficiency with medium and heavy armor. They are proficient with the trident.

Siblings of the Deep (Ex): At 3rd level, a cleric of Yarris gains the Wild Empathy ability when relating to water creatures. This functions exactly as the druid ability of the same name described in *Core Rulebook I*.

Domains: Cold, Holy, Protection, Sea, Storm, and Water.

Favored Weapons: Trident (*The Scepter of Yarris*).

The Sea is My Home (Ex): Clerics of Yarris enjoy a +2 bonus on all Profession (navigator), Survival, and Swim skill checks. Starting at 2nd level, clerics of Yarris are always under the effects of an *endure elements* spell while within 1 mile of any large body of water.

Turn Undead: Clerics of Yarris have an effective level for turning most undead that is two levels lower than their cleric level. However, against aquatic undead, the cleric's effective turning level is three levels higher than his cleric level.



Druid

In human society, the niche that Druids provide is that of male-centric worship of Saluwe'. As the Saluwean clergy is almost 100% female, the males began their own underground worship of Saluwe' as they were forbidden from joining the clerisy during the Shadowed Age, after the First Imperium fell.

For centuries, the clergy of Saluwe' in the hoary city-state of Panari sought out and persecuted the Druids (or the Black Druids of Jannyal as they were known during that benighted time) as heretics who venerated forbidden aspects of the Green Mother or worse yet, a strange amalgam of Saluwe' and Jannyal, one of the Elder Beings who haunted the dreams of the Gods.

One may speculate that this is may be true due to the obviously different rituals and spells which the Druids had access to. For many centuries, the Black Druids and the Saluwean clergy fought an internecine war which finally culminated when the Anandi Superior and the Revelator (the leader of the Druids. The meaning behind the title has been lost to the ages) made a truce and adjudicated the responsibilities of each sect, declaring that each were one half of the whole.



The majority of non-human druids are found among the Elorii, although the Black Talon ss'ressen also boast quite a few druids within their ranks. Dwarven druids are almost unheard of. The druid class in Arcanis differs only slightly from the version listed in *Core Rulebook I*.

Alternate Animal Companions: In Arcanis, there are no dinosaur animal companions. There are dinosaurs listed in *Core Rulebook I*, but such creatures are not available. Instead, some additional Onaran animals have been to the list of animal companions that are available to druids in Arcanis. These alternate animal companions are detailed on **Table 3-4**.

Additional Class Skills: All druids gain Knowledge (religion) as a class skill.

Armor and Weapon Proficiencies: Druids in Arcanis are subject to all weapon and armor restrictions listed for druids in *Core Rulebook I* with the following exceptions. Druids are proficient with all types of bows, with the khopesh, and with the terbutje. They may use these weapons without penalty. See **Chapter 7 – Weapons and Equipment** for details on the khopesh and terbutje.

Religion: Druids must select a deity in Arcanis. Of the Pantheon of Man, only Saluwé and Yarris count druids among their faithful. Elorii druids usually worship Belisarda, though there are a few who still pay homage to the Elemental Lords. Ss'ressen druids typically venerate the Fire Dragon.

Tenets of the Faith: Druids of Saluwé and the Fire Dragon are always male. Druids of Belisarda are usually Ardakene Elorii, who often go on to become Lifewardens.

Table 3-4: Alternate Animal Companions

1 st level:	Wolf Lizard, Dire Rat, Ram
4 th level:	Dire Wolf Lizard
7 th level:	Bull, Dire Ram
13 th level:	Dire Bull

Fighter

Fighters are found throughout every region of Arcanis. From the gladiators of Sicaris to the mercenaries of Freeport to the Malfelen Elorii raiders, the fighter is the most widespread core class and it remains largely unchanged.

Class Skills: Fighters of Arcanis gain Examine Martial Technique as a class skill.

Bonus Feats: Fighters in Arcanis gain a large number of additions to their “fighter bonus feat” list. These feats are detailed in **Chapter 5 – Feats**, and are denoted with the [Fighter] designation.



Monk

Monks are rarely found outside the Monastic Orders of Arcanis. Monks may be played as found in *Core Rulebook I*, or they may be customized with the options listed under each monastic order. A monk is restricted to membership in one monastic order, and once an order is chosen, it may never be changed. Below is some information and history on a few of the monastic orders in Arcanis. Each order makes several new options available to the traditional monk class.

The Monastic Orders of Arcanis

During the glorious age of the First Imperium of Man, the peoples who would one day populate the Empires of Coryan and Khitan lived harmoniously with one another. Ideas, philosophies, and traditions flowed like Yarris' tides and were adopted or discarded at whim.

But when the befouled Sword of the Heavens marched upon the majestic nation of the First Imperium, those of Khitani stock, the Uls, and their progeny fled northward, led by their Sleeping Emperor. They left the valiant and pure Val and their human wards to stand against the unstoppable flaming horde.

Many of the teachings and traditions of the Khitani were thus discarded, seen as the works of cowards. Except for one: the monastic orders. The tradition of the monastic orders survived the vilification that resulted from the Khitani exodus and that tradition still exists today.

— Welswick val'Inares, Historian to the King of Milandir, 1022 I.C.

The monastic orders of Arcanis have an ancient tradition, spanning thousands of years. Many of these orders were directly spun off from various temples due to the need for scholars and scribes to translate and copy their holy texts. Other orders were founded by individuals desiring greater understanding of esoteric philosophies. No matter how peacefully these orders began, however, inevitably they became mistrusted or feared by the common populace.

Mistrust leads to fear, and fear leads to violence. Many of these secluded monasteries were branded “heretical” or “evil” during the Shadowed Age. As a result, many monks began to train themselves in the arts of combat, not only to defend themselves from the misguided, but also to safeguard against the roaming bands of brigands and murderous humanoids. This training was significantly impaired by the lack of arms and armor available during these troubled times. Thus the monastic tradition of unarmed combat was adopted, partly from the desire to not permanently harm the ignorant masses, but also due to the scarcity of arms. Slowly, this training evolved into formalized schools, which became known as the “Fighting Orders.” After only a few skirmishes, these monastic orders had sufficiently demonstrated their martial prowess and were thereafter given a wide berth by bandits, brigands, and thugs.

Since adventuring monks are usually from one of the “Fighting Orders,” a broad sample of these orders is presented below. Although other more scholarly orders do exist, role-playing the copying of endless scrolls of holy texts can be a bit monotonous, so those orders are not detailed here.

With few exceptions, the monk abilities from *Core Rulebook I* represent the default progression available to the adventuring monk of Arcanis. However, some orders offer a set of optional feats as a replacement for the standard monk bonus feats gained at 1st, 2nd, and 6th levels. These feats represent the focus of lessons taught to each specific order. If a monk manages to prove himself worthy to his order, he may be inducted into the order's Inner Circle. Once there, the monk is taught the true strengths and deepest mysteries of his order. This event is represented by allowing the character to advance into a special prestige class that is available only to members of that particular order.

Below is a list of some of the monastic orders available to the Arcanis monk. Other orders do exist; some of them may be detailed in future publications.

Multi-classing: Monks of any Order that has its own prestige class can freely mix Monk levels with levels from that prestige class (assuming they meet the prerequisites). For example, a member of the Order of the Blade can take levels of the Blades of Hurrian prestige class (described on page 57) in any combination with levels of the base Monk class. Members of the Order associated with a prestige class still have to meet all of the other prerequisites for the prestige class, of course.

The Order of Althares

Patron/Affiliation: Republic of Altheria/Temple of Althares.

Abbot: Wicumte

Restriction: A character must be of Altherian nationality to join this order.

Location: The monastery for The Order of Althares is built into the side of a mountain and connected by bridge to the great city of New Althré on the Altherian Plateau.

Symbol: A segmented tattoo of the Holy Book of Althares, one half on each palm, so that when the monk's hands are brought together in supplication, the whole book is presented upwards to the Gods.

Philosophy: As we are the children of Althares, we must serve as older siblings to other Altherians. We have learned that material things matter not. The safety and preservation of our people, our families, and our nation are paramount. As Althares spoke unto us, "Every man's brother, every father's son. The whole of your people is your family." So shall it be. We have seen the wisdom and folly in each gift given to our family by our father, Althares. We must protect our secrets, for they represent information that Althares meant for us alone. We are charged with the knowledge to craft the flintlock and the secrets to create blast powder. It is up to us to make sure such knowledge stays in the hands of Altheria. Others must never learn it, for they do not possess the wisdom to handle the responsibility of such knowledge. For if Althares' children, the most holy, wise, and knowledgeable creatures on Onara, were not ready, how could these lesser beings be ready for any of His gifts? Althares once said, "Every journey is a lesson." Therefore it is the solemn duty of every Altherian to learn all that he can. To gain this knowledge, some of us must leave our beloved Altheria to travel among the heathens of other nations. While we are abroad, we must share the wisdom and enlightenment of Altheria and of our order. Perhaps, in time, these foreigners too can become our brothers.

The philosophy of the Order of Althares seems to be a contradiction when compared to that of most other Altherians. While most Altherians revel in the crafted beauty around them, the monks of this order do not. While the priests of Althares take multiple wives and acquire great wealth, the monks of this order do not. Instead, these devout souls follow several vows.

The vow of poverty and charity: The monk must forsake all material wealth. Any accumulated wealth is donated to the order, the Church of Althares, or the Council of Wisdom.

The vow of chastity: The monk vows to abstain from any type of sexual gratification.

The vow of love: The monk vows to treat every Altherian as a beloved family member. To enforce this belief, the monk must forsake all friends and family before entering the order, vowing to never show preference to them over any other Altherian. After taking this vow, the monk must treat each Altherian with the love and care he would normally reserve for his own child, sibling, or parent. He must protect all Altherians from those who would threaten them, and he further pledges to try to mediate any dispute between family members.

The vow of obedience and secrecy: The monk vows to become a sacred guardian of Althares' Gifts. He vows to never let their secrets fall into the hands of others. He learns that his ancestors paid dearly for their hubris and comes to realize that people should not be permitted to



learn such things before they are truly ready. He vows to follow the dictates of his elders, the abbots, and the Council of Wisdom. They will guide his hands, the hands of his brothers, and the hands of his nation. He vows to never betray his country his family, or his order.

Miscellaneous Notes: The monks of this order wear plain cloth robes dyed dark blue. Older members and abbots often have trained owls as pets or companions, due to the bird's status as the favored animal of Althares. Contrary to popular belief, not all Altherian monks learn the secrets of blast powder creation. Those few monks who do rarely ever leave New Althré.

Multi-classing ability: Psion, Wizard.

Additional Monk Feats: At 1st level, a monk of this order may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Combat Firing as a bonus feat. At 6th level, she may select either Improved Disarm, Martial Weapon Technique (Warhammer), or Martial Weapon Technique (Flintlock Pistol) as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Armor and Weapon Proficiencies: Monks of this order lose Perform as a class skill, but gain Craft (alchemy) as a replacement. These monks also gain Exotic Weapon Proficiency (flintlock pistols and flintlock rifles), and Martial Weapon Proficiency (warhammer) as bonus feats. However, they lose all proficiencies with crossbows, clubs, kama, nunchaku, sai, shuriken, siangham, and the sling.

Every Man's Brother... Monks of this order are never without a roof, a place to stay, or food to eat while in Altheria. Providing support for a monk of this order is a great honor, and all Altherians welcome the chance.

The Order of the Blade

Patron/Affiliation: The Temple of Hurrian

Location: Sequestered in the Parthian Mountains in the Duchy of Moratavia, Kingdom of Milandir.

Abbott: Divelos Norvitecus, the Blade of Hurrian.

Symbol: Members of this order have the image of a longsword pointing downward branded upon their chest.

Philosophy: The monastery of the Order of the Blade stands as a sentinel over the ancestral lands of the val'Tensen family. Founded shortly after the fall of the Auxunite Empire, the order was granted the remains of an Auxunite fortress, from which it has instructed the scions of the val'Tensen family and any others who feel Hurrian's call to defend the weak. The elder monks are primarily comprised of war veterans who, for physical or psychological reasons, are no longer fit for duty as warriors. These seasoned swordsmen instruct novice monks in the art of the longsword. Their rigorous training slowly guides the monk down the path of enlightenment that transforms the monk into an instrument of Hurrian's will. After many grueling years of practice, the sword and the monk become one. The longsword is no longer a separate weapon, it has become like an arm or leg to the monk.

Unfortunately, this order is currently embroiled in a controversy not of its own making. The order has traditionally been a place where the val'Tensen family could send its best and brightest children to master the blade, and the monastery has always welcomed them regardless of their nationality. However, the recent invasion of Milandir by the Coryani General Menesis val'Tensen has caused many Milandisian nobles to call for an end to this tradition. The angry Milandisians seek to bar all Coryani from induction into the order. Compounding the tension is the well-known fact that the current Abbott is a Coryani national and a former member of the Legion of the Storm Lord, one of the legions currently occupying the captured portions of Moratavia. To date, the leadership of the monastery has been able to postpone any formal action by the Milandisian nobility, but the time will soon come when the monks will be forced from their precarious perch on the sword's edge. Soon, they will have to choose sides, despite their great reluctance to do so, and woe be unto those who force their hands.

Miscellaneous Notes: Members of this order tend to shave their heads and wear as little clothing as possible. Typically, they only wear a short vest or tunic and loose breeches.

Multi-Classing Ability: Fighter, psychic warrior

Additional Monk Feats: At 1st level, a monk may select either Weapon Focus (longsword) or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Greater Weapon Focus (longsword) as a bonus feat. At 6th level, she may select either Improved Disarm or Martial Weapon Technique (longsword) as a bonus feat. A monk may select these bonus feats even if she does not meet the prerequisites normally required to select them.

Armor and Weapon Proficiencies: Monks of this order gain Martial Weapon Proficiency (longsword) and retain Improved Unarmed Strike. However, they lose proficiency with all other weapons.

The Blade is my Soul: Monks of this order may never use any weapons other than their unarmed strikes or the longsword. Members who use other weapons find that their Ki has become unfocused and they may not use any monk ability for 30 days until their focus can be regained.

The Blades of Hurrian Prestige Class

There, upon the crest of the cliff, surrounded by the powerful winds of the hurricane, an iron pole had been driven into the rock-face. The pole leaned out, far over the churning black sea below. Standing on the end of that pole was my daughter. She balanced precariously upon a single toe of her right foot, her sword drawn, slowly slicing the air in an intricate pattern. Suddenly a tree cracked behind me under the strain of the wind, and I thought I would be crushed. But there was Alanna, her sword lashing out too quickly for me to see. I could feel the power coming from within her somewhere and her blade produced a wind even more powerful than the hurricane, slowly pushing back the tree until it toppled over away from me. I had never been more proud.

- Personal memoir of Sir Stephan Asjaren

The Blades of Hurrian, or "Blades" as they sometimes call themselves, represent an elite cadre of monks from within the Order of the Blade. Like the eye of a hurricane, the Blades of Hurrian remain calm in the whirling storm of battle. These elite monks are masters of war, priding themselves on creative tactics and the ability to use the minimum force necessary to defeat any given opponent without causing any needless death or destruction. Prized as advisors and bodyguards, these monks are often requested as aides by the greatest of generals.

Requirements:

- **Alignment:** Any Lawful.
- **Base Attack Bonus:** +5
- **Skills:** Balance 5 ranks, Jump 6 ranks, Knowledge (religion: Hurrian) 4 ranks, Perform (any) 2 ranks, Sense Motive 4 ranks, Spot 4 ranks.
- **Feats:** Weapon Focus (longsword), Martial Weapon Technique (longsword).
- **Special:** To gain access to this prestige class, the monk must be a member in good standing of the Order of the Blade and have a minimum monk level of 6.

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Order of the Blade's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (tactics and warfare) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Blades of Hurrian prestige class.

Weapon and Armor Proficiencies: Blades of Hurrian gain no proficiencies with any weapon or armor.

Ki Blade (Ex): The monk has learned how to channel his Ki into his longsword. Any longsword in the monk's hands becomes a Ki blade. A Ki blade becomes a magical weapon that grows in ability as the monk gains levels. At 1st level this blade is +2 *defending* and it grows in increments of +2 for every 5 levels of this class, becoming +6 *defending* at 10th level. The monk must always divide the bonuses provided by the Ki blade's *defending* ability equally between his AC and his

attacks. (So, at 1st level the monk must split his +2 bonus in half, giving him +1 to hit and damage and +1 to AC.) The Ki blade loses all magical properties when not being wielded by a Blade of Hurrian. If this ability is used in conjunction with a weapon that is already magical, the monk may benefit from any bonus damage or special powers granted from the weapon, but he must still divide any enhancement bonus equally between offense and defense. Enhancement bonuses on weapons do not stack. Only the higher bonus applies. If the bonus is an odd number, the monk must apply it defensively and add the odd digit to his armor class.

Monk Abilities: Blades of Hurrian continue to advance as monks as detailed in *Core Rulebook I*. Blades of Hurrian use the core rules monk advancement table for determining their monk AC bonus, unarmored speed bonus, and their flurry of blows attack bonus. (For example, a 9th-level monk/3rd-level Blade of Hurrian would be treated as a 12th-level monk on the table for purposes of determining these abilities.)

Lightning Leap (Ex): The monk gains a +10 bonus to all Jump skill checks.

Lightning Surges through the Clouds (Ex): These elite monks have learned to defend others near them in combat. As a free action, a Blade of Hurrian may designate someone as his charge. The charge gains a +2 dodge bonus to her AC, while the monk loses one point of his own AC. The charge must remain within 10 feet of the monk to gain this bonus. As a move-equivalent action, the monk may give his charge a +4 dodge bonus to her AC while losing 2 more points from his own AC.

Clash of Thunder (Ex): The monk gains the Deflect Arrows feat, even if he does not meet the prerequisites. So great is their prowess, the Blades of Hurrian may deflect arrows even while wielding a longsword with both hands.

Lightning Sword (Su): The monk has harnessed his Ki to the point where he can physically manifest it through his blade. By focusing on a Ki blade, the monk infuses it with energy and it gains the *shocking* ability. Activating this ability is a standard action that does not provoke attacks of opportunity. The ability lasts for as long as the monk wishes it to continue (dismissing the ability is a free action).

Hurricane Blow (Ex): Like the gale force of a hurricane, the monk's longsword cleaves through enemies as the wind through trees. The monk gains the Weapon Specialization (longsword) feat, even if he does not meet the prerequisites.

Clouds Cover the Sun (Ex): The monk may now extend the range of his Deflect Arrows ability to include his charge.

Storm Bringer (Su): The monk has learned to further focus his Ki into his longsword. By focusing on a Ki blade, the monk infuses it with energy and it gains the *shocking burst* ability. This ability supersedes the Lightning Sword ability but otherwise functions identically in terms of activation, duration, and dismissal.

Tornado Rush (Sp): The powers of the monk and his Ki blade have become fearsome indeed. Once per day, by concentrating on his Ki blade and silently praying to Hurrian, the monk may channel a vortex through his sword to attack a single target. The vortex has a maximum range of 60 feet. It is resolved as a ranged touch attack (and is treated as a force effect). If the touch attack is successful, the vortex bull rushes the target. The vortex has an effective Strength score of 40, giving it a +20 on its check to push the target back. The target cannot be pushed back further than the maximum range of the vortex. The vortex is immune to all types of damage, so any attacks of opportunity used against it are futile. Channeling a vortex is a full-round action that provokes attacks of opportunity.

The Perfect Storm (Su): The student has finally become the master. The monk has attained a perfect state of harmony within himself. He has learned to focus his Ki and align it with the Ki of his environment, so that his energies can be channeled to their full potential. Once per day, as a move-equivalent action that does not provoke attacks of opportunity, the monk may use this Ki energy to himself a perfect state of serenity while weathering the storm of combat. While in this Perfect Storm, the monk gains several benefits. First, he becomes immune to all mind-affecting spells or spell-like abilities, whether helpful or harmful. Second, the monk can visualize action and reaction, yin and yang. As a result, any melee attack made against the monk while he is in this state automatically provokes an attack of opportunity in response. There is no limit to the number of attacks of opportunity the monk may make while in this state. Third, so great is the monk's focus that he gains a +3 bonus to all attack and damage rolls. Fourth, the monk gains DR 3/-. Finally, the monk's concentration is so great that he may take 10 on any skill check made while in this state. This ability lasts for a number of rounds equal to 3 plus the monk's Constitution modifier.

Table 3-5: Blades of Hurrian Prestige Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Ki Blade +2, Monk Abilities, Lightning Leap
2 nd	+1	+3	+3	+3	Lightning Surges through the Clouds
3 rd	+2	+3	+3	+3	Clash Of Thunder
4 th	+3	+4	+4	+4	Lightning Sword
5 th	+3	+4	+4	+4	Ki Blade +4
6 th	+4	+5	+5	+5	Clouds Cover the Sun
7 th	+5	+5	+5	+5	Hurricane Blow
8 th	+6	+6	+6	+6	Storm Bringer
9 th	+6	+6	+6	+6	Tornado Rush
10 th	+7	+7	+7	+7	Ki Blade +6, The Perfect Storm

The Order of the Bronze Sepulcher

Patron/Affiliation: The Temple of Neroth

Location: Within the walls of the City of the Dead, Abessios, Coryani Empire

Abbott: Imsiba val'Mordane

Symbol: Members of this order brand themselves with the holy symbol of Tzizhet somewhere upon their body, normally on their left shoulder.

Philosophy: This order has existed since the days of the Myrantian Hegemony. The ancient Myrantians worshipped different gods than those accepted by the Mother Church of Coryan. The greatest of these heretical gods was called Tzizhet of the Many Limbs. Tzizhet was a strange amalgamation of Neroth and Sarish. Much like modern-day worshippers of Neroth, the ancient Myrantians revered their ancient dead and undead ancestors.

Unfortunately, some of these ancient ancestors became addled and disoriented when they received Neroth's gift of "life beyond life." To ensure that these confused undead did not harm anyone, an order of monks was created and trained to deal with these problematic undead without causing them permanent harm. To do this, the order developed a unique fighting style based mainly on grappling and throws. These techniques allow the monks of this order to restrain the undead without destroying them or causing them significant injury.

An initiate of this order is also instructed in the mysteries of the Nerothian religion and is attuned to the world of life beyond life. Eventually the monk will become resistant to some necromantic energies. For untold years, this order has tended to the vast necropolis near Abessios known as the City of the Dead, caring little for the activities of the outside world. Recently, that all changed.

A popular movement to undermine the Coryani rule of Abessios has been active in the Myrantian community since the Coryani first occupied it. The recent assassination of the wife and children of the commanding General of the Legion of Radiant Glory raised the stakes of the local insurrection, precipitating an unorthodox but devastating response by the Coryani legions. Instead of rounding up known members or sympathizers of this movement, the general decided to strike at the spiritual heart of the population instead. He ordered his siege engines and troops to raze a section of the sacred necropolis at first light. The blazing light of the sun destroyed as many of the walking dead as the boulders hurled by the Coryani catapults. This mass destruction was a terrible blow to the citizens of Abessios, who were forced at sword point to witness the carnage. Among the casualties in the City of the Dead were many members of the Order of the Bronze Sepulcher. The surviving members of the order decided that the Coryani affront to their order could not go unpunished. Now, actively involved in rebellion against Coryani rule, these usually-peaceful monks have become quite bloodthirsty, much to the dismay and posthumous regret of many legionnaires stationed within the city.

Miscellaneous Notes: These sallow-skinned monks ritually use a depilatory salve to defend against lice and other such parasites that thrive in the places of the walking dead. This cream has the unfortunate side effect of making the monk smell strongly of formaldehyde. The monks of this order usually dress in long funerary robes.

Multi-Classing Ability: Wizard

Brothers of the Crypt: Monks of this order gain a +2 bonus on all saving throws against ability score loss, energy drain, and fear effects caused by undead. However, due to their repugnant smell, they suffer a -5 penalty on Diplomacy checks against anyone other than Myrantians, other members of their order, or undead.

Order of the Bronze Sepulcher Prestige Class

*You ask me if I want to kill Coryani? Of course I don't want to kill Coryani. We do not **kill**. We **subdue**. There is a difference. If you subdue a Coryani, you can torture him later.*

- Unnamed Myrantian man, suspected of being a member of the Order of the Bronze Sepulcher.

This group of warriors represents the elite members of the inner circle of the Order of the Bronze Sepulcher. They are denoted by a small colored dot found in their palm. As the monk climbs the ranks of this class, the color of the dot changes to match his new status and abilities.

Recently, the purpose of this order has changed. They still perform their duties for the dead, but they have also become a rabid anti-Coryani group after the Coryani foolishly razed a portion of the City of the Dead. Whatever their purpose, their training remains the same. Indeed, these elite monks have adapted their mastery over Ki to develop a new and deadly form of attack. The masters of this group, noted by the black dots on their palms, are able to draw the life out of a creature with but a simple thought and the lightest of touches.

Requirements:

- **Alignment:** Any Lawful
- **Base Attack Bonus:** +7
- **Skills:** Concentration 5 ranks, Knowledge (religion: Neroth or Tzizhet) 4 ranks, Listen 5 ranks, Perform (any) 3 ranks, and Tumble 4 ranks.
- **Feats:** Dodge, Mobility, Improved Grapple.
- **Special:** Must be a member in good standing of the Order of the Bronze Sepulcher. Must subdue an intelligent undead without permanently harming it. Must have a minimum monk level of 8.

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Order of the Bronze Sepulcher's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion: Neroth or Tzizhet) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Spot (Wis), and Tumble (Dex).

Class Features:

All of the following are class features of the Order of the Bronze Sepulcher prestige class.

Weapon and Armor Proficiency: Members of the Order of the Bronze Sepulcher gain no proficiencies with any weapon or armor.

Monk Abilities: Members of the Order of the Bronze Sepulcher continue to advance as monks as detailed in *Core Rulebook 1*. Members use the core rules monk advancement table for determining their monk AC bonus, unarmored speed bonus, and their flurry of blows attack bonus. (For example, a 9th-level monk/3rd-level member of the Order of the Bronze Sepulcher would be treated as a 12th-level monk on the table for purposes of determining these abilities.)

Eagle's Claw (Ex): These monks have learned to be master grapplers. The monk receives a +4 bonus on all grapple checks.

Supreme Stunning Fist (Ex): This monk has focused his Ki to the point where he is able to use his Stunning Fist ability against undead creatures. Note: If the monk does not already possess the Stunning Fist feat, this ability instead grants him the normal Stunning Fist feat, but without the ability to affect undead.

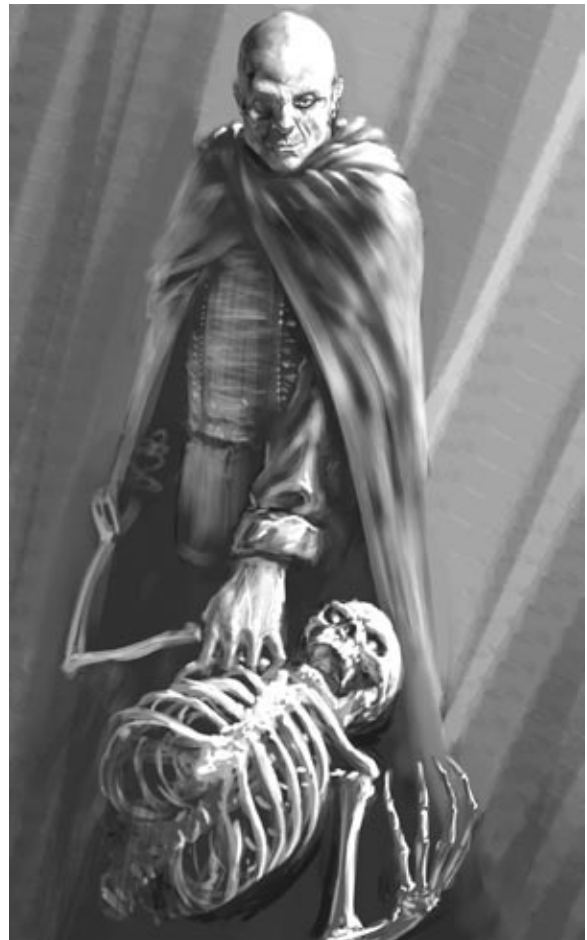
Invisibility (Sp): Once per day, the monk is able to focus his Ki to make his visual form fade from view. Treat this as the *invisibility* spell cast by a 10th-level sorcerer. As the monk grows in power, he is able to use this ability more frequently.

Ghost Touch (Ex): The monk has discovered the secrets of focusing his Ki in a way that allows him to touch incorporeal creatures. At will, the monk may apply the *ghost touch* special quality to his unarmed strikes.

Chill of the Grave (Ex): The monk learns to focus his Ki to emulate the touch of the dead. Once per day per level of this prestige class, the monk may attempt a Chilling Unarmed Strike attack. The use of this ability must be declared before the attack roll is made, and if the attack misses, the ability is wasted. If it hits, this attack deals an additional 1d6 points of negative energy damage to the target, and the target also suffers 1 point of temporary Strength damage unless it succeeds on a Fortitude save (DC 10 + the monk's prestige class level + the monk's Wisdom modifier). An undead creature struck by this attack takes no damage (other than the base unarmed strike damage), but it must make a successful Will save (DC 10 + the monk's prestige class level + the monk's Wisdom modifier) or flee as if panicked for 1d4 rounds plus 1 round per prestige class level. This ability may not be used more than once per round.

Touch of the Ghoul (Ex): The monk learns to focus his Ki to emulate the touch of the ghoul. Once per day per level of this prestige class, the monk may attempt a Paralyzing Unarmed Strike attack. The use of this ability must be declared before the attack roll is made, and if the attack misses, the ability is wasted. If it hits, in addition to suffering the normal damage, the target must make a Fortitude save (DC 10 + the monk's prestige class level + the monk's Wisdom modifier) to avoid being paralyzed for a number of rounds equal to the monk's prestige class level. This ability may not be used more than once per round.

Ki Aura (Ex): The monks have learned to focus their Ki in such a way that it provides immunity to some types of undead attacks. These monks become immune to ability score loss, energy drain, and fear effects caused by undead.



Ki Drain (Sp): Monks of this level have become masters of their Ki. They have also learned the secret of stealing a foe's Ki to replenish their own. Whenever the monk is in a grapple with an opponent, instead of doing his unarmed attack damage, he can instead try to drain the Ki of his opponent with a successful grapple check. This ability is resolved as if it were the *vampiric touch* spell (as if cast by a 12th-level sorcerer). The monk may use this ability multiple times on the same target as long as the grapple continues, although the temporary hit points that he gains from multiple uses of this ability do not stack. Non-living creatures are immune to this ability.

Table 3-6: Order of the Bronze Sepulcher Prestige Class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rank within the Order	Special
1st	+0	+2	+0	+2	White Palm	Monk Abilities, Eagle Claw
2nd	+1	+3	+0	+3	Yellow Palm	Supreme Stunning Fist, Invisibility
3rd	+2	+3	+1	+3	Green Palm	Ghost Touch
4th	+3	+4	+1	+4	Orange Palm	Invisibility/2 day
5th	+3	+4	+2	+4	Blue Palm	Chill of the Grave
6th	+4	+5	+2	+5	Brown Palm	Invisibility/3 day
7th	+5	+5	+3	+5	Red Palm	Touch of the Ghoul
8th	+6	+6	+3	+6	Silver Palm	Invisibility/4 day
9th	+6	+6	+4	+6	Gold Palm	Ki Aura
10th	+7	+7	+4	+7	Black Palm	Ki Drain

The Contemplation of the Elements

Patron/Affiliation: The Elorii of Elonbé.

Location: In the western Vastwood, at the Citadel of Convergence.

Abbot: Cevandros, elder Osalikene Elorii.

Restriction: Only Elorii may join this order.

Symbol: A small headband of tiny crystals with a gem hanging in the center, representing the jewel at the Citadel of Convergence.

Philosophy: The Elorii monks of this order do not follow the same structure or traditions as their human counterparts. In fact, they do not consider themselves monks at all. Instead they call themselves *selenestri*, which means “he who thinks” or “philosopher” in the Elorii tongue. As immortal beings, some Elorii decide to spend four or five decades researching or simply observing a certain trade or philosophical lifestyle. For Elorii, this behavior is known as “walking a path.” Some walk the path of vengeance, some walk the path of the life-giver, and the monks of this order walk the path of the elements.

Those who choose to walk the path of the elements feel the need to better understand the inner duality of their souls, focusing on the elemental portion of their being. Deep within the western Vastwood is the sacred place where they seek this understanding, the Citadel of Convergence. Within the citadel’s walls, it is said that the ancient Ssethregoran Masters found, contacted, and invited the four great Elemental Lords to this plane. Inside the fortress is a nexus point where all four elemental planes intersect. This intersection manifests within a huge glittering gem, over 12 feet in diameter. It is believed that this gem allows access to any of the four elemental planes, though the few who have gone through have never returned.

Currently, some members of this order are exploring a new, and some say dangerous idea. These radicals believe that the Elemental Lords were not killed or absorbed by the human Gods as previously believed. Instead, they were sent back to their home plane and barred from returning. These monks suspect that the gem actually acts as a block rather than a conduit, and that by destroying the jewel, they may enable the Elemental Lords to return. The more moderate monks caution that should this hypothesis prove incorrect, destroying the gem may unleash a backlash of energy into this plane that may destroy the entire Known World. So far, the threat of total annihilation has stayed the hands of the radicals, but for how long?

Miscellaneous Notes: Selenestri of this order tend to be more attuned to their elemental nature than other Elorii, and they act accordingly. Most wear simple clothing and lead unassuming lives. Those traveling abroad are usually searching for ancient artifacts or records that may give some clue as to the true purpose of the nexus gem or information relating to the creation of the Citadel of Convergence. Though its construction is often attributed to the Ssethregoran Empire, it is not constructed in any of the traditional Ssethregoran styles. The members of the Contemplation of the Elements are not required to pursue any of the specific Elemental Paths of Enlightenment (the positioning of the text may be a bit confusing). Most members of the Contemplation are standard core rules monks except for the specific changes listed (their multi-classing ability, their available bonus feats, and the Elemental Soul ability).

Multi-Classing Ability: Any Elorii-only class (such as suymar or warder), wizard.

Additional Monk Feats: At 1st level, a monk of this order may select Elorii Bloodline or Stunning Fist as a bonus feat. At 2nd level, she may select Combat Reflexes or Improved Elorii Bloodline as a bonus feat. At 6th level, she may select Improved Trip or Heightened Elorii Bloodline as a bonus feat. In order to select one of the Elorii Bloodline feats, the monk must previously have selected the preceding feats (or have selected them with her non-monk feats). If she selects a higher-level Bloodline feat without the lower-level prerequisite feat, she gains the appropriate lower-level feat instead. Also, the monk may only gain the benefit of the Bloodline feats that corresponds to her own bloodline. The other feats may be chosen regardless of whether or not the monk meets the prerequisites normally required to select them.

Elemental Soul: An Elorii monk who reaches 20th level is treated as an Elemental corresponding to her racial sub-type rather than as a Humanoid for the purpose of spells and magical effects. Ardakene Elorii are treated as Celestials for these purposes.

The Elemental Paths of Enlightenment

We do not seek prowess in combat, we seek enlightenment. Through enlightenment we gain knowledge. Through knowledge we learn of the elements composing the world around us. Learning the nature of these elements gives us understanding of ourselves, and with that understanding, we gain power and prowess.

-- Abbot Pretos Delinias

Within the Citadel of Convergence, many of the Elorii monks carry their search for self-understanding to a higher level. These monks seek to physically emulate the elements that compose portions of their souls. Since there are four elemental sub-races of Elorii, this search has followed four different paths. Collectively these paths have become known as the Elemental Paths of Enlightenment. Though this prestige class consists of four distinct paths, all the classes share some common requirements and features as detailed below.

Common Requirements:

- **Alignment:** Any Lawful.
- **Skills:** Balance 5 ranks, Jump 5 ranks, and Knowledge (religion: Belisarda or Elemental Lords) 4 ranks.
- **Feats:** Alertness and Heightened Elorii Bloodline.
- **Race:** Elorii.
- **Special:** Must be a member in good standing of the Order of the Contemplation of the Elements and have a minimum monk level of 8.

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Elemental Paths of Enlightenment class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion: Belisarda or Elemental Lords) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).



Common Class Features:

All of the following are common class features for all the Elemental Paths of Enlightenment prestige classes.

Weapon and Armor Proficiency: Monks of these orders gain no proficiencies with any weapon or armor.

Monk Ability Advancement: When gaining a level in this prestige class, the character advances in his AC and unarmored speed bonus just as if he had gained a new level of monk. However, he gains no other abilities from the monk advancement table in *Core Rulebook I*.

Muticlassing: A follower of the Elemental Paths of Enlightenment may freely multiclass with the monk class, although he must still follow all other monk multiclassing restrictions.

Alignment: An Elorii who becomes non-Lawful cannot gain new levels in these prestige classes, but he retains all class abilities already gained.

Elemental Path of Flame

Elorii who explore the path of flame focus on harnessing the fire burning in their souls. These monks tend to develop violent tempers, which can only be controlled through their training and force of will. Sometimes members of this order abandon this path, returning to the Halls of Keleos to become Evokers and leaving the monastic orders forever.

Additional Requirements:

- **Feats:** Improved Initiative, Weapon Finesse
- **Race:** Kelekene Elorii

Hit Die: d8

Additional Class Features:

All of the following are class features of the Elemental Path of Flame.

Fire Resistance (Su): Through the Elorii's elemental understanding of fire, he gains fire resistance equal to 3 times his Path of Flame prestige class level.

Rapid Strike (Ex): When using his flurry of blows ability, the monk gains one extra attack at his highest flurry attack bonus.

Immolation (Sp): At 2nd level, once per day the monk may concentrate his Ki, causing him to burst into flame. This ability is resolved as the warm version of the *fire shield* spell cast by a 10th-level sorcerer. At 4th level the monk gains a second use of this ability per day. Using this ability is a standard action that provokes attacks of opportunity.

Flaming Fists (Su): The monk has harnessed his Ki to the point where he can physically manifest flame through his unarmed attacks. As a standard action that does not provoke attacks of opportunity, the monk infuses his body with elemental energy. His unarmed strikes gain the *flaming* ability. This ability lasts for as long as the monk wishes, and dismissing it is a free action.

Flaming Burst (Su): The monk has harnessed his Ki to its highest potential. As a standard action that does not provoke attacks of opportunity, the monk infuses his body with elemental energy. His unarmed strikes gain the *flaming burst* ability. This ability lasts for as long as the monk wishes, and dismissing it is a free action.

Elemental Path of Stone

The Path of Stone is an extremely defensive style, emphasizing the use of blocks to win a battle through attrition. Disciples of this path undergo changes to their bodies. As they become closer to their chosen element, they become harder and more compact. At the highest levels of mastery, a monk of this path gains the ability to become living stone for short periods of time.

Additional Requirements:

- **Feats:** Combat Expertise, Great Fortitude.
- **Race:** Mârokene Elorii

Hit Die: d10

Additional Class Features:

All of the following are class features of the Elemental Path of Stone.

Natural Armor (Ex): The Elorii's skin becomes progressively more stone-like. He gains an inherent natural armor bonus equal to one-half his prestige class level (rounded down).

Hands of Stone (Ex): The monk has learned to focus his Ki to make his hands as hard as stone. Unarmed strikes from this monk now bypass any DR that requires a special metal (silver, mithral, cold iron, etc.) to bypass. Unarmed strikes from this monk against objects bypass the first 5 points of hardness.

Damage Reduction (Ex): The monk has become so close to his element, that his body has gained damage reduction. The amount of DR is detailed in the prestige class advancement table.

Absorb Blow (Ex): The monk has learned to focus his Ki to absorb blows. When using Expertise, fighting defensively, or using the total defense action, the monk may attempt to absorb the damage of the first physical attack that hits him in each round. When hit, the monk may attempt a Fortitude save (DC 25) to negate the attack. If the attack is a critical hit, a successful save reduces the critical hit to a normal hit instead of negating it entirely. This ability may only be used once per round. It does not work against any type of magic, other than magical enhancements to physical attacks (excluding touch spells). The ability also does not work against special necromantic effects of undead such as ability score damage and energy drain.

Iron Skin (Ex): The monk has learned to focus his Ki to make his body less vulnerable to critical hits and sneak attacks. The monk is forevermore treated as though he is wearing armor with the *light fortification* special armor quality.

Elemental Path of Water

The Elemental Path of Water is a blend of offensive and defensive capabilities in a fluid style that mimics the elemental namesake. Masters of this order use their understanding of the elements to flow out of danger, only to return and attack like a destructive tidal wave.

Additional Requirements:

- **Feats:** Dodge, Mobility.
- **Special:** Evasion class ability.
- **Race:** Berokene Elorii.

Hit Die: d8

Additional Class Features:

All of the following are class features of the Elemental Path of Water.

Skipping Stone (Ex): The monk has learned to attack multiple opponents, much like a rock skips on the water. When using unarmed strikes, the monk is granted the abilities of the Great Cleave feat. However, in addition to felling a foe, any critical hit scored by the monk also triggers the activation of the feat.

Dodge Bonus (Su): The monk has unlocked the secrets of focusing his Ki to become more aware of his surroundings. As a result, he gains a constant +1 dodge bonus to his AC. This bonus is lost any time the monk would lose any other dodge bonuses to AC, but otherwise the monk need not do anything special to receive this bonus. This ability increases as the monk progresses on the Elemental Path of Water (see the prestige class progression table).

Misleading Step (Ex): The monk has learned to mimic the water by flowing into and out of danger. As a result, the monk gains the Improved Feint feat even if he does not meet the prerequisites. However, monks of this order may use a Perform (dance) skill check in place of the normal Bluff skill check used in the feint maneuver. If the monk has 5 or more ranks in Bluff, he gains a +2 synergy bonus on his Perform (dance) skill check for purposes of this ability.

Shallow Water (Su): The student has become the master. The monk has now focused his Ki to the point where he can react to danger like water parts under footsteps. Once per day, the monk may attempt a Reflex save (DC 20) against any attack, spell, or ability directed against him, as long as the attack is physical in nature or has some kind of visible effect that the monk can see (a single melee or ranged attack, a ray spell, a *fireball*, a *magic missile*, etc.). Even attacks that do not normally allow a saving throw may be avoided by use of this ability. If the save

Table 3-7: Elemental Path of Flame

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Fire Resistance, Rapid Strike
2nd	+2	+0	+3	+0	Immolation 1/day
3rd	+3	+1	+3	+1	Flaming Fists
4th	+4	+1	+4	+1	Immolation 2/day
5th	+5	+2	+4	+2	Flaming Bursts

Table 3-8: Elemental Path of Stone

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Damage Reduction 1/-
2nd	+2	+3	+0	+0	Hands of Stone, Natural Armor +1
3rd	+3	+3	+1	+1	Damage Reduction 2/-
4th	+4	+4	+1	+1	Absorb Blow, Natural Armor +2
5th	+5	+4	+2	+2	Damage Reduction 3/-, Iron Skin

is successful, the monk manages to avoid all effects of the attack. The monk must declare the use of this power before attempting the saving throw. If the save fails, the monk suffers the normal effects of the attack. If the attack normally allows a save, the monk is still entitled to make it even if this power fails. To use this ability, the monk must be aware of the attack and not flat-footed.

Elemental Path of Wind

The followers of the Elemental Path of Wind train in an acrobatic, defensive style of combat, emphasizing the use of jumping, tumbling, and throws. Disciples of this path become faster and lighter on their feet than their peers, emulating the element that is their focus of study.

Additional Requirements:

- **Feats:** Combat Reflexes, Weapon Finesse.
- **Race:** Osalikene Elorii.

Hit Die: d6

Additional Class Features:

All of the following are class features of the Elemental Path of Wind.

Earth to Sky (Ex): The monk gains Earth to Sky and Meet the Charge as bonus feats. If the monk successfully throws an opponent when using the Earth to Sky feat, he deals his unarmed strike damage to the target in addition to the normal effects of the feat.

Dodge Bonus (Su): The monk has unlocked the secrets of focusing his Ki to become more aware of his surroundings. As a result, he gains a constant +1 dodge bonus to his AC. This bonus is lost any time the monk would lose any other dodge bonuses to AC, but otherwise the monk need not do anything special to receive this bonus. This ability increases as the monk progresses on the Elemental Path of Wind (see the prestige class progression table).

Defensive Throw (Ex): The monk has learned to harness the air, and can turn it against his opponents. As a standard action, the monk may ready a defensive throw. If attacked in melee during this “readied” state by someone within his threatened area, the monk may react to the attack by attempting to use his opponent’s momentum to hurl them aside or to the ground. This ability is resolved in the exact manner described in the Earth to Sky feat.

Wind’s Grace (Ex): The monk has learned to focus his Ki in a manner that allows him to use the element of air to aid him in combat. The monk may now take 10 on Jump and Tumble checks even during the heat of battle.

Stunning Throw (Ex): The monk has learned to harness his Ki and the air around him to make his throws more deadly. As a result, whenever a target is thrown any distance by the monk, that creature must succeed on a Fortitude save (DC 10 + the monk’s prestige class level + the monk’s Wisdom modifier) or be stunned for 1d4 rounds.

Tumbling Strike (Ex): The monk has now gained such an understanding of the air that he may ride its currents as he attacks. The monk gains the Tumbling Strike feat as a bonus feat.

Throw Mastery (Ex): The monk has become a true master of the air and can now control its currents to manipulate his thrown opponents. As a result, the monk may now direct a thrown opponent in any desired direction, including into another opponent. If one opponent is thrown into another, the monk must attempt a ranged touch attack (thrown characters have a 10-foot range increment) to hit the second target. The second target may not be beyond the range the monk is able to throw the first target as detailed in the Earth to Sky feat. If successful, both targets receive the monk’s normal unarmed strike damage and are knocked prone. If the attack misses, the thrown character falls prone five feet beyond the second target, but still takes the normal damage from being thrown. Another use of this ability is to mimic the Improved Trip feat. The monk may slam the target in an adjacent square, dealing normal unarmed attack damage and follow up this throw with a flurry of blows attack against the prone opponent.

Table 3-9: Elemental Path of Water

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Skiping Stone
2nd	+2	+3	+3	+0	+1 Dodge Bonus
3rd	+3	+3	+3	+1	Misleading Step
4th	+4	+4	+4	+1	+2 Dodge Bonus
5th	+5	+4	+4	+2	Shallow Water

Table 3-10: Elemental Path of Wind

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Earth to Sky, +1 Dodge Bonus
2nd	+2	+0	+3	+3	Defensive Throw, Wind’s Grace
3rd	+3	+1	+3	+3	Stunning Throw, +2 Dodge Bonus
4th	+4	+1	+4	+4	Tumbling Strike
5th	+5	+2	+4	+4	Throw Mastery, +3 Dodge Bonus



The Order of the Incandescent Flame

Patron/Affiliation: The Temple of Nier.

Location: Over a volcanic vent on Nier's Spine, near one of the sacred Pillars of Fire in Canceri.

Abbott: Menoc val'Virdan.

Symbol: Monks of this order receive a series of tattoos inscribed upon their forearms, beginning at their wrists. With each additional rank achieved, an additional ring of fire is tattooed further up the arm.

Philosophy: Nier is the ultimate warrior: fierce, relentless, and unstoppable. The monks of this order believe it is not the mastery of the weapons of war that makes a great warrior, but mastery over the body and the mind. In fact, the greatest weapon is a sharp, analytical mind coupled with a rock-hard body. The monks of this order are taught to control and channel their emotions, focusing on the task at hand – annihilation of the enemy. They train constantly, tempering their bodies into iron hardness capable of withstanding inhuman physical abuse while still being able to deliver killing blows. Their single-minded focus has made members of this order some of the most feared warriors throughout the known lands.

The monastery sits adjacent to and partially over a lava vent in the volcanic mountain range known as Nier's Spine. According to legend, during the battle with Keleos, the Elorii Fire God managed to wound Nier with his fiery blade, slashing across his chest. A few drops of blood fell from this wound and ignited deep within a rift formed by the nascent mountain range. Where Nier's blood touched the earth, it sprung forth into a great pillar of undying flame. This pillar of fire is a place of holy worship to the Nierites and it is one of only five known pillars of sacred flame that can be found throughout the lands of Arcanis. The monastery was originally founded early during the First Imperium to safeguard and venerate the "Fires of Irlagul." *Irlagul* is the Ancient Altharin (Ancient Imperial) word for "the first wound."

Some monks of the order eventually become worthy of learning the deeper mysteries of their faith and they gain the ability to ignite their very fists. This process involves immersing one's hands into the Fires of Irlagul. This is a dangerous mystery to unravel, for "Woe be to he who is found unworthy by Nier, for he shall be consumed in flames for his conceit."

Miscellaneous Notes: Monks of this order are usually attired in reddish or orange-colored robes with the strong smell of smoke and ash clinging to them.

Multi-Classing Ability: Fighter, Warrior of the Eternal Flame (Incandescent Monks may ignore the weapon focus requirement to join the Warrior of the Eternal Flame Prestige Class)

Armor and Weapon Proficiencies: No changes, but the monks of this order will never use ranged weapons of any sort for any reason.

Body and Soul of Flame: The monks of this order have toughened their bodies to such a degree that they gain the Iron Skin feat as a bonus feat at 3rd level.

The Order of the Iridescent Scales

Patron/Affiliation: Black Talon Egg Clutch.

Location: A small cave system on the western edges of the Sulfur Marsh, Kingdom of Milandir.

Abbott: Flashing Talon (at least, that's what the humans call him).

Restriction: Only Black Talon ss'ressen may join this order.

Symbol: The iridescent green sheen of their scales marks the monks of this order as being different from any other ss'ressen of the Black Talon egg clutch.

Philosophy: It was the Great Fire Dragon who led us out of slavery and into the Promised Land. He also gifted us with the means to defend ourselves from our attackers. Why then, would we take up the weapons of man and layer ourselves within their useless armor when all that we need to survive has been given to us since we were hatchlings?

Ss'ressen monks of this order believe that their race was blessed with talons, fangs, and a vicious tail for a reason. Their god also gifted unto them hardened scales to deflect attacks. They believe that to gird themselves with extra armor or to embrace manufactured weapons is to turn their backs on the Fire Dragon. These monks train rigorously to turn their armored bodies into walking juggernauts, preparing for the day when they will fight alongside their human allies to wipe Onara clean of the last remnants of the hated Ssethregoran Empire.

The idea of a monastic order was not introduced into the culture of the Black Talon ss'ressen until after their displacement into Milandir. Curious about human culture, some ss'ressen eventually encountered human monks and began studying their contemplative nature and unarmed style of combat. Intrigued by the heretofore-unexplored possibilities, a small group of would-be monks formally adopted the teachings of their human companions. They settled into a secluded area of the Sulfur Marsh to practice their martial arts and to perfect their fledgling society. Once their monastery was established, they began experimenting with the practice of entering deep meditative trances produced by ingesting a unique plant that grew only in their small section of the swamp. This trance



produced visions of people, creatures, places, or events that would have special meaning for each monk. This strange plant also had another side effect; it altered the natural color of their scales, making them shine with a lustrous green sheen. Many of the monks of this order see a particular person while experiencing these visions. Immediately, they leave the safety of their swamp to find that person. Once the person has been found, the monk will bond to that person, becoming his or her erstwhile companion and de facto bodyguard, knowing that those they guard will in some way be instrumental or vital to their own lives in the future.

Miscellaneous Notes: Monks of this order refrain from wearing any clothing and only don a russet-colored hooded cloak when necessary in deference to Milandisian custom.

Multi-Classing Ability: Ranger.

Additional Monk Feats: At 1st level, a monk of this order may select either Dragon's Hide or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Tail Attack as a bonus feat. At 6th level, she may select either Avalanche or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Armor and Weapon Proficiencies: Monks of this order will never use any manufactured weapon or wear any type of armor.

My Body, My Soul: Monks of this order have learned to push their bodies beyond their physical norms. As a result, their base movement rate is increased by 10 feet per round. They also receive a +2 dodge bonus to their Armor Class against attacks of opportunity provoked by their movement, as opponents find them hard to hit because of their deceptive speed.

The Order of the Iron Soul

Patron/Affiliation: The Temple of Anshar.

Location: A secret location in the Western Marches, Coryani Empire.

Abbott: Hundin val'Inares, His Most Serene Grandfather.

Symbol: Members of this order burn scars on their inner forearms in the shape of a serpent.

Philosophy: Founded by a sect of the Temple of Anshar venerating her "outcast" aspect, this order assists those who have tainted souls and pure hearts. Many dark-kin, who are troubled by the malignant evil within them, petition to join this ascetic order, hoping to learn ways to control their Infernal blood.

Members of this order are taught that emotions are like the deadly whirlpools of Yarris' oceans, always threatening to suck the tainted ones down into the darkest bowels of their Infernal souls. These monks become masters at controlling their emotions. Unfortunately, repressing one's negative impulses exacts a heavy toll, and monks of this order rarely show any emotion whatsoever, good or ill. Some believe that the cold, stoic reputation associated with most monks can be traced back to members of this order.

Miscellaneous Notes: Members of this order keep their heads shaved at all times. They usually wear the blandest of clothing, sometimes nothing more than a threadbare brown robe of coarse cloth.

Iron Soul: Monks who follow the tenets of this order gain a +2 bonus on all Will saves. However, their focus on emotional control slows their reaction times. Therefore, they suffer a -2 penalty on all Reflex saves.

The Order of the Pearl Maidens

Patron/Affiliation: None. Allied with the Royal Houses G'mel and val'Haupt of Censure, and the Nawal of the Bleak Coast and Pengik peninsula. It is rumored that the Pearl Maidens have taken steps to solidify a naval compact with Naeraanth and King Osric of Milandir.

Location: The monastery ship, *The Way of the Pearl*, home port Pearlspar, Hinterlands.

Abess: I'kir Ruhk, Captain of *The Way of the Pearl*.

Restriction: Only women may join this order.

Symbol: The *Sailesh*. A Sailesh is a headband made of pearls with bejeweled strings that loop underneath the eyes.

Philosophy: The Pearl Maidens are a matriarchal monastic order that promotes the independence and liberty of women. They ensure the safety of the many female pearl divers of the Bleak Coast. These divers are favored targets for the pirates, corsairs, and reavers that victimize the trade lanes between Censure and the Republic of Altheria. This order is sworn to protect the divers from those who would harm or enslave them.

This order has earned such a reputation that many hardened pirates have turned to run rather than face certain death at the hands of the crew of *The Way of the Pearl*. This large, many-decked ship is manned entirely by monks of the order who go to extreme measures to hunt pirate vessels, always burning them down to the water line. Along with the usual training in unarmed combat, the monks of this order possess such skill with the bow that they have become legendary. So great is their prowess that these monks are fully respected as warriors by the Yhing hir, despite their gender.

Miscellaneous Notes: Pearl Maidens usually carry elaborately painted bows and long oyster knives strapped to their legs. Monks of this order often travel in disguise, sequestering themselves in port cities or aboard ships for special missions. For an illustration of a typical Pearl Maiden, see page 81 of the *Codex Arcanis*.

Multi-Classing Ability: Ranger (standard).

Additional Class Skills: Monks of this order lose Survival as a class skill. They gain Perform (any) as a replacement class skill. Monks of this order receive the Skill Focus: Profession (sailor) feat for free.

Additional Monk Feats: At 1st level, a monk may select either Dodge or Stunning Fist as a bonus feat. At 2nd level, she may select either Mobility or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Hero's Heart as a bonus feat. The monk need not have any of the prerequisites normally required for these feats to select them.

Armor and Weapon Proficiencies: Members of this order gain Martial Weapon Proficiency (longbow), and lose their proficiencies with all crossbows.

The Sea is My Home: At 3rd level, monks of this order gain Master of the Tops as a bonus feat even if they do not meet the prerequisites.

The Order of the Perfect Union

Patron/Affiliation: The Temple of Illiir.

Location: In the Corlathian Mountains near Solanos Mor, Coryani Empire.

Abbott: His Illuminated Perfection, Morven of the House of Vodik.

Restriction: All members of this order must worship Illiir.

Symbol: Members of this order bear the mark of Illiir, a stylized sun symbol, tattooed upon their brow.

Philosophy: This order strictly adheres to the scriptures of Illiir, calling for the perfection of both the mind and the body. Within the monastery's white-marbled walls, the monks aspire to create a perfectly pure environment to honor their divine patron. Outsiders visiting the monastery usually consider the results of the monks' efforts cold and sterile. Initiates entering the monastery undergo a grueling ritual, which scrubs away the filth of the world and prepares them for the path of perfection. Many of the elders of this order are Val of exceedingly powerful psionic ability. They use their mastery of the mind to probe, shape, and cleanse impure thoughts and urges from the young initiates. Even after progressing through

the ranks of the order, monks who travel abroad are sometimes required to submit to mental scans to ensure that they have not been contaminated by imperfect ideas or urges. Although monks of this order eschew casual physical contact, they are required by their tenets to travel beyond the monastery's elegant white marble gate and interact with the world. They are to experience first-hand the contamination wrought by those who have strayed from the pure path. During these extensive travels, the monk views any interaction with the unclean (i.e., anyone outside the order) as a test of his own ability to resist corruption.

Dwarves from Solanos Mor are warmly welcomed into this order. They are usually viewed as exemplary models because of their fanatical devotion to Illiir. Many of these dwarves come to the order seeking the perfection of their own body for the express purpose of breaking their racial curse. In fact, the current Abbott of the order is an ancient dwarf named Morven who does not suffer fools lightly. He has expelled many a member of the order at the slightest hint of impurity in action or thought.

Val members of this order usually continue to grow in their psionic potential. Some say that there are no greater masters of the powers of the mind than the Elders of this order.

Miscellaneous Notes: Haughty and assured of their superiority, members of the order are seen as cold, aloof, and smug by the populace at large. Monks of this order usually wear pure white robes, boots, and gloves, leaving only their faces exposed to the elements.

Multi-Classing Ability: Psion or Psychic Warrior.

Additional Monk Feats: At 1st level, a monk of this order may select Unfazed or Stunning Fist as a bonus feat. At 2nd level, she may select Combat Reflexes or Callous as a bonus feat. At 6th level, she may select Improved Disarm, Improved Trip, or Divinity's Purpose as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them, except for Divinity's Purpose. Only Val monks may select this feat, though they do not need to meet the blood rank requirement to do so.

Path of the Stoic Soul: Through strict religious indoctrination and divine grace, monks of this order steel their minds to resist outside influences. As a result, at 5th level, they become immune to all types of fear and any mind-affecting compulsion spells or spell-like abilities of third level or less. This includes spells that might normally prove beneficial. However, there is a price to pay for this immunity. Once reaching this level, the monk's purity of mind and body can become an unexpected vulnerability. Any successful attack against a monk of this order by an Abomination or an undead creature deals an additional 1d6 points of damage, because the monk's body violently repels such impurity.

Paladin

Paladins represent the ideal of the “knight in shining armor who follows the God of Good” depicted in most fantasy settings. However, the gods of Arcanis do not have an alignment, meaning that the individual churches and temples choose which aspects and dogma is followed.

Paladins in Arcanis are considered a sub-class of the Holy Champion, detailed in this chapter. Listed in that section is an example of some of the many Holy Champions sponsored by the different temples. The Paladin Class has been modified so to better fit the campaign setting and represent the generic holy warrior who serves a particular deity.

General Changes

Alignment: Any Good.

Religion: All paladins of Arcanis must select a specific deity from the following list: Althares, Belisarda, Hurrian, Illiir, Nier, Sarish, and The Fire Dragon. The deities not on this list do not sponsor generic holy warriors (paladins).

Aura of Faith (Ex): All paladins possess a strong aura of good, whose power level is equal to the character's paladin level. See the *detect evil* spell for details.

Spellcasting and Special Abilities: Paladins in Arcanis gain the ability to cast divine spells just as paladins in the core rules do. All of the rules and tables from *Core Rulebook I* apply normally. Paladins never select domains and never receive domain powers. All the other paladin special abilities, except for those explicitly mentioned here, also function as normal and according to the rules in *Core Rulebook I* for the core paladin class. Paladins must choose a deity and it must be chosen from the list of deities provided. In Arcanis, Paladins are more “generic” holy warriors than holy champions are, but they are not so generic that they do not worship a particular deity.

Bonus Languages: Since most formal church services are still held in the ancient Tongue of Man, all paladins who worship any god from the Pantheon of Man gain Ancient Altharin (Ancient Imperial) as an automatic language.

Channeling (Su): Paladins gain the ability to *channel* in place of the Turn Undead ability from the core rules. See the cleric entry for details on channeling. Paladins use the deity-specific turning modifiers (see the table earlier in this document) for turning and rebuking undead instead of the default 3-level penalty in the core rules. The character's turning level is calculated based on the strength of his Aura of Faith.

Divine Grace (Su): The paladin's Divine Grace ability does not stack with the ability of any holy champion class to add an ability bonus to all saving throws, even if the other ability is based on an ability score other than Charisma. For example, a paladin / holy champion of Althares does not benefit from both Divine Grace and the Wisdom of Althares ability. The character gets whichever bonus is higher.

Special Mount (Sp): This ability from the core rules is replaced with **Faithful Steed (Sp)**. In the world of Arcanis, paladins cannot summon or dismiss a special mount. Instead, at 5th level, the paladin can call an unusually intelligent, strong, and loyal steed to serve him. This steed takes 1d4 hours to appear from the wild after being prayed for. It stays with the paladin until it dies, just as a normal domesticated animal. This steed may be of any normal type of mount listed in *Core Rulebook I* (riding dog, heavy horse, light horse, pony, heavy warhorse, light warhorse, or warpony). If the steed is ever killed, the paladin may not call another steed for thirty days or until he gains a paladin level, whichever comes first, even if the steed is somehow returned from the dead. During this thirty-day period, the paladin suffers a –1 penalty on attack and weapon damage rolls. Except for removing the ability of the paladin to summon or dismiss this steed, it follows all other standard rules for the paladin mount, including the advancement rules, described in *Core Rulebook I*.

Multiclass Restrictions: In Arcanis, a paladin may freely multiclass between paladin and the holy champion of his chosen deity, if he meets the requirements to become a holy champion.

Code of Conduct: Paladins must always behave honorably, and in Arcanis, this usually puts the paladin at a severe disadvantage. A paladin will never coup de grace an opponent, slay a helpless opponent, attack from hiding, lie, cheat, steal, or use poison. Paladins will always accept the surrender of an enemy. Paladins will never knowingly or willfully commit an evil act. They must remain pious and faithful to their chosen deity at all times.

Associates: In the morally gray world of Arcanis, this entire section is waived for paladins. Otherwise, they would never be able to adventure!

Ex-Paladins: This section of *Core Rulebook I* remains in place with minor changes. First, the paladin must only maintain a Good alignment, not Lawful Good. If the paladin ever becomes non-Good, then he suffers the listed effects for being an ex-paladin. Second, a paladin's faithful steed does not disappear if he falls from grace. Instead, it remains as a normal animal of its type and loses any special abilities that it gained through advancement.

Specific Paladins

Althares

Armor and Weapon Proficiencies: Paladins of Althares gain Exotic Weapon Proficiency (flintlock pistols and rifles) as bonus feats.

Additional Class Abilities: Paladins of Althares gain the bardic knowledge ability (see *Core Rulebook I*). The paladin may use this ability as if he were a bard equal to one-half his paladin level (rounded down). If the character has other classes that grant the bardic knowledge ability, such as a multiclassed paladin/bard, then one-half his paladin level stacks with his levels of whichever other classes grant him the bardic knowledge ability for purposes of making bardic knowledge checks.

Additional Equipment: All paladins of Althares are given a standard Altherian flintlock (character's choice of pistol or rifle) and 10 shots of blast powder at first level. When purchasing additional flintlocks or blast powder, paladins of Althares are treated as citizens of Altheria regardless of their nationality.

Turn Undead (Su): Paladins of Althares may *channel* to turn undead. They have an effective turning level that is four levels lower than their paladin level.

Belisarda

Additional Class Skills: Paladins of Belisarda gain Knowledge (nature) and Survival as class skills.

Turn Undead: Paladins of Belisarda may *channel* to turn undead. They have an effective turning level that is three levels lower than their paladin level.

Wild Empathy (Ex): Paladins of Belisarda gain the *wild empathy* ability. This functions exactly as the druid ability of the same name described in *Core Rulebook I*.

Hurrian

Additional Class Skills: Paladins of Hurrian gain Survival as a class skill.

Armor and Weapon Proficiencies: Paladins of Hurrian gain Weapon Focus (Longsword) as a bonus feat.

Turn Undead: Paladins of Hurrian may *channel* to turn undead. They have an effective turning level that is four levels lower than their paladin level.

Illir

Armor and Weapon Proficiencies: Paladins of Illir gain Weapon Focus (gladius) as a bonus feat.

Perfection Within: At 4th level, Paladins of Illir gain a +2 bonus on all saving throws versus all Enchantment spells and abilities.

Spellcasting: Paladins of Illir gain the following spells as part of their paladin spell list: *light* (Pal 1) and *searing light* (Pal 2). They otherwise use the standard spell list from the core rules.

Turn Undead: Paladins of Illir may *channel* to turn undead. Against most undead, the paladin's effective turning level is three levels lower than his paladin level. However, against any undead creature that is adversely affected by sunlight (such as a vampire, wraith, or spectre), or any undead with the Shadow subtype or descriptor, the paladin's effective turning level is only two levels lower than his paladin level.

Nier

Armor and Weapon Proficiencies: Paladins of Nier gain Weapon Focus (greatsword) as a bonus feat.

Turn Undead: Paladins of Nier may *channel* to turn undead. The paladin's effective turning level is four levels lower than his paladin level. However, any turning attempt by a Paladin of Nier is unsuccessful unless the result destroys the undead outright. Paladins of the God of War are expected to demolish these abominations, not leave them cowering in submission.

Sarish

Additional Equipment: At 1st level, all paladins of Sarish are given a single Sarishan steel weapon of their choice. This weapon is sacred, is used in the paladin's daily prayers, and may never be sold, traded, or given away. If it is lost or destroyed for any reason, the paladin must immediately replace it from his own funds.

Additional Language: All paladins of Sarish are taught to speak, read, and write Infernal as part of their initiation and training. This is a bonus language and need not be purchased with skill points.

Turn Undead: Paladins of Sarish may *channel* to turn undead. The paladin's effective turning level is five levels lower than his paladin level.

The Fire Dragon

Additional Class Skills: Paladins of the Fire Dragon gain Survival as a class skill.

Armor and Weapon Proficiencies: Paladins of the Fire Dragon gain Weapon Focus (heavy flail) as a bonus feat.

Tenets of the Faith: All paladins of the Fire Dragon are male. This seems to have something to do with the complicated physiology of the ss'ressen and the placement and arrangement of eggs within their hatcheries.

Turn Undead: Paladins of the Fire Dragon may *channel* to turn undead. The paladin's effective turning level is four levels lower than his paladin level.

Ranger

Rangers are some of the most respected warriors of Arcanis. These fearsome warriors are highly prized in any military organization, and frequently find themselves in positions of power due to their military prowess and survival skills. The ranger is perhaps the most specialized type of warrior, and the ranger in Arcanis is afforded many options that differ quite substantially from the ranger presented in *Core Rulebook I*.

CORE CLASSES IN ARCANIS ■ Ranger

Additional Class Skills: All rangers gain Knowledge (religion) as a class skill.

Altherian and Shining Patrol Rangers: Rangers from Altheria or rangers possessing the Shining Patrol Service feat gain Exotic Weapon Proficiency (flintlock pistols and rifles) as bonus feats. These rangers may also choose the following combat style to replace the two general ranger choices.

Flintlock Combat Style

The flintlock combat style becomes a third available option for the ranger and follows all normal rules for combat styles found in the core ranger's description in *Core Rulebook I*.

- **Combat Style:** At 2nd level, this ranger gains the Precise Shot feat when using flintlock weapons, even if he does not meet the prerequisites.
- **Improved Combat Style:** At 6th level, a ranger's aptitude in his chosen combat style improves and he gains the Combat Firing feat when using flintlock weapons, even if he does not meet the prerequisites.
- **Combat Style Mastery:** At 11th level, a ranger's aptitude in his chosen combat style improves again and he gains the Hawk-Eyed feat when using flintlock weapons, even if he does not meet the prerequisites.

Animal Companion: The ranger is subject to the same restrictions and additions to his animal companion list as detailed under the druid class in this chapter.

Favored Enemies: In a world of intrigue such as Arcanis, everyone makes enemies. To reflect this complex setting, the ranger's favored enemy rules are expanded dramatically. For non-humans, Favored Enemy (Human) includes humans, dark-kin, and Val. However, humans are a contentious race; individual nations tend to focus upon the differences between themselves rather than the similarities. Therefore humans, Val, and dark-kin may not choose "Human" as a racial enemy. Instead they must choose a more narrowly-defined type of human. The legal choices are detailed in **Table 3-11: Ranger Favored Enemies**. A ranger may only choose his own nationality as a favored enemy if he is evil. Since the Black Talon and Ashen Hide egg clutches have centuries-old animosity against the other egg clutches of their former homeland, they may select "Reptilian Humanoids" as a favored enemy without being of evil alignment. Black Talon ss'ressen may also choose "ss'ressen heretics" (ss'ressen who do not worship the Fire Dragon) as a favored enemy. Due to the Reavers' hostility toward everyone, all rangers regardless of race may choose "Reavers of Bealak Gempor" as a favored enemy without being evil. Dwarven rangers may also select a rival enclave of dwarves without being evil. Elorii rangers may select specific rival Elorii nations, or "Elorii heretics" (Elorri who worship human deities) without being evil.

Sometimes a ranger does not know if he is facing a favored enemy. In this case, the GM should give the ranger a Spot check to notice that his current foe is a favored enemy. The ranger gains a bonus to this check equal to the bonus he receives on other Spot checks versus that specific favored enemy and the DC should be



set by the GM according to the situation. For instance, if Magros is hunting Elorii heretics and finds an Elorii openly wearing the holy symbol of Hurrian and using it to cast spells, then the heretic is blatantly obvious and the DC for the Spot check should be exceedingly low (DC 0). However, if in the same situation the heretic was not using the holy symbol and had actually taken great pains to hide it, then the DC should be set higher (DC 30). Be fair, but remember, rangers have no magical ability to detect their favored enemies.

The list of nationalities, cults, groups, and organizations on Table 3-11 is not intended to be exhaustive or all-inclusive. Arcanis is a big place and there are an awful lot of groups working at cross purposes. The GM is encouraged to allow options above and beyond the ones listed in the table if the campaign features them as opponents on a regular basis. For example, a campaign set in the occupied city of Nishanpur might allow rangers to select the Swords of Nier or the followers of one of the members of the Dark Triumvirate (Sarish, Nier, and Neroth).

Individual deities should generally be chosen as categories instead of entire churches; for example, allowing a character to choose "The Mother Church" as a favored enemy would be too broad, but "clerics of Illiir of the Mother Church" would be a reasonable level of specificity.

The Urban Sentinel: A Ranger Variant

While a normal ranger is at home in the wilderness, an Urban Sentinel, or just Sentinel, is equally at home in the bowels of a city. Sentinels follow all normal rules for rangers in *Core Rulebook I* with a few alterations detailed below. A character must select the normal ranger class or the Urban Sentinel variant upon taking his first ranger level. Once this selection is made, it may never be changed and the two classes may never be mixed.

Urban Sentinel Class Skills

The Urban Sentinel's class skills (and the key ability for each skill) are Balance (Dex), Black Market (Wis), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Urban Sentinel Class Ability Changes

Favored Enemy: An Urban Sentinel must select a nationality or cult/group as his initial favored enemy.

Wild Empathy: Sentinels lose this ability since they are connected to urban areas, not the wilderness. As a replacement, all Urban Sentinels gain the Streetwise feat.

Animal Companion: A Sentinel's animal selection is very limited within an urban environment. As a result, he may only select one of the following as animal companion upon reaching 4th level: Cat, dire rat, dog, or riding dog.

Woodland Stride: This ability is replaced with **As the Ghost (Ex):** Starting at 7th level, an Urban Sentinel cannot be tracked within the confines of an urban setting. The Urban Sentinel may move through garbage and clutter at his normal speed without suffering any impairment.

Camouflage (Ex): A Urban Sentinel of 13th level or higher can use the Hide skill in any sort of urban terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of urban terrain, an Urban Sentinel of 17th level or higher can use the Hide skill even while being observed.

Urban Sentinel Spell List:

1st level

alarm, animate rope, cause fear, charm person, cure light wounds, delay poison, detect poison, detect secret doors, disguise self, endure elements, feather fall, jump, lesser confusion, longstrider, pass without trace, read magic, resist energy, summon monster I, ventriloquism

2nd level

bear's endurance, blur, cat's grace, cure moderate wounds, darkness, hold person, invisibility, owl's wisdom, protection from energy, silence, summon monster II, wind wall

3rd level

blink, charm monster, cure serious wounds, daylight, darkvision, glibness, neutralize poison, remove disease, repel vermin, see invisibility, speak with animals, summon monster III, water walk

4th level

Cure critical wounds, dimension door, freedom of movement, greater invisibility, nondetection, speak with plants, summon monster IV

Table 3-11: Ranger Favored Enemies

Type (Subtype)	Type (Subtype)	Type (Subtype)	Type (Subtype)
Aberrations	Humanoids (dwarf) ¹	Oozes	Outsiders (native)
Animals	Humanoids (Elorii)	Outsiders (air)	Outsiders (water)
Bio-Constructs	Humanoids (goblinoid) ²	Outsiders (chaotic)	Plants
Constructs	Humanoids (gnoll)	Outsiders (earth)	Psionic Creatures
Elementals	Humanoids (human) ³	Outsiders (evil)	Shapechangers
Entropic Creatures	Humanoids (orc) ⁴	Outsiders (fire)	Tainted Creatures ⁶
Giants	Humanoids (reptilian) ⁵	Outsiders (good)	Undead
Humanoids (aquatic)	Magical Beasts	Outsiders (lawful)	Vermin
Type (Nationality)	Type (Nationality)	Type (Cult / Group)	Type (Cult / Group)
Altherians	Myrantians	Cafelan Cartel	Inquisitors of the Mother Church
Cancerese	Pirate Islanders	Children of the Leviathan	Myrantian Medja
Chauni	Ssethregorans ⁷	Cult of the Frog	Rules Lawyers
Coryani	Voei	Cult of the Hyena Queen	Secret Society (any specific)
Dwarven Enclave (specific)	Westernlanders (League of Princes)	Cult of the Jackal	Ss'ressen Heretics ⁹
Elorii Nation (specific)	Yhing Hir	Cult of the Thousand-Eyed Man	Swords of Nier
Khitani	Ymandrakes	Elorii Heretics ⁸	Tzizhetan Cultists
Milandisians		Followers of ... (specific God)	

Note 1: Includes gnomes

Note 2: Includes half-hobgoblins

Note 3: Includes Val

Note 4: Includes half-orcs

Note 5: Includes ss'ressen

Note 6: Includes dark-kin and Infernals

Note 7: Refers to the current Ssethregoran Empire

Note 8: Refers to any Elorii who doesn't worship either Belisarda or one of the Elemental Lords

Note 9: For Ashen Hide, refers to any member of that clutch who doesn't worship Nier; for Black Talons, refers to any member of that clutch who doesn't worship the Fire Dragon. Members of each clutch also consider one another heretics for this purpose.

Rogue

Thieves are everywhere. Some steal for profit, some for fun, others out of necessity. The only real truth among this clever cadre is that there is no honor among thieves. The rogues of Arcanis differ very little from those in *Core Rulebook I*.

Additional Proficiencies: Rogues gain Martial Weapon Proficiency (saber). See *Chapter 7 – Weapons and Equipment* for details on the saber.

Class Skills: Rogues of Arcanis gain Black Market and Research as class skills. See *Chapter 4 – Skills* for details on these new skills.

Sorcerer

Sorcerers are feared and misunderstood by the common populace of Arcanis, and the Sorcerer King of Ymadragore is a constant threat to any who have the “Sorcerous Spark.” His Harvester agents constantly hunt, track, and kidnap these gifted individuals and deliver them to the Isle of Tears. Once on the island, they are there to serve the Sorcerer King...and they are there to stay. Apart from being universally feared and shunned by the public, the sorcerers of Arcanis differ only marginally from their *Core Rulebook I* counterparts.

Additional Familiars: Sorcerers of Arcanis enjoy an expanded list of familiars. This list may be found in the **Familiars of Arcanis** side bar.

Bonus Feat: Sorcerers of Arcanis gain the Eschew Materials feat at 1st level.

Restricted Races: Humans and half-hobgoblins may not be sorcerers.

The Sorcerous Spark: Sorcerers of Arcanis differ significantly from their counterparts in this area. In Arcanis, the power of a sorcerer can be directly traced through his bloodline. At 1st level, the sorcerer must consult the bloodline chart (see **Table 3-12: Sorcerer Bloodlines**) to determine where he gets his spark. If more than one entry is present, the sorcerer may choose either listed option. Once this choice is made, it is final.

Table 3-12: Sorcerer Bloodlines

Race	Available Bloodlines
Dark-Kin	Infernal
Dwarf	Celestial
Elorii (Ardakene)	Celestial
Elorii (Kelekene)	Elemental (Fire)
Elorii (Mârokene)	Elemental (Earth)
Elorii (Osalikene)	Elemental (Air)
Elorii (Berokene)	Elemental (Water)
Gnome	Celestial
Half-Orc	Celestial or Infernal
Ss’ressen	Elemental (Fire)
Val	Celestial

Hunted: The Sorcerer King of Ymandragore hunts all arcane casters. Displaying one’s sorcerous skills openly or in a public setting is a sure way to end one’s career early.

Wizard

Wizards are another tragic class in Arcanis. Their powers make them mistrusted by the common populace and hunted by the Sorcerer King of Ymandragore. His Harvester agents constantly hunt, track, and kidnap these gifted individuals and deliver them to the Isle of Tears. Once on the island, they are there to serve the Sorcerer King...and they are there to stay. Apart from being universally feared and shunned by the public, wizards of Arcanis differ very little from their *Core Rulebook I* counterparts.

Additional Class Skill: Wizards of Arcanis gain Research as a class skill. See *Chapter 4 – Skills* for a description of this new skill.

Additional Familiars: Wizards of Arcanis enjoy an expanded list of familiars. This list may be found in the **Familiars of Arcanis** side bar.

Hunted: The Sorcerer King of Ymandragore hunts all arcane casters. Displaying one’s wizardly skills openly or in a public setting is a sure way to end one’s career early.

Holy Champions

Each of the different temples of Arcanis venerates a particular deity, usually focusing on a specific aspect and its associated tenets. Should the individual aspect have a militant bearing or direction, the temple may wish to sponsor an order of holy warriors to further spread their doctrine and influence.

Below are examples of some of the Order of Holy Champions that operate throughout the Known Lands of Arcanis. This is by no means an exhaustive list as there are many other orders, large and small, that spread the beliefs of the temples.

Random Starting Gold: Holy champions of Anshar begin play with 2d4 x 10 gold pieces in starting funds (average 50 gp). All other holy champions begin play with 6d4 x 10 gold pieces in starting funds (average 150 gp).

Automatic Languages: All of the holy champions of the deities of the Mother Church gain Ancient Altharin as an automatic language. Holy champions of Sarish also gain Infernal as an automatic language.

Bonus Languages: Celestial and Infernal are available as bonus languages for all holy champions, regardless of deity worshipped.

Ex-Holy Champions: There are various reasons why a character may fail to remain a holy champion in good standing. For example, the character’s alignment might change (whether voluntarily or involuntarily), he might fail to uphold the tenets of his particular order (either by deliberate commission or knowing omission), or he might decide to take the most dramatic step and change patron deities. The following rules apply to all holy champions who become ineligible to remain members of the class for any reason:

An ex-holy champion loses all of the special abilities of the class, including extraordinary, supernatural, and spell-like abilities, as well as spellcasting ability (if any) and channeling ability (if any). If the class grants a special mount, the mount immediately leaves the character's service. The character retains the core features (base attack bonus, base saving throw bonuses, weapon and armor proficiencies).

Depending on the infraction committed, it may be possible for the holy champion to regain his former standing; this could be as simple as gaining an atonement spell to reverse an alignment shift or make up for a violation of the order's code of conduct, or it could require an elaborate quest or other demonstrations of contrition for more significant transgressions (the details of which should be worked out with the GM and may serve as the basis for future adventures).

An ex-holy champion who voluntarily changed patron deities can never become a holy champion of the new patron; the character has demonstrated his fickleness once and the new God will not risk being betrayed in a like manner.

An ex-holy champion who becomes a Blackguard may trade in his holy champion levels as if they were paladin levels to gain the additional benefits listed under "Fallen paladins" in Core Rulebook II.

Holy Champions and Multiclassing:

- A character may never have levels in more than one holy champion class, even if he changes patron deities. (See Ex-Holy Champions, above, for details.)
- Except for Beltinians, holy champions may not multiclass with levels of the priest class, even of the same deity. The holy champion's role is primarily to be active in the world, while the priest's role is primarily to tend to the deity's followers at home.
- All holy champions, regardless of deity, may multiclass freely with levels of cleric, paladin, and Onaran Templar of the same patron deity (note that not all deities sponsor paladins, however).
- If a particular deity's holy champion class grants the Divine Grace ability or an equivalent ability based on a different ability score, then it does not stack with the paladin ability of the same name.

- Holy champions obviously may not take levels of classes that are specific to a different deity. Most of the orders have additional multiclass options, as detailed in the following table. (Cleric and paladin are not listed in the table since all holy champions may multiclass with those classes.)

- A holy champion that takes a level of any class (including prestige classes) that is not on the list of allowed options does not become an ex-holy champion or lose any of his holy champion abilities, but he may never again raise his holy champion level.

Table HC-00: Holy Champion Multiclass Options

Deity	Available Classes
Althares	Altherian Artificer*, Altherian Triggermage, Bard, Expert, Loremaster, Patrician, Psion
Anshar	Ansharan Gatekeeper, Monk
Belisarda	Druid, Lifeward*, Ranger (Standard), Suomar*, Warder*
Beltine	Beltinian Exorcist, Priest
Cadic	Bard, Obsidian Sniper, Rogue, Ranger (Urban), Shadowdancer, Soulnife
Fire Dragon	Druid, Fighter, Harbinger, Miliarius, Ssethric Inquisitor
Hurrian	Barbarian, Fighter, Hurrianic Aegis, Order of the Thundering Storm, Psychic Warrior
Illir	Centurion, Fighter, Patrician
Larissa	Bard, Larissan Dancer, Rogue, Shadowdancer, Sorcerer, Wilder
Neroth	Fighter
Nier	Fighter, Psychic Warrior, Warrior of the Eternal Flame
Saluwé	Druid, Ranger (Standard), Terramancer*, Tree Shaper of Saluwé*
Sarish	Fighter, Rogue, Sorcerer, Wizard
Yarris	Barbarian, Druid, Fighter, Royal Marine

*indicates that the class is from *Magic of Arcanis*

Holy champions use the deity-specific turning modifiers (see the table earlier in this document) when turning or rebuking undead. The character's effective turning level is calculated based on the strength of his Aura of Faith.

Familiars of Arcanis: Wizards and sorcerers may chose from an extended list of familiars.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks.
Cat	Master gains a +3 bonus on Move Silently checks.
Hawk	Master gains a +3 bonus on Spot checks in bright light.
Lizard	Master gains a +3 bonus on Climb checks.
Owl	Master gains a +3 bonus on Spot checks in shadows.
Rat	Master gains a +2 bonus on Fortitude saves.
Mongoose	Master gains a +2 bonus on saves against poison and a +1 bonus on all Reflex saves.
Parrot ¹	Master knows one additional mundane language while the parrot is within 1 mile.
Raven ¹	Master gains a +3 bonus on Appraise checks.
Snake ²	Master gains a +3 bonus on Bluff checks.
Scorpion ³	Master gains a +4 bonus on saves against poison.
Spider ⁴	Master gains a +2 bonus on Initiative checks.
Spider Monkey	Master gains a +3 bonus on Balance checks.
Toad	Master gains +3 hit points.
Weasel	Master gains a +2 bonus on Reflex saves.

¹ A raven or parrot familiar can speak one language of its master's choice as a supernatural ability.

² Tiny viper

³ Monstrous scorpion, tiny

⁴ Monstrous spider, tiny

Althares - The Order of the Philosophic Warrior

Just after the infinite planes were created and Illiir sat in the heavens, bathing the entirety of all in His brilliant radiance, Althares began His quest to learn all that could be learned throughout the multiverse. He wrote all that was discovered in the Book of Knowledge and stored its many volumes in the Celestial Library of Lazur. Unfortunately, this library and all the volumes of the Book of Knowledge were the first casualty of the God's War. Some religious scholars claim that within the library, nestled in some hidden recess, was the information needed to defeat the Other and unravel its apocalyptic plans. Scattered across Arcanis and throughout the many layers of existence, the sum of all knowledge was lost. Even the location of the Lost Library of Lazur has vanished, along with any bits and pieces still ensconced in its many-chambered halls.

After the defeat of the Other and its minions, Althares tasked His chosen champions to quest and learn all there was to learn, to seek out all there was to know. With each piece of information rediscovered, the Book of Knowledge is slowly being rewritten. When it is completed, all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will once again become one.

Adventures: The members of the Order of the Philosophic Warrior adventure throughout all of Arcanis in hopes of fulfilling their sacred quest as commanded by Althares. Members can be found in the most ancient of crypts or catacombs, diving below the deepest oceans, exploring lost cities, or locked in intense debate with the most learned minds – all in the hopes of gleaning some new bit of information or uncovering some lost bit of lore.

Characteristics: Members of this Order are among the most educated, cultured, and poised individuals living in the Known Lands of Arcanis. Whether debating obscure philosophic minutiae or religious dogma, reciting passages from the works of Yoal, Rynovic, or the Elorii playwright Adendros, composing original poetry, or playing musical instruments like a virtuoso, the Philosophic Warrior is a master of any skill or intellectual discipline.

Althares gifts His champions with a sharp wit, perfect health, and a courageous heart. In addition to this, Philosophic Warriors enjoy the benefits of understanding any strange or alien language, and have the ability to exploit any weakness or flaw any enemy they face may have. Using this expertise, opponents living or unliving, mundane or magical, fall easily to the Philosophic Warrior's mighty blade.

Background: The Order enjoys the sponsorship and funding by the Temple of the Sagacious Disciple in the Republic of Altheria. The most noble of families from Altheria as well as the other empires and nations of the Known Lands of Arcanis petition the Order to consider their children worthy aspirants to the august fellowship of Philosophic Warriors.

Children older than the age of four are not eligible, and so it is the parents and the family (rather than the supplicant) who must prove their faith and devotion to Althares. Families are expected to pay a substantial tithe to the Temple and the Order; enough to cover the living expenses of the child for the next fourteen years, as well as a hefty sum for tuition. Due to this, most members of the Order come from very wealthy backgrounds and carry leagues-long pedigrees.

Once a child is accepted into the Order, the ensuing years are spent kneeling on hard wooden floors, memorizing lectures – as writing materials are forbidden in many classes. Students are taught that the mind must be its own book. The curriculum is exacting and grueling, covering a variety of wide-ranging topics, from cultures and fighting styles to metallurgy and sorcery. Eventually, the day comes when the final test must be met. The initiate enters a crystalline chamber and is told to open his or her mind to Althares. The Order claims that for a split second, Althares dumps the sum total of His knowledge into the mind of the aspirant, invariably inducing a deep coma. Some never recover from this ordeal; their minds are too weak to hold the divine wisdom. Even those that recover do not retain the lore, but its dim echo serves to spur them to reclaim all that they once knew in that brief instant.

Races: Val and humans make up the majority of the members of this Order, with the val'Abegi being the most predominant Val family due to their affinity with the Lord of Knowledge. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Due to their very deeply-held and often-conflicting religious beliefs, elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Any Lawful.

Special: Must worship Althares.

Hit Die: d8.

Class Skills

Skill points at each level: 6 + Int modifier.

The Philosophic Warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Examine Martial Technique (Wis), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features

Weapon and Armor Proficiency: Philosophic Warriors are proficient with all simple and martial weapons, flintlock rifles, flintlock pistols, all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Philosophic Warrior's divine aura is equal to his Philosophic Warrior class level plus any other class levels that provide a divine aura (such as cleric).

Comprehend Languages (Su): A Philosophic Warrior has the supernatural ability to understand strange languages. He may create the effects of a *comprehend languages* spell at will.



Wisdom of Althares (Su): A Philosophic Warrior gains a bonus equal to his Wisdom modifier (if positive) on all saving throws.

Know Thy Enemy (Ex): As a standard action, a Philosophic Warrior may study an opponent (or multiple opponents if they are all of the same type) and attempt an appropriate Knowledge check (DC 10 + the CR of the creature being studied). If successful, the Philosophic Warrior gains a +2 bonus on Bluff, Sense Motive, and Spot checks, as well as a +2 bonus on attack and damage rolls, against opponents of this type. These bonuses last for the remainder of the encounter; if the Philosophic Warrior later encounters similar creatures (or even specific individuals that he has previously examined), he must study them all over again to receive the bonuses.

Channeling (Su): Beginning at 4th level, a Philosophic Warrior can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Philosophic Warrior may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Scribe Scroll (Ex): At 4th level, a Philosophic Warrior gains the Scribe Scroll feat.

Spells (Sp): Beginning at 4th level, the Philosophic Warrior gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Philosophic Warrior spell lists. A Philosophic Warrior must choose and prepare his spells in advance. To prepare or cast a spell, a Philosophic Warrior must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Philosophic Warrior's spell is 10 + the spell level + the Philosophic Warrior's Wisdom modifier. Like other spellcasters, a Philosophic Warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-01: The Philosophic Warrior**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Philosophic Warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Philosophic Warrior does not have access to any domain spells or granted powers, as a cleric does. A Philosophic Warrior 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. A Philosophic Warrior may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Philosophic Warrior has no caster level. At 4th level and higher, his caster level is one-half his Philosophic Warrior level.

Defender of Altheria (Ex): While on Altherian soil, the Philosophic Warrior gains the benefits of the Diehard feat.

Exploit Flaw (Ex): As a standard action, a Philosophic Warrior may make an appropriate Craft skill check (DC 15, DC 20 for Masterwork, and DC 25 for Greater Masterwork) to determine any inherent weakness in an item of that type. If successful, he gains a +2 bonus to hit and damage the object. This ability may also be used upon constructs and animated objects instead of *Know Thy Enemy* (see above), but the two abilities do not stack with one another.

Divine Health (Ex): Beginning at 8th level, a Philosophic Warrior is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Exploit Technique (Ex): As a full-round action, a Philosophic Warrior may use this ability in conjunction with *Know Thy Enemy* (see above). If the Philosophic Warrior succeeds on his Knowledge check, he may also attempt an Examine Martial Technique check (at the same DC). If this second check succeeds, the Philosophic Warrior discovers a flaw in his opponents' fighting technique, enabling him to gain a +2 insight bonus to his AC against attacks from the type of opponent he studied. As with *Know Thy Enemy*, this bonus lasts for the duration of the encounter with those opponents. If the second check fails but the first check succeeded, the Philosophic Warrior still gains the benefits of the *Know Thy Enemy* ability.

Special Mount (Sp): Upon reaching 10th level, a Philosophic Warrior gains the service of a giant owl (see *Core Rulebook III*) to serve him. Once per day, as a full-round action, a Philosophic Warrior may magically call her mount from the celestial realms where it resides. The mount immediately appears adjacent to the character and remains for 2 hours per Philosophic Warrior level; it may

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be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Philosophic Warrior may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Philosophic Warrior may not summon another mount for thirty days or until she gains a Philosophic Warrior level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on all attack and weapon damage rolls. The mount may be advanced according to the rules in *Core Rulebook I* for paladin mounts. A Philosophic Warrior is considered a paladin of five levels lower for purposes of mount advancement.

Aura of Courage (Ex): Beginning at 12th level, a Philosophic Warrior is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly if the Philosophic Warrior is conscious, but not if he is unconscious or dead.

Insight of Althares (Ex): Starting at 14th level, when the Philosophic Warrior uses the abilities Exploit Flaw, Exploit Technique, or Know Thy Enemy, she gains an insight bonus equal to her Wisdom modifier (if positive) on the necessary skill checks to activate each ability.

Tools of the Trade (Ex): By 16th level, as an experienced and battle-tested veteran, the Philosophic Warrior has learned how to maximize strengths, expose weaknesses, and exploit resources. As a result, he no longer suffers any non-proficiency penalty for using any armor, weapon, or shield. He has studied so many types of equipment and fighting styles that he can wield

or wear anything competently. Furthermore, any time he successfully uses his Exploit Flaw or Exploit Technique abilities (see above), the Philosophic Warrior's bonus on attack and damage rolls increases to +4.

Steel Mind (Ex): Unnaturally calm and collected even under the most stressful of circumstances, at 18th level the Philosophic Warrior may take may take 10 on skill checks even if stress and distractions would normally prevent him from doing so. In addition, Philosophic Warriors are immune to charm and compulsion effects starting at 18th level.

Master of My Craft (Ex): The discerning eye and keen learning come together in the ultimate achievement of the Order. By *channeling* (see above), a 20th-level Philosophic Warrior may take any man-made object and fix it (if broken) or break it into its component parts (if it is currently whole). When fixing an object, the Philosophic Warrior may affect the object in a manner akin to a *make whole* or *fabricate* spell, though all of the necessary raw material from the original object must be present (this ability does not fill in the gaps). In addition, this ability does not restore magical properties of a broken object. When breaking down an object, the targeted object immediately disassembles to its component parts (such as a suit of full plate falling apart into breastplate, vambraces, etc.). The object is not reduced to actual raw materials (it falls apart as opposed to turning into a puddle of slag). If the object is magical, this ability acts as the spell *mage's disjunction* in addition to physically rendering the object useless. Targeting a worn or held object with this ability provokes attacks of opportunity and requires a successful melee touch attack if the character holding or wearing the targeted object attempts to resist being touched. However, once touched, the target object does not receive a saving throw against the physical disassembly (though it does receive its normal save against the *mage's disjunction* effect if it is magical).

Table HC-01: Holy Champion of Althares: The Philosophic Warrior Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+2	Aura of Faith	-	-	-	-
2 nd	+2	+3	+0	+3	Wisdom of Althares, Comprehend Languages	-	-	-	-
3 rd	+3	+3	+1	+3	Know Thy Enemy	-	-	-	-
4 th	+4	+4	+1	+4	Channeling, Scribe Scroll	0	-	-	-
5 th	+5	+4	+1	+4		0	-	-	-
6 th	+6/+1	+5	+2	+5	Defender of Altheria, Exploit Flaw	1	-	-	-
7 th	+7/+2	+5	+2	+5		1	-	-	-
8 th	+8/+3	+6	+2	+6	Divine Health	1	0	-	-
9 th	+9/+4	+6	+3	+6		1	0	-	-
10 th	+10/+5	+7	+3	+7	Exploit Technique, Special Mount	1	1	-	-
11 th	+11/+6/+1	+7	+3	+7		1	1	0	-
12 th	+12/+7/+2	+8	+4	+8	Aura of Courage	1	1	1	-
13 th	+13/+8/+3	+8	+4	+8		1	1	1	-
14 th	+14/+9/+4	+9	+4	+9	Insight of Althares	2	1	1	0
15 th	+15/+10/+5	+9	+5	+9		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+10	Tools of the Trade	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+10		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+11	Steel Mind	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+11		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+12	Master of Thy Craft	3	3	3	3

Anshar - The Bearers of Woe

Within this mortal coil, imprisoned in a cage of bone and sinew, humanity suffers under an unrelenting assault upon mind, body, and spirit. Those few who have heard the calling of the Suffering Goddess, and have been deemed strong of will and flesh, have taken it upon themselves to provide an example of stoic acceptance of life's pain and to intercede on behalf of those who are not as strong. Known as the Bearers of Woe, these Holy Champions of Anshar struggle to understand the mysteries of their faith; the tormented aspect of their Bleeding Goddess.

Adventures: The Bearers of Woe can be found throughout the Known Lands of Arcanis as they view all of life as a pilgrimage to transcend the suffering of this life so that their passage to the Paradise of the Gods is assured. These Holy Champions have a strong sense of right and wrong. They feel that existence doles out enough misery normally without those of sadistic or evil tendencies needing to heap further atrocities upon the masses. When a Bearer of Woe comes across such evil people, he can be as wrathful and relentless as even the most fanatical Nierite.

Characteristics: Anshar bestows upon her Holy Champions the strength of will and body needed to survive the most arduous of tasks. As the Bearer of Woe progresses in the class, he gains greater control of his own body and senses. The Bearer learns to withstand pain and injury and is even taught methods of redirecting such agonies, either by healing himself and others or by imparting Anshar's Kiss upon the deceitful and wicked.

The Bearers of Woe also feel it their obligation and duty to give the masses hope that their suffering can be endured. Bearers of Woe show the wretched how to plumb their innermost selves to find the strength they didn't know they possessed. Members of this Order teach, to anyone who will listen, that the accumulation of material wealth and possessions are nothing more than traps of the flesh. Such material lusts torment a person by driving them to possess more and more, and mental anguish is caused when said possessions are invariably lost or stolen. It is far better to be free of such fetters and live life as ascetically as possible.

Due to their vow of poverty, the Bearers of Woe rely upon the kindness and mercy of others. When such a Holy Champion is in need of shelter, food, or equipment, it is considered an honor and a blessing by the devout of the Mother Church to offer these things without concern for repayment.

Background: Many of the citizens who live in the plush richness of the major cities of the Empire and other nations view the Bearers of Woe as a relic of a lost and forgotten past, best relegated to the pages of history. Civilization has brought immense wealth and an easier life to many. The teachings of these ascetic champions, touting the stoic acceptance of misery and poverty, are not lessons that many within these towering cities wish to hear. The poor and indigent, on the other hand, flock to these scarred and battered pilgrims. They see their own suffering and misery mirrored in every scar, wound, and disfigurement of the Bearer of Woe's flesh.

The Bearers of Woe reach out to the poor and downtrodden, and offer succor where they can; either by offering words of encouragement or by carrying a bit of their burden themselves. They, along with the priesthood of Anshar, explain that each mortal is doled out a measure of misery which he must endure before passing through to the Paradise of the Gods. Living a life of luxury and hedonistic revelry only serves to postpone the burden that must be carried by all. When the spirit of the deceased stands before the Judgment of Nier those who have fulfilled their debt of pain shall be rewarded by paradise, while those who still owe will boil in the Cauldron, awaiting another turn at life and torment.

Races: Dark-kin, gnomes, Val, and humans make up the majority of the Bearers of Woe, with val'Inares being the most predominant Val family due to their affinity with the Goddess of Suffering. Half-orcs and half-hobgoblins are able to join this holy order. Due to their strongly-held and conflicting religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Lawful Good.

Special: Must worship Anshar.

Hit Die: d8.

Class Skills

Skill points at each level: 4 + Int modifier.

The Bearers of Woe's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

Weapon and Armor Proficiency: Bearers of Woe are proficient with all simple weapons, though they are not proficient with any type of armor or with shields. When wearing armor, using a shield, or carrying a medium or heavy load, a Bearer loses the benefit of his AC bonus (see below).

Aura of Faith (Ex): The power of a Bearer of Woe's divine aura is equal to his Bearers of Woe class level plus any other class levels that grant a divine aura (e.g. cleric).

Improved Unarmed Strike (Ex): A Bearer of Woe gains Improved Unarmed Strike as a bonus feat at 1st level. The Bearer's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Bearer of Woe may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Bearer of Woe striking unarmed. A Bearer of Woe may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a Bearer of Woe's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A Bearer of Woe's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A Bearer of Woe deals more damage with her unarmed strikes than a normal person would, as shown on the following table. A Bearer of Woe adds her monk levels, if any, to her levels of holy champion for the purpose of determining the damage of her unarmed strikes. If the base unarmed strike damage from her monk levels alone is higher than the base unarmed strike damage listed on the Bearers of Woe damage table for the sum of her holy champion and monk levels, then she uses the higher value.

Table HC-02-01: Bearers of Woe Unarmed Damage

Level	Unarmed Damage
1 st -5 th	1d6
6 th -10 th	1d8
11 th -14 th	1d10
15 th -18 th	2d6
19 th -20 th	2d8

AC Bonus (Ex): When unarmored and unencumbered, the Bearer of Woe adds his Constitution bonus (minimum +1 even if his Constitution is less than 12) to his armor class. This increase in AC is an unnamed natural armor bonus, and thus does not apply against touch attacks, but does apply when the character is flat-footed, immobilized, or helpless. The Bearer loses this bonus when he wears any armor or when he carries a shield. In addition, this bonus does not stack with the AC bonus that a monk or other related class gains from a high Wisdom modifier.

I Feel Your Pain (Su): A Bearer of Woe with a Constitution score of 12 or higher can heal the wounds of others by touch. Each day he can heal a total number of hit points of damage equal to his Bearer of Woe level times his Constitution bonus. A Bearer of Woe may choose to divide this healing among multiple recipients, and he doesn't have to use it all at once. The Bearer of Woe suffers half of the damage healed in this way (round down, minimum 1 point). Using this ability is a standard action that does not provoke attacks of opportunity.

Mind over Matter (Su): Beginning at 2nd level, as the Bearer of Woe suffers damage, several powers and abilities begin to awaken, remaining active as long as the character suffers wounds (whether lethal or non-lethal). All effects are cumulative and provide unnamed bonuses. Note that the total damage suffered must be current, lethal damage. Nonlethal damage does not count, and lethal damage that is subsequently healed ceases to count. If the Bearer's total damage drops below a listed level, then he immediately loses the benefits of that level (but not the benefits of any lower levels).

Temporary hit points do not count towards these benefits, since they do not represent real damage when they are lost. Hit points gained from an increase in the Bearer's Constitution score, however, do count, for as long as the effect increasing the Bearer's Constitution lasts. For example, consider a Bearer of Woe who has 40 hit points when fully healed. Once the Bearer has suffered 15 points of damage, he immediately gains a +1 bonus to his natural armor. As soon as he suffers at least 15 more points of

lethal damage, for a total of 30, he immediately gains a +2 bonus to his Strength. (He also gains a +10' increase in his base speed after suffering a total of 45 points of damage, but unless he has some way of functioning while at negative hit points, he is most likely unconscious when that benefit kicks in, and if he is healed enough to regain consciousness, he will have lost the benefit before he wakes up.)

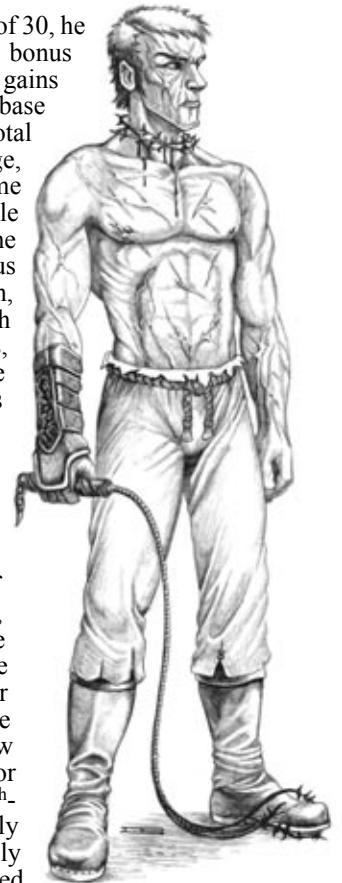
Some of the levels provide an increase to the Bearer's Constitution score. In order to avoid the paradoxical effect of dying upon being healed, the benefits of these levels last for one minute (10 rounds) even after the Bearer's total damage taken is reduced below the necessary level. For example, suppose a 10th-level Bearer who normally has 80 hit points when fully healed has already suffered 75 points of damage

and he suddenly gets hit for 20 more points of damage. Normally this would reduce the Bearer to -15 hit points and he would be dead, but his Mind over Matter ability kicks in and raises his Constitution score by +2. This immediately gives him an additional 10 hit points, for a new total of 90, which means that he is at -5 hp and dying (since he has suffered 95 points of damage). If he were then to receive the benefit of 6 points of magical healing, he would temporarily be raised to 1 hp, but his total damage suffered would drop to 89 hp, which would cause the loss of the +2 Constitution bonus, so he would immediately lose the 10 extra hp he gained, putting him at -11 hit points and instantly killing him. Instead, the benefits of the Constitution bonus last for 10 rounds, during which time hopefully his companions can bring him back from the brink of death.

A Bearer of Woe may utilize one row on the Mind over Matter chart per level of Bearer of Woe. For example, a 3rd level Bearer of Woe may only utilize the first three rows of the chart.

Endurance (Ex): At 3rd level, the Bearer of Woe gains the Endurance feat for free if he does not already possess it.

You Shall Know My Pain (Su): Once per day, a Bearer of Woe with a Charisma score of 12 or higher may deal a grievous wound to one opponent. With a successful touch attack, the Bearer of Woe may inflict damage equal his class level times his Charisma bonus. The target is entitled to a Fortitude save (DC 10 + one-half the Bearer's class level + the Bearer's Charisma bonus) for half damage. The damage dealt by this ability may not exceed the current total damage suffered by the Bearer. The Bearer is healed by the amount of damage inflicted. The



damage healed and dealt may be either nonlethal or lethal, based on the damage that the Bearer of Woe has already received, **not both**. Using this ability is a standard action that does not provoke attacks of opportunity.

Channeling (Su): Beginning at 4th level, a Bearer of Woe can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Bearer of Woe may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Empowered Fist (Ex): By *channeling*, a Bearer of Woe may imbue his fist with some measure of power. The Bearer expends a channeling attempt, and she may apply the *channeling* damage to imbue his unarmed strikes as if *greater magic fang* had been cast upon him, with an effective caster level equal to the amount of damage rolled (this caster level is only used to calculate the enhancement bonus, not the duration).

Alternatively, for purposes of defeating damage reduction, the Bearer may treat her unarmed strike as if it were magical, as if it were aligned, or as if it were made of an alternate material. The Bearer begins by making a standard *channel* check against her own Hit Dice. If the check is successful, then the amount of damage rolled may be applied as follows: Overcoming DR/silver or DR/cold iron is treated as if it were a 5 HD creature, overcoming DR/good or DR/lawful is treated as if it were a 10 HD creature, overcoming DR/adamantine is treated as if it were a 15 HD creature, and overcoming DR/fervidite is treated as if it were a 20 HD creature. Only one “type” of DR may be selected with each activation of this ability, regardless of how much *channeling* damage is rolled, but multiple activations for different DR types do stack.

Using *channeling* in this manner is a standard action. The effect lasts a number of minutes equal to the Bearer’s class level (this overrides the normal duration of *greater magic fang*).

Spells (Sp): Beginning at 4th level, Bearers of Woe gain the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Bearers of Woe spell list. The Bearer of Woe must choose and prepare his spells in advance. To prepare or cast a spell, a Bearer of Woe must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Bearer of Woe’s spell is 10 + the spell level + the Bearers of Woe’s Wisdom modifier. Like other spellcasters, a Bearer of Woe can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-02: The Bearers of Woe**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Bearer of Woe gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Bearers of Woe do not have access to any domain spells or granted powers, as a cleric does. A Bearer of Woe prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Bearer of Woe may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Bearer of Woe has no caster level. At 4th level and higher, his caster level is one-half his class level.

Diehard (Ex): At 6th level, a Bearer of Woe gains the Diehard feat for free if he doesn’t already possess it.

Pain Tolerance (Ex): At 6th level, a Bearer of Woe gains DR 1/-. This stacks with other forms of class-based damage reduction (such as that granted by the barbarian class).

Power of Pain (Su): At 6th level, a Bearer of Woe may spend one of his daily *channel* attempts to utilize an additional attempt of I Feel Your Pain or You Shall

Table HC-02: Holy Champion of Anshar: The Bearers of Woe Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Improved Unarmed Strike	-	-	-	-
2 nd	+2	+3	+0	+0	AC Bonus, I Feel Your Pain, Mind over Matter	-	-	-	-
3 rd	+3	+3	+1	+1	Endurance, You Shall Know My Pain	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Empowered Fist	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Diehard, Pain Tolerance, Power of Pain	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Divine Grace	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Improved Pain Tolerance	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Aura of Courage, Inner Strength	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Travail Stasis	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Resilience	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Perseverance over Pain	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Martyrdom	3	3	3	3

CORE CLASSES IN ARCANIS ■ Holy Champion: Anshar

Know My Pain. There is no *channel* check required for this usage, and making the exchange does not count as an action, but once exchanged, the *channel* attempts cannot be used in any other fashion other than to power the selected ability.

Divine Grace (Ex): Beginning at 8th level, a Bearer of Woe applies his Charisma modifier (if positive) to all saving throws.

Improved Pain Tolerance (Ex): At 10th level, a Bearer of Woe gains an increase in his damage reduction. This increase is equal to one-half the Bearer's Constitution bonus (minimum +1). Thus a Bearer with a Constitution of 17 or less gains an increase of 1, for a new DR of 2/-. A Bearer with a Constitution of 18-21 gains an increase of 2, for a new DR of 3/-. A Bearer with a Constitution of 22-25 gains an increase of 3, and so on. The DR bonus should be recalculated any time the Bearer receives an increase or bonus to his Constitution score (for example, a *bear's endurance* spell grants a +4 enhancement bonus to Constitution, so a Bearer who did not have any other enhancement bonus would receive a one-point increase in his DR for the duration of the spell, assuming he had a Constitution of at least 14 to begin with).

Aura of Courage (Ex): Beginning at 12th level, a Bearer of Woe is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly if the Bearer is conscious, but not if he is unconscious or dead.

Inner Strength (Su): Beginning at 12th level, a Bearer of Woe gains an additional number of *channeling* attempts equal to his Constitution modifier (minimum of +1 even if his Constitution modifier is not positive). In addition, the Bearer spends a use of channeling and roll *channeling damage*. The *channeling* damage rolled is applied as a non-lethal buffer for a number of rounds equal to his class level (for example, damage of 17 HD treats the next seventeen points of damage received as non-lethal damage, provided that damage is received within a number of rounds equal to the Bearer's class level). Once damage has been converted to non-lethal from the buffer, that damage does not convert back when the duration ends; however, any unused portion of the buffer dissipates when the duration ends. Multiple uses of this ability stack for purposes of determining the size of the non-lethal buffer, but the durations overlap rather than stack. Using this ability is a standard action that does not provoke attacks of opportunity.

Travail Stasis (Ex): At 14th level, a Bearer of Woe can ignore a total number of points of ability damage (to all scores cumulatively, not individually) equal to his class level for a number of hours equal to his class

level. Permanent ability drain may also be ignored using this ability, but it counts as two points towards the Bearer's total for each point of ability drain. Once the duration expires for any particular type of ability damage or drain, the effect then has to be dealt with in the usual manner (such as by normal rest in the case of ability damage, or by the *restoration* spell in the case of ability drain). The duration is tracked separately for each instance of ability damage or ability drain.

Resilience (Su): At 16th level, the Bearer of Woe spend a use of channeling and roll *channeling damage*. The *channeling* damage rolled is applied as a *stoneskin* spell with a total damage capacity equal to the damage rolled. The duration is calculated as if the spell had been cast by a sorcerer of the Bearer's class level. The effects of multiple *channeling* attempts can stack for purposes of determining the damage capacity of this ability, but do not extend the duration.

In addition, starting at 16th level the Bearer gains double the normal benefit provided by the Endurance feat.

Perseverance over Pain (Sp): At 18th level, a Bearer of Woe may spend a use of channeling and attempts to cure herself of a chosen amount of damage. The Bearer of Woe attempts a Will save (DC 10 plus the amount of damage chosen). On a successful save, the Bearer is cured of the amount of damage chosen. If the save is unsuccessful, the *channeling* attempt is expended but to no avail. Using this ability is a standard action that provokes attacks of opportunity.

Martyrdom (Su): At the pinnacle of achievement, a Bearer of Woe may utilize Empower Fist, Inner Strength, Resilience, and Perseverance over Pain all at the same time with but a single use of *channeling*.

In addition, he gains an additional number of hit points per HD equal to his Charisma modifier (if positive) but these hit points are only counted for the purposes of sustaining nonlethal damage.

Finally, the Bearer spend a use of channeling in a manner that targets his own person in order to remove both temporary and permanent ability damage. This may include damage that he is currently ignoring by means of the Travail Stasis ability. To do so, the Bearer selects one of his ability scores and rolls her *channeling* damage against a target of 20 plus the number of points of ability damage currently suffered by (or being ignored against) the chosen ability score. Permanent ability drain counts towards the target as 2 points per point of drain. If the *channeling* damage exceeds the target number, then all of the damage and drain to that ability is immediately healed. The bearer may not *channel* to cure ability damage against the same ability score for a period of 24 hours (but he may still try to cure other abilities if he is suffering from multiple types of ability damage or drain).

Table HC-02-2: Mind over Matter

Total Damage Suffered	Benefits	Total Damage Suffered	Benefits
15 hp	Natural Armor +1	105 hp	+2 bonus to Strength (total +6)
30 hp	+2 bonus to Strength	120 hp	Natural Armor +1 (total +3)
45 hp	+10' base movement	135 hp	+20' base movement (total +30')
60 hp	Natural Armor +1 (total +2)	150 hp	+2 bonus to Strength (total +8)
75 hp	+2 bonus to Strength (total +4)	165 hp	Natural Armor +1 (total +4)
90 hp	+2 bonus to Constitution	180 hp	+4 bonus to Constitution (total +6)

Belisarda - Order of the Twelve Oaks

Dating back to the time of the Great Betrayal, the Order of the Twelve Oaks is a small group, self-tasked with using the lessons of the past to ensure the future of the Elorii. They believe that the Elorii have both dealt and suffered terrible atrocities, but that these were only fires to temper them for their yet-unknown true purpose. They feel that many Elorii have grown arrogant and withdrawn over the intervening millennia, and fear that they have forgotten the terrible actions of their own past, to the extent that now they seek only vengeance and not forgiveness.

Thus, the members of the Order have tasked themselves with three goals. First, it is their duty to remember the devastation caused by their own people and to take responsibility for these actions. In penance, all members of the Order are pledged to the ancient ways and shall greet anyone they encounter with compassion and friendship, lending aid to any in need, be they Elorii, human, Val, or even ss'ressen. However, they have been betrayed before, and have sworn never again to allow their people to be slaughtered by those they thought were friends. Thus, the Order's second duty is to remain ever vigilant, examining closely those they have welcomed as friends and ensuring that they do not pose a threat to the Elorii people. Finally, the Order recognizes that the Elorii will be whole again only when the Elemental Gods walk amongst them once more. Thus, the Order's last duty is to prepare the way for the events that will return their gods to their rightful places.

Adventures: In pursuit of their goals, members of the Order travel the world, protecting the Laerestri, restoring forgotten temples, or carrying out quests at the behest of the Lifewardens. Their lives are dangerous and solitary, for they rarely remain in one location for long, staying only long enough to complete their mission before continuing onward. In addition, their numbers are small, and as such the members of this Order seldom travel together. Instead, each gathers companions where he or she may to help complete the great quests and tasks of the Order.

Characteristics: As with most Elorii, members of the Order may appear to be slightly aloof; strangers are regarded with a long, penetrating stare that seems to pierce the person being regarded right to the soul. However, once a stranger has been proven to be trustworthy, most members of the Order will deal with him in an open and friendly manner, regardless of his racial or national heritage.

Belisarda grants these chosen children Her blessings in the form of perfect health, divine grace, and the ability to heal wounds with but a touch. Her most potent gifts, however, deal with the power to redirect injury done to others or themselves, as well as divinely protecting them from harm and from spells bestowed to others by foreign deities.

Background: The Order is based not in the Vastwood, as many would expect, but in a restored temple hidden in the crags near the First City. This location was chosen because it is so close to their

ancient capitol and the foci of so much of the history the members of the Order seek to remember. They do, however, maintain a presence in the city of Ethelios in Elonbé, as well as in Entaris. Each location is guided by a Council that oversees the actions of local members. They confer frequently with the Lifewardens, and often act as protectors and guardians at their request. The structure of the Order is a loose one, with individual members having a large degree of freedom in their actions, although each member of the Order is expected to carry out any quests that might be assigned by the Councils.

When an initiate shows interest in joining the Order, he must first be accepted by an Elorii who has mastered the art of tapping into the past lives of the Elorii. This master is called a *Menshuras* and it is he who will school the pupil in the Order's duty and purpose. After many years of training, the Menshuras will take the pupil to the hidden temple and invoke the *Vortha Nor* ritual. Here the initiate is made to flash through his many previous lives, reliving the joy and happiness as well as the horror, pain, and despair experienced. Some aspirants become mired in the past, sinking into a deep depression from which they cannot be roused. Those that are able to accept their previous experiences and look forward are joyously inducted as full members of the Order of the Twelve Oaks.

Races: Only Elorii may join this Order. Dark-kin, dwarves, gnomes, half-orcs, half-hobgoblins, ss'ressen, Val, and humans are not eligible for this class.

Alignment: Any Good.

Special: Must be Elorii and worship Belisarda.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Knight of the Twelve Oaks' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis).

Class Features:

Weapon and Armor Proficiency: Knights of the Twelve Oaks are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Knight's divine aura is equal to his Knight of the Twelve Oaks class level plus any other class levels that grant a divine aura (e.g. cleric).

Detect Evil (Sp): At will, a Knight of the Twelve Oaks can use *detect evil*, as the spell. His caster level is equal to his class level.

Smite Evil (Su): Once per day, a Knight of the Twelve Oaks may attempt to smite evil with one normal melee attack. The Knight adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per class level if the attack hits. If the Knight of the Twelve Oaks accidentally smites a

creature that is not evil, then the smite has no effect, but the ability is still used up for that day. The Knight gains one additional daily use of this ability for every six class levels he possesses.

Divine Grace (Ex): Beginning at 2nd level, a Knight of the Twelve Oaks applies his Charisma modifier (if positive) to all saving throws.

Lay on Hands (Su): A Knight of the Twelve Oaks with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his class level times his Charisma bonus. A Knight of the Twelve Oaks may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using *lay on hands* is a standard action that does not provoke attacks of opportunity.

Alternatively, a Knight of the Twelve Oaks can use any or all of this healing power to deal damage to undead creatures. Using *lay on hands* in this way requires a successful melee touch attack (this is considered an armed attack). The Knight of the Twelve Oaks decides how many of his daily allotment of healing points to use as damage after successfully touching an undead creature. The creature is allowed a Will save for half damage (DC 10 + the Knight's class level + the Knight's Charisma modifier).

Divine Health (Ex): Beginning at 3rd level, a Knight of the Twelve Oaks is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Know Thy Friends (Sp): As a standard action, a Knight of the Twelve Oaks can *discern lies* as the spell. His caster level is equal to his class level. This ability may be used a number of times per day equal to his Charisma modifier (minimum 1).

Channeling (Su): Beginning at 4th level, the Knight of the Twelve Oaks can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Knight of the Twelve Oaks may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Spells (Sp): Beginning at 4th level, a Knight of the Twelve Oaks gains the ability to cast a small number of divine spells, which are drawn from the *Holy Champion* and *Knight of the Twelve Oaks* spell lists. A Knight of the Twelve Oaks must choose and prepare his spells in advance. To prepare or cast a spell, a Knight of the Twelve Oaks must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Knight of the Twelve Oaks's spell is 10 + the spell level + the Knight of the Twelve Oaks's Wisdom modifier. Like other spellcasters, a Knight of the Twelve Oaks can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-03: The Knight of the Twelve Oaks**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Knight of the Twelve Oaks gets 0 spells per day of a given spell



level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Knight of the Twelve Oaks does not have access to any domain spells or granted powers, as a cleric does. A Knight of the Twelve Oaks prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Knight of the Twelve Oaks may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Knight of the Twelve Oaks has no caster level. At 4th level and higher, his caster level is one-half his class level.

Turn Undead (Su): When a Knight of the Twelve Oaks reaches 4th level he gains the ability to turn or rebuke undead creatures by *channeling*. When using this ability, the Knight channels at 3 levels lower than the level of his Divine Aura. (For example, a 2nd-level cleric / 6th-level Knight of the Twelve Oaks would turn undead as a 5th-level cleric.)

Defender of the Children (Ex): While defending any Elorii or attacking anyone who the Knight believes to have imprisoned or enslaved an Elorii, the Knight gains the benefits of the *Diehard* feat.

Memories of Lives Past (Ex): At 5th level, the Knight of the Twelve Oaks gains the *Memories of Lives Past* feat. The Knight may multiclass without penalty with the class she selects.

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Shield Other (Sp): By spending one of his daily *channeling* attempts, a Knight of the Twelve Oaks can *shield other* (as the spell), targeting a number of creatures equal to his Charisma modifier (minimum of one creature other than himself). Activating this ability is a free action. No material components are necessary, and all effects that depend on caster level use his Knight of the Twelve Oaks class level.

Special Mount (Su): Upon reaching 6th level, the Knight gains the service of a great Eloran War Elk (See *Appendix*). Alternatively, should the knight already have a bonded mount (such as from previous levels of Paladin), he can either choose to dismiss that mount and gain an Eloran War Elk, or may instead keep their current mount, but may treat each level of this class as though it were one of the original class for purposes of their mount's advancement. Once per day, as a full-round action, the Knight may summon his mount. The mount immediately appears adjacent to the character and remains for 2 hours per Knight level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Knight may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Knight may not summon another mount for thirty days or until she gains a Knight of the Twelve Oaks level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on attack and weapon damage rolls. The Knight's mount advances according

to the rules in *Core Rulebook I* for paladin mounts. A Knight of the Twelve Oaks is considered a paladin of one level lower for purposes of mount advancement.

Smite the Wayward Spirits (Su): Beginning at 8th level, the Knight of the Twelve Oaks may use his *smite evil* ability on any Elorii who serves a non-Elorii deity regardless of their alignment.

Truth Be Told (Sp): At 10th level, the Knight's ability to *discern lies* may be used at will (activation still requires a standard action). In addition, Val characters receive no saving throw against this ability.

Visions of Lives Past (Ex): At 10th level, the Knight of the Twelve Oaks gains the *Visions of Lives Past* feat.

One is Many (Sp): By spending one of his daily *channeling* attempts, a Knight of the Twelve Oaks may share any personal or targeted spell that he casts upon himself with an additional number of persons or targets equal to his Charisma modifier (minimum of 1), provided the total HD of the additional targets do not exceed the Knight's *channeling* damage. The range of this ability is five feet per class level of the Knight; the spell ends for everyone, including the Knight, if any of the additional targets move beyond this distance from the Knight.

When activating the One is Many ability, a Knight with a Charisma of 14 or higher may choose to spend more than one of his daily channeling attempts (to a maximum number of attempts spent equal to his Charisma bonus). He may not spend more attempts than he has remaining for the day, of course. If he does so, then he rolls his channeling

Table HC-03: Holy Champion of Belisarda: The Knight of the Twelve Oaks Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Evil, Smite Evil	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace, Lay on Hands	-	-	-	-
3 rd	+3	+3	+1	+1	Divine Health, Know Thy Friends	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Defender of the Children, Turn Undead	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Special Mount (Eloran War Elk), Shield Other, Smite Evil 2x/day	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Smite the Wayward Spirits	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Truth be Told, Visions of Lives Past	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	One is Many, Smite Evil 3x/day	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	The Truth is Revealed, Touch of Belisarda	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Divine Spell Resistance, Smite Those Who Betray	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Divine Damage Reduction, Smite Evil 4x/day	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	I May Take What I Have Given	3	3	3	3

damage separately for each attempt spent and the total damage is used to determine the total number of Hit Dice of creatures with whom the spell can be shared. The channeling attempts are spent as part of the action of casting the spell to be shared. The Knight must decide how many channeling attempts to spend and which other targets he wishes to affect before rolling the total channeling damage. He then applies the damage rolled to the chosen targets in order from lowest Hit Dice to highest, and if he runs out of damage before he runs out of targets, the remaining targets are simply not affected by the spell (any “leftover” channeling damage is wasted). The Knight himself does not count as one of the targets; even if he does not roll enough channeling damage to affect any of his chosen targets, the spell still takes effect on him as it normally would.

The Truth is Revealed (Sp): Any sentient creature that lies to the Knight of the Twelve Oaks (and is detected through the use of *Truth Be Told*) or that attempts to conceal its true nature through magical illusions of any spell level equal to or less than the Knight’s Charisma modifier (minimum 1) is subjected to the effects of a *true seeing* spell. The Knight must be aware of the creature and already interacting with it for this power to work. The benefits apply only against the specific creature that triggered the ability.

Touch of Belisarda (Sp): Once per week, a 14th-level Knight of the Twelve Oaks may cast *heal* as a cleric of his Knight level.

Divine Spell Resistance (Su): At 16th level, a Knight of the Twelve Oaks gains spell resistance equal to 10 plus his Knight level against any divine spell cast by someone that is a member of a non-Elorii deity.

Smite Those Who Betray (Su): A 16th-level Knight of the Twelve Oaks may use his *smite evil* ability on any Val, regardless of the Val’s alignment.

Divine Damage Reduction (Su): At 18th level, a Knight of the Twelve Oaks gains damage reduction equal to his Charisma modifier (minimum 1) against anyone that serves a non-Elorii deity and that possesses an Aura of Faith.

I May Take What I Have Given (Su): At 20th level, the spirit of life is infused within the Knight. She has shielded those weaker than herself, and now they may return the favor. As a full-round action, the Knight may choose a number of willing creatures equal to her Charisma modifier (minimum 1). These creatures collectively protect the Knight in a manner similar to the *shield other* spell, except all damage received by the Knight is split evenly between herself and all those shielding her. (Any excess points are applied to the Knight.) In addition, for each creature that shields her, the Knight gains a +1 sacred bonus to her Armor Class and saving throws. This ability continues to work as long as the Knight and those shielding her are on the same plane of existence and those shielding her remain alive. (If one creature drops out of the shielding effect, the effect is unbroken for the remaining creatures.) Those who shield her may only be released from this bond with her consent, and releasing any number of creatures is a free action.

Beltine - Order of the Beltinian Hospitalers

Many believe that the Beltine is concerned only with the Afterlife, the disposition of souls and the re forging of new souls from Her Cauldron. In fact, the Grey Lady does have interests in the living, particularly in the safety and well-being of the Children of the Gods. One of Her aspects is that of the Merciful Caretaker, depicted as an elderly woman caring for the fallen upon the battlefield. The Order of the Beltinian Hospitaler is devoted to this aspect, providing care to the injured, protecting the fallen, and giving a quick and painless final passage to those that are beyond even their legendary healing abilities.

A schism developed during the Age of Darkness that has haunted the Order to the present day. A very charismatic and highly placed member began to preach a heretical view of the teachings of Beltine to those she felt were sympathetic to her views. The sect’s leader, one Mirani Pelven, put forth the belief that certain souls are so corrupt and beyond redemption that there was no need to wait until they died for their souls to be judged. Such beings, when found, should be put to death as one would a rabid animal. This faction practiced heretical rituals which transformed the members into hulking killing machines – with pallid grey skin and long, sinewy arms which dragged their fearsome iron claws across the ground.

These creatures called themselves the Grey Crones and spread terror across much of the Known Lands until the Order of the Beltinian Hospitalers managed to slay Mirani Pelven and her lieutenants, scattering the remaining Grey Crones. These malignant creatures still haunt Arcanis, with the Order always tracking them down. The Hospitalers will not rest until the last of these abominations is sent screaming into the Cauldron.

Adventures: Members of the Order are found anywhere throughout the Known Lands, tending to the injured, offering succor to the weak and innocent, and protecting the fallen. Members of the Order are also highly sought after by generals and warlords, as they will treat the injured of either side with the same care and expertise. Of course, the Hospitalers are also always on the lookout for signs of the Grey Crones. Members will travel anywhere and go to great lengths attempting to wipe the Crones and their followers from the face of Arcanis; they desire to erase this black stain from the Order’s honor.

Characteristics: Beltinian Hospitalers are renowned for their kindness and mercy. Everyone from the humblest of peasants to the most blood-soaked mercenary knows that the word and protection of a Beltinian Hospitaler is inviolable. Most people will go out of their way not to harm or let any harm come to these emissaries of mercy.

Of course, not every creature recognizes and respects the Hospitalers’ code, yet these stalwart devotees of the Forger of Souls continue to travel into the most perilous of areas. To afford them the protection they need to discharge their sacred duties, Beltine grants Her chosen certain gifts and abilities. Hospitalers enjoy perfect health, divine grace, and the ability to heal with but a touch. One of their most impressive and versatile gifts is the ability to call upon the souls of the Order that have fallen in times past and tap into their natural skills, talents, and powers.



Background: The Temple of Solemn Passage in Enpebyn sponsors and funds this Order, as befits the pre-eminent temple of Beltine upon Arcanis. The Prelate of Beltine has the titular title of Grandmaster of the Order, though he has little to do with the day-to-day affairs of the Order. This duty falls to the highest-ranking member of the Order, usually one who has become too injured or old to fulfill his or her duties in the field, but still sharp of mind.

Initiates of the Order train from childhood. They learn the basic dogma of their deity as well as the most advanced healing techniques currently available. When an aspirant reaches adulthood, her teacher places the initiate in a deep trance. She is then taken past the Veil and arrives in the Underworld, where the aspirant is shown the glory of the Cauldron as well as a glimpse of the Paradise of the Gods.

Races: Val and humans make up the majority of the members of this Order, with the val'Ishi being the most predominant Val family due to their affinity with the Forger of Souls. Dark-kin, gnomes, half-ores, and half-hobgoblins are able to join the holy order but are so rare as to be almost unheard of. Due to their strongly-held and different religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Lawful Neutral.

Special: Must worship Beltine.

Hit Die: d8.

Class Skills

Skill points at each level: 2 + Int modifier.

The Beltinian Hospitaller's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Beltinian Hospitalers are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Beltinian Hospitaller's divine aura is equal to his Beltinian Hospitaller class level plus any other class levels that provide a divine aura (e.g. cleric).

Mercy for All: Beltinian Hospitalers follow a strict code of honor when it comes to the injured. If an enemy ever surrenders to the Beltinian Hospitaller, the character must accept such surrender, and in addition, if a surrendering enemy requests healing, the Hospitaller is required to administer such healing to the best of his ability. If at any time an enemy betrays the trust of the Hospitaller's protection (such as by attacking the Hospitaller or his companions after the Hospitaller accepted the enemy's surrender) then the Beltinian Hospitaller is no longer bound by this code of honor.

Weapons of Our Mother (Ex): Beltinian Hospitalers are masters of their holy mother's chosen weapons. As such they gain the benefits of the Two-Weapon Fighting feat when wielding a quarterstaff or one of the *iron rods* (these items are treated as *light maces*), even if they do not meet the normal prerequisites for this feat.

Divine Grace (Ex): Beginning at 2nd level, a Beltinian Hospitaller applies his Charisma modifier (if positive) to all saving throws.

Lay on Hands (Su): A Beltinian Hospitaller with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his class level times his Charisma bonus. A Beltinian Hospitaller may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, a Beltinian Hospitaller can use any or all of this healing power to deal damage to undead creatures. Using Lay on Hands in this way requires a successful melee touch attack (this is considered an armed attack). The Beltinian Hospitaller decides how many of his daily allotment of points of healing to use as damage after successfully touching an undead creature. The creature receives a Will save for half damage (DC 10 + the Hospitaller's class level + the Hospitaller's Charisma modifier).

Merciful Strike (Ex): Once per round, a Beltinian Hospitaller may make a coup de grace attack against a helpless opponent as a standard action instead of a full-round action. This attack differs from the standard coup de grace. Instead of killing the target, it reduces the target to -1 hit point and leaves the target immediately stabilized. This ability may not be used against creatures that are immune to sneak attacks.

Spells (Sp): Beltinian Hospitalers are more proficient in spell use than many of the other Holy Champions. Beginning at 2nd level, a Beltinian Hospitaller gains the ability to cast a small number of divine spells, which are

CORE CLASSES IN ARCANIS ■ Holy Champion: Beltine

drawn from the Holy Champion and Beltinian Hospitaler spell lists. A Beltinian Hospitaler must choose and prepare his spells in advance. To prepare or cast a spell, a Beltinian Hospitaler must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Beltinian Hospitaler's spell is 10 + the spell level + the Beltinian Hospitaler's Wisdom modifier. Like other spellcasters, a Beltinian Hospitaler can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-04: The Beltinian Hospitaler**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Beltinian Hospitaler gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Beltinian Hospitaler does not have access to any domain spells or granted powers, as a cleric does. A Beltinian Hospitaler prepares and casts spells the way a cleric does, and unlike other Holy Champions, a Hospitaler may drop a prepared spell to spontaneously cast a *cure* spell in its place, exactly as a cleric can. A Beltinian Hospitaler may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. A Beltinian Hospitaler's caster level is equal to his Hospitaler class level.

Divine Health (Ex): Beginning at 3rd level, a Beltinian Hospitaler is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Channeling (Su): Beginning at 4th level, the Beltinian Hospitaler can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Beltinian Hospitaler may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Turn Undead (Su): When a Hospitaler reaches 4th level he gains the ability to turn or rebuke undead creatures by *channeling*. When using this ability, the Hospitaler channels at 3 levels lower than the level of his Aura of Faith. (For example, a 1st-level cleric / 4th-level Hospitaler turns undead as if she were a 2nd-level cleric.)

No Harm Comes to My Charge (Ex): On occasion, the Hospitaler must guard a fallen warrior or one who has surrendered to him. Hospitalers never condone the murder of the helpless, and demand quite forcefully that would-be attackers accept their fallen foe's surrender (an incapacitated foe is considered to have surrendered by default). As an immediate action, the Beltinian Hospitaler may declare any incapacitated creature (friend or foe) as his charge. The Hospitaler must remain in his charge's square, and for as long as he remains guarding his charge, he may intercept any attack upon his charge and treat it as an attack upon himself. In addition, anyone who attacks his charge provokes an attack of opportunity from the Beltinian Hospitaler. This does not provide the Hospitaler with more attacks of opportunity than he would otherwise be allowed during a round.

Call Upon My Ancestors (Su): Once per day, as a full-round action, the Beltinian Hospitaler may call upon the oldest souls within the Cauldron and ask to borrow some of their life experiences. By doing so the Hospitaler acquires the use of one or more feats or abilities once possessed by that soul for a short time. The duration of this ability is one hour for every two class levels. The souls that may be called upon are listed in **Table HC-04-1: Ancestors of the Beltinian Order of Hospitalers**.

At 16th level, the Hospitaler may use this ability a number of times per day equal to his Charisma modifier (minimum 1).

Table HC-04: Holy Champion of Beltine: The Beltinian Hospitaler Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1 st	+1	+2	+0	+2	Aura of Faith, Mercy for All, Weapons of Our Mother	—	—	—	—	—
2 nd	+2	+3	+0	+3	Divine Grace, Lay on Hands, Merciful Strike	0	—	—	—	—
3 rd	+3	+3	+1	+3	Divine Health	1	—	—	—	—
4 th	+4	+4	+1	+4	Channeling, Turn Undead	2	0	—	—	—
5 th	+5	+4	+1	+4	Memories of Lives Past	3	1	—	—	—
6 th	+6/+1	+5	+2	+5		3	2	—	—	—
7 th	+7/+2	+5	+2	+5		3	2	0	—	—
8 th	+8/+3	+6	+2	+6	No Harm Comes to My Charge	3	3	1	—	—
9 th	+9/+4	+6	+3	+6		3	3	2	—	—
10 th	+10/+5	+7	+3	+7	Call Upon My Ancestors, Visions of Lives Past	3	3	2	0	—
11 th	+11/+6/+1	+7	+3	+7		3	3	3	1	—
12 th	+12/+7/+2	+8	+4	+8		3	3	3	2	—
13 th	+13/+8/+3	+8	+4	+8		3	3	3	2	0
14 th	+14/+9/+4	+9	+4	+9	Honor thy Word	3	3	3	3	1
15 th	+15/+10/+5	+9	+5	+9		4	3	3	3	2
16 th	+16/+11/+6/+1	+10	+5	+10		4	4	3	3	2
17 th	+17/+12/+7/+2	+10	+5	+10		4	4	4	3	3
18 th	+18/+13/+8/+3	+11	+6	+11	Cessation of Hostility	4	4	4	4	3
19 th	+19/+14/+9/+4	+11	+6	+11		4	4	4	4	4
20 th	+20/+15/+10/+5	+12	+6	+12	Ancestor in Waiting	4	4	4	4	4

Honor thy Word (Su): Many are the occasions when treacherous foes have tried to use the Hospitalers' code against them as a means of their undoing. Only woe has befallen those attempting such treachery against the most powerful of this Order.

Beginning at 14th level, any foe who surrenders to a Beltinian Hospitaler may not thereafter resume combat for 24 hours without suffering severe consequences. First, attempting to do so invokes a *geas/quest* spell (as if it had been cast by the Hospitaler). This spell takes effect immediately upon the foe (the creature is allowed a Will save, DC 10 + the Hospitaler's Wisdom modifier, to resist). The spell's condition requires the target to refrain from attacking or haming any creature.

Secondly, a Beltinian Hospitaler is never caught flat-footed with respect to this type of treachery. If a foe betrays his word of surrender to the Hospitaler by trying to attack him or his allies, the Hospitaler cannot be surprised and automatically wins initiative against the foe. Any attack by the Hospitaler upon this foe is automatically successful. If the Hospitaler is wielding a quarterstaff or *iron rods*, then each attack is also considered an automatic critical hit.

However, if an enemy does honor his word of surrender, then as long as he is within range of the Hospitaler (5 feet times the Hospitaler's Charisma modifier, minimum 5 feet) the foe may treat his AC and saving throws as if he had the Hospitaler's AC and saving throws (if they are better than his own). This only works for foes who have willingly surrendered (as opposed to those who are incapacitated).

Cessation of Hostility (Su): When it appears as though a fight is about to break out, a Hospitaler may *channel* against any friend or foe with an Intelligence score greater than 2 and that is within close range (25 feet plus 5 feet per two Hospitaler class levels) in an attempt to let clearer heads and diplomacy prevail. To do this, the Hospitaler chooses a target and makes a

standard turning check against the target creature's Hit Dice. This is a standard action that does not provoke attacks of opportunity. If the Hospitaler's *channel* check is successful and the target creature willingly agrees to hear the Hospitaler out, then the Hospitaler pleads his case. He rolls a Diplomacy check and adds his *channeling* damage to the result. This is treated as a language-dependent, mind-affecting compulsion ability. If the target creature initiates combat even after the Hospitaler has attempted to use this ability against it, then the Hospitaler gains a +2 sacred bonus to his Armor Class, saving throws, attack and damage rolls, saving throw DCs, and ability and skill checks against that creature for the duration of the encounter.

See *Core Rulebook I* for details on shifting creatures' attitudes by means of the Diplomacy skill. The Hospitaler may not target the same creature with this ability more than once per hour.

Ancestor in Waiting (Ex): At his highest level, the Hospitaler may now compel others to hear him out. As a standard action, all creatures within range are subject to the Hospitaler's Cessation of Hostility ability whether they wish to be or not. The Hospitaler makes only a single *channel* check and a single Diplomacy check and the results are applied to all creatures within range. Creatures that do not wish to hear the Hospitaler out may attempt a Will save (DC 20 + the Hospitaler's Charisma modifier) to resist.

In addition, a Hospitaler may use his Call Upon My Ancestors ability to invoke each of the listed ancestors once per day, in addition to his normal uses of the ability.

Finally, upon his passing, the Hospitaler becomes one of the Ancestors himself, and his soul is added to the ranks of those with whom members of the Order may consult. The exact abilities that a particular Hospitaler's soul grants are subject to the GM's discretion.

Table HC-04-1: Ancestors of the Beltinian Order of Hospitalers

Soul's Name	Soul's Past	Ability Granted
Maxillas the Savior	One of the finest healers ever known. When the First Emperor fell, it was this man who tended to his wounds. His fairness and compassion became the inspiration for the Order. He is still called upon to guide the healing and his brethren.	As long as this ability is utilized, all healing spells cast by the Hospitaler are augmented, as through the use of the Empower Spell feat, with no increase in spell level or casting time. This ability may not be used to cause harm to undead.
Coramier the Hunter	One of the first to hunt down and destroy the Gray Crones, Coramier's soul remains as a shepherd and guide to the souls within the Cauldron. He delights in assisting his brothers and sisters in their hunts.	The Hospitaler gains the Tracking feat and 5 bonus ranks of the Survival skill for the duration of this ability.
Oralius of the Grey Cloak	One of the most successful hunters of Grey Crones in the Order's history, Oralius was said to wear a cloak made of their flesh.	For the duration of this ability, The Hospitaler gains Favored Enemy (Grey Crone) with a +4 bonus.
Aordioun of the White Staff	One of the most militant members of the Order, Aordioun was an undisputed master of the staff and a relentless hunter of the walking dead.	For the duration of this ability, the Hospitaler gains the benefit of the Cleave feat and Favored Enemy (undead) with a +2 bonus.
Toramire, Silvered-Tongue	A val'Mehan Hospitaler is a rare thing indeed, and Toramire was one of the finest negotiators ever to walk this path. His soul may still be called upon for advice and guidance.	For the duration of this ability, the Hospitaler gains the benefit of the Honeyed Tongue feat.
Enavass the Swift	A famed soul, Enavass was well known for his quickness and skill in battle, and had the uncanny ability to run through a crowded melee to reach a fallen warrior.	For the duration of this ability, the Hospitaler gains the benefit of the Dodge and Mobility feats.

Cadic - The Twilight Warrior

For Evil to triumph, all good men must do is nothing. The corollary to that proverb is that sometimes evil must be done by honorable men for the greater good to triumph. No one understands this more clearly than the Holy Champions of Cadic. Untrustworthy, backstabbing, dishonorable, cutthroats, thieves, and murderers: they have been called all these epithets and more. Ironically, the Order of the Twilight Warriors is made up of some of the most honorable and decent men upon all of Arcanis. As justification for their Machiavellian approach, they point to the *Fourth Holy Scroll of Song and Shadows*, where Cadic stole into the realm of Shadows, told the first lie, and committed murder and theft – all so that Illir might be resurrected and the evils of the world banished.

Most members of the Order feel that lying, cheating, and stealing are a necessary evil if the end result is the betterment of the majority or the furtherance of honorable and good ideals. If the price of mankind's salvation is the cost of one man's honor or soul, then these dedicated champions of Cadic feel it is a small price to pay. The Order believes that each member must draw his own line as to what he feels is necessary to fulfill these obligations. Some draw the line at lies and half-truths, while others will go to any lengths, including cold-blooded murder, to assure the safety of the innocent. As long as these acts are not done for self-aggrandizement or personal gain, they are acceptable and expected. Woe to the Twilight Warrior who slips into the dark and does not return, however, for he is hunted down with the full force of the Order, which will not rest until the errant member is put down.

Adventures: Wherever injustice and evil prey upon the helpless and innocent, the Twilight Warrior will be watching from the shadows, waiting for the right time to move and rectify the situation. Given the amount of human misery and inequities plaguing Arcanis, Twilight Warriors can be found anywhere in the Known World. Most pose as wayward adventurers or rogues seeking excitement, for many people would be suspicious if they knew of the Twilight Warrior's true identity.

Characteristics: Through their devout worship, Cadic bestows upon His champions special abilities and powers, the most important of which is progressively better control of the darkness that is His domain. Relegated to mythical status, the Twilight Warrior knows that his actions may sometimes be seen as dishonorable at best and evil at worst, thus making garnering assistance from honorable heroes difficult.

Adding to an already-dangerous life is the threat of inadvertently opening a gate for a creature from the Shadow Realm. Cadic earned the enmity of every creature from that plane when He slew the Shadow Lord, the most powerful of the denizens of Shadow. These creatures take every opportunity to harry or destroy a Twilight Warrior, even going so far as to hide among the Twilight Warrior's possessions when he enters the Shadow Realm and thereby enter the world of Arcanis. Pity the Twilight Warrior that is careless and is not aware of his shadowy hitch-hiker. Few live to repeat the error again.

Background: No one knows the exact number of members of the Order of the Twilight Warriors. In fact, many parts of the Known World scoff at the tales of their existence. Many believe that the Order was exterminated during the purge conducted by order of the Emperor Quron val'Dellenov. Fear ruled the Emperor's hand that day, for an assassin had just tried and failed to take his life. Within the assassin's vest was a symbol reputed to be that of the Order. The Mad Emperor withdrew four legions from the front with the Khitani to assure the Order's complete eradication and in the process almost razed Plexus itself. Many believe that the Emperor's wrath was misguided: if the Order had truly targeted the Emperor, he would not have seen the next sunrise. Many theories exist as to who planted the evidence so as to implicate the Twilight Warriors and while most believe that it was the Legion of Vigilance itself that wished to remove a potential rival and potent enemy, nothing has ever been conclusively proven.

Since that horrific night of fire and death, Plexus has been rebuilt and made even grander than before. The temple of Cadic was also rebuilt and is now the largest in existence to that god. The Temple of Shadows still secretly recruits, trains, and funds the Order of the Twilight Warrior. Initiates to the Order fast for six days, sustaining themselves only with water and strength of will, while locked in the Chamber of Infinite Depth. This windowless chamber is pitch black and its door is so perfectly fitted that not even a sliver of light betrays its presence. The Initiate is expected to meditate upon the teachings of Cadic and peer deeply into the endless dark for divine inspiration from the Lord of Shadows.

Races: Val and humans make up the majority of the Twilight Warriors, with the val'Borda being the most predominant due to their affinity with the Lord of Shadows. Dark-kin, half-orcs, half-hobgoblins, and gnomes are able to join the holy order, but these are so rare as to be almost unknown. Due to their strongly-held and different religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Lawful Neutral.

Special: Must worship Cadic.

Hit Die: d8.

Class Skills

Skill points at each level: 6 + Int modifier.

The Twilight Warrior's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Class Features:

Weapon and Armor Proficiency: Twilight Warriors are proficient with all simple and martial weapons, with all types of armor, and with shields (but not tower shields).



Aura of Faith (Ex): The power of a Twilight Warrior's divine aura is equal to his Twilight Warrior class level plus any other class levels that provide a divine aura (e.g. cleric).

Pierce the Veil of Shadow (Su): At 1st level, a Twilight Warrior can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Cloak of Cadic (Su): At will, as a standard action, the Twilight Warrior may reduce the bright light radius of any non-magical light source within 60 feet. The Twilight Warrior must have both line of sight and line of effect to the actual light source (not just to some of the actual illuminated area; for example, it cannot be used against a torch that is unseen around a corner even if some of the torch's light reaches the Twilight Warrior's eyes). The radius of bright illumination of the chosen light source is reduced by 20 feet. If this would reduce the light source's illumination to zero, the Twilight Warrior may decide whether or not to extinguish it completely. If it is not extinguished, the light source's shadow illumination is increased by which the area of the bright illumination was decreased. This ability lasts for one round per Twilight Warrior class level."

Sneak Attack (Ex): At 3rd level and every 4 additional levels, the Twilight Warrior gains +1d6 Sneak Attack. This stacks with and works just like the Rogue class feature from core rulebook I.

Shadow Jump (Su): At 3rd level, a Twilight Warrior gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with enough shadow to grant concealment. A Twilight Warrior can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. For every three class levels beyond 3rd, the distance a Twilight Warrior can jump each day doubles (40 feet at 6th, 80 feet at 9th, 160 feet at 12th, 320 feet at 15th, and 640 feet at 18th). This amount can be split among many jumps, but each one, no matter how small, counts as at least a 10-foot increment.

Shadow Jumping in the lands of Onara

When a shadow dancer or Twilight Warrior *shadow jumps*, he opens a portal into the Shadow Realm, a place inhabited with strange and terrible creatures. Some of the inhabitants of that dread place may make the most of this opportunity and tag along for a free ride back to the Material Plane. With each jump, the character risks the chance that one of these denizens of shadow may follow him through. One round after the character *shadow jumps*, the GM should roll 1d20. On the result of a 2 or higher, no creatures have followed the character through; on the result of a natural 1, roll d% and consult the table below (unless a published adventure or scenario indicates otherwise). These creatures are not under the Twilight Warrior's control. Depending on the circumstances of their arrival, they may or may not immediately attack, however.

01-50%:	1d4 Shadow Mastiffs
51-99%:	1d4 Shadows
100%:	1 Greater Shadow

Channeling (Su): Beginning at 4th level, the Twilight Warrior can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Twilight Warrior may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Divine Grace (Su): At 4th level, the Twilight Warrior adds his Charisma modifier (if positive) to all saving throws.

Smite Evil (Su): Once per day, a Twilight Warrior may attempt to smite an evil creature with one normal melee attack. The Twilight Warrior adds his Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per Twilight Warrior class level if the attack hits. If the Twilight Warrior accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Spells (Sp): Beginning at 4th level, a Twilight Warrior gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Twilight Warrior spell lists. A Twilight Warrior must choose and prepare his spells in advance. To prepare or cast a spell, a Twilight Warrior must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Twilight Warrior's spell is 10 + the spell level + the Twilight Warrior's Wisdom modifier. Like other spellcasters, a Twilight Warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-05: The Twilight Warrior**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Twilight Warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Twilight Warrior does not have access to any domain spells or granted powers, as a cleric does. A Twilight Warrior prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Twilight Warrior may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Twilight Warrior has no caster level. At 4th level and higher, his caster level is one-half his Twilight Warrior class level.

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Trapfinding: At 5th level, a Twilight Warrior can use the Search skill to find traps exactly as a rogue can (see *Core Rulebook I* for details). The Twilight Warrior also learns to use the Disable Device skill to disarm magic traps, just as rogues can.

Evasion (Ex): At 6th level and higher, a Twilight Warrior can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Twilight Warrior is wearing light armor or no armor. A helpless Twilight Warrior does not gain the benefit of this ability.

Cloak of Cadic (Womb of Darkness) (Su): Starting at 6th level, the Twilight Warrior may store one weapon of his choice in the Shadow Realm. Storing or retrieving this weapon requires a standard action and provokes an attack of opportunity. Missile weapons and ammunition count as one weapon for the purposes of this spell, with a limit of no more than 20 rounds of ammunition being stored alongside the weapon in this way. The Twilight Warrior must be able to place his hand in a shadow large enough to completely envelop his hand to use this ability.

Uncanny Dodge (Ex): Starting at 8th level, a Twilight Warrior can react to danger before his senses would normally alert him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a Twilight Warrior already has Uncanny Dodge from a different class he automatically gains Improved Uncanny Dodge (see the description under the rogue class in *Core Rulebook I*) instead.

Turn Shadows (Su): Beginning at 8th level, a Twilight Warrior may *channel* to turn or rebuke undead shadows or any other creatures with the Shadow descriptor. When using this ability, the Twilight Warrior *channels* as if he were a cleric of three levels lower than the level of his Aura of Faith. (For example, a 2nd-level cleric / 8th-level Twilight Warrior would use this ability as if he were a 7th-level cleric.)

Cloak of Cadic (Moonless Night) (Sp): At 10th level, once per day, the Twilight Warrior may use a channeling attempt to try and suppress a continuing magical effect with the Light descriptor. The Twilight Warrior must have both line of sight and line of effect to at least one square that is within the radius of bright light of the effect he wishes to suppress, but he does not need to have line of sight or line of effect to the actual center of illumination. In order to use this ability, the Twilight Warrior makes a channeling check. (He does not suffer any penalty to his effective level on this check.) If the check result is high enough to affect a creature whose Hit Dice are equal to or greater than the caster level of the magical effect, then that effect is suppressed (as if it had been placed into an antimagic field) for a number of rounds equal to the channeling damage.

Shadow Craft (Sp): Starting at 10th level, once per day the Twilight Warrior may cast *shadow conjuration* with a caster level equal to his Twilight Warrior class level.

Aura of Courage (Ex): Beginning at 12th level, a Twilight Warrior is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly if the Twilight Warrior is conscious, but not if he is unconscious or dead.

Table HC-05: Holy Champion of Cadic: The Twilight Warrior Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+2	+0	Aura of Faith, Pierce the Veil of Shadow	-	-	-	-
2 nd	+2	+3	+3	+0	Cloak of Cadic	-	-	-	-
3 rd	+3	+3	+3	+1	Shadow Jump, Sneak Attack +1d6	-	-	-	-
4 th	+4	+4	+4	+1	Channeling, Divine Grace, Smite Evil	0	-	-	-
5 th	+5	+4	+4	+1	Trapfinding	0	-	-	-
6 th	+6/+1	+5	+5	+2	Cloak of Cadic (Womb of Darkness), Evasion	1	-	-	-
7 th	+7/+2	+5	+5	+2	Sneak Attack +2d6	1	-	-	-
8 th	+8/+3	+6	+6	+2	Uncanny Dodge, Turn Shadow	1	0	-	-
9 th	+9/+4	+6	+6	+3		1	0	-	-
10 th	+10/+5	+7	+7	+3	Cloak of Cadic (Moonless Night), Shadow Craft	1	1	-	-
11 th	+11/+6/+1	+7	+7	+3	Sneak Attack +3d6	1	1	0	-
12 th	+12/+7/+2	+8	+8	+4	Aura of Courage, Slippery Mind	1	1	1	-
13 th	+13/+8/+3	+8	+8	+4		1	1	1	-
14 th	+14/+9/+4	+9	+9	+4	Cloak of Cadic (Cover of Night), Hide in Plain Sight	2	1	1	0
15 th	+15/+10/+5	+9	+9	+5	Sneak Attack +4d6	2	1	1	1
16 th	+16/+11/+6/+1	+10	+10	+5	Shadow Mage	2	2	1	1
17 th	+17/+12/+7/+2	+10	+10	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+11	+6	Improved Evasion, Shadow Master	3	2	2	1
19 th	+19/+14/+9/+4	+11	+11	+6	Sneak Attack +5d6	3	3	3	2
20 th	+20/+15/+10/+5	+12	+12	+6	Shadow Lord	3	3	3	3

Slippery Mind (Ex): This ability represents the Twilight Warrior's ability to wriggle free from magical effects that would otherwise control or compel him. If a Twilight Warrior of at least 12th level is targeted by an enchantment spell or effect and fails his saving throw, he can attempt a second saving throw one round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Hide in Plain Sight (Su): At 14th level, a Twilight Warrior can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow sufficient to grant any level of concealment, the Twilight Warrior can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Cloak of Cadic (Cover of Night) (Su): Starting at 14th level, as a standard action the Twilight Warrior may wrap himself in the inky blackness of night, providing him with 20% concealment. For this power to remain active, the Twilight Warrior must be in a location with at least some shadow (whether or not it grants any form of concealment). If this power is used within the radius of a *darkness* or *deeper darkness* effect, the Twilight Warrior's concealment increases to 50%. This ability may be used once per day. It lasts for one round per Twilight Warrior class level. The *Cloak of Cadic* is effective against even creatures with low-light vision or darkvision, but not against creatures with *true seeing* or the ability to see normally in magical darkness.

Shadow Mage (Sp): At 16th level, once per day the Twilight Warrior may cast *greater shadow conjuration* with a caster level equal to his Twilight Warrior class level.

Improved Evasion (Ex): This ability works like Evasion, except that while the Twilight Warrior still takes no damage on a successful Reflex saving throw against attacks, henceforth he takes only half damage even on a failed save. A helpless Twilight Warrior does not gain the benefit of Improved Evasion.

Shadow Master (Su): The Twilight Warrior may spend a *channeling* attempt as a free action to power one extra use of any of the following abilities he already possesses: *Shadow Jump* (one jump of up to 320 feet), *Smite Evil*, *Moonless Night*, *Shadow Craft*, *Cover of Night*, and *Shadow Mage*.

Shadow Lord (Su): After walking in the shadows for so long, the 20th-level Twilight Warrior has become inexorably linked with them. He may *shadow jump* at will up to 1000 feet per jump. He may also *shadow blend* as if he were a shadow mastiff (see *Core Rulebook III*) in any lighting condition other than broad daylight or complete darkness. Finally, the Twilight Warrior may cast *discern location*, exactly as the spell, provided that the target is within 5 feet of some type of shadow (however small or faint). This last ability may be used a number of times per day equal to his Charisma modifier (minimum 1).

Fire Dragon - Sentinels of the Blazing Wyrms

IN the misery, death, and confusion that marked the exodus of the Black Talons from Ssethregoran society, a small group of valiant Black Talons stood above the rest, ready to lay down their very lives for the sole purpose of buying the remainder of their clutch time to escape. This core of hardened veterans stood firm in the face of insurmountable odds, unwavering in their faith toward the old matriarch. Seven times the full might and fury of all Ssethregore charged headlong into these unblinking defenders, and seven times the lines held. The fearless and fearsome Black Talons had piled up a ring of barbed-tail corpses hip-deep before they finally fell and were dragged down into twilight.

The Sentinels of the Blazing Wyrms are the most prestigious order of holy champions dedicated to the Fire Dragon. The Black Talon Matriarchy created the Sentinels during the grueling march out of Ssethregore to safeguard against the genocidal tendencies of their Ssethric enemies. Originally formed to honor their comrades who fell buying time for the clutch as a whole to escape, the Sentinels have risen to represent much more. Since the Black Talons' relocation into human-held lands, the Sentinels have come to stand as a bulwark of defense against any foes who would threaten the very heart of ss'ressen society: the precious eggs from which each new generation springs.

Adventures: The Sentinels of the Blazing Wyrms represent an elite group of devout warriors inside ss'ressen society. Sentinels of the Blazing Wyrms can be found within the Black Talon society, as well as in Ashen Hide society. The Sentinels from each clutch are similar, even though the two groups of ss'ressen have different outlooks upon their shared God. In all cases, Sentinels can always be found guarding the hatcheries, or escorting important members of their clutch to various destinations. Adventuring Sentinels are rare, but when encountered they are usually using their powers to somehow further the prosperity of their clutch, or protecting compatriots who have become like a surrogate clutch to their reptilian mindset. The trust and respect of a Sentinel is hard won, but a better friend or compatriot one could not have.

Characteristics: The revered Fire Dragon grants his divine agents upon Onara abilities far surpassing those of most mortals. Sentinels quickly learn how to channel the religious fervor that courses through their veins and manifest it as holy fire to smite down their foes. The blood burning through their veins destroys all impure agents in their system, making them virtually immune to the poisons of their enemies. Lastly, as the Sentinels become one with their Lord's will, they begin to manifest the traits of their Lord, starting with the mental control over their lesser scaled kin and ending with complete apotheosis into a draconic form of pure righteousness.

Sentinels are taught through rigorous physical training and extensive meditative trances. First and foremost, these stalwart defenders learn to place the

survival of the egg clutch before their own. Sentinels must be ready to sacrifice their insignificant lives in a heartbeat, if their death will bring about betterment for the clutch as a whole. This fearless attitude of self-sacrifice is one that can only be found in the cold-blooded races of Ssethric origin, for it is their lack of emotional output that allows for such a mindset to develop. Rare indeed is the being who puts the lives of others over the worth of his own hide.

Background: Candidates to the Sentinels are chosen through a two-step process. First, any hopeful candidate must earn the recommendation of his village's Warlord, either through exemplary valor on the field of battle, or through extraordinary martial prowess in the gladiatorial ring. Once a Warlord chooses such an individual, the candidate must then win the approval of the local Matriarch by proving himself to be as pious as he is martially inclined. Candidates that meet the approbation of both Warlord and Matriarch are then sent to the High Matriarch Mother at the capital of Lanpeltis to be further considered for membership. In Lanpeltis, the candidates are stripped of all garments and covered in ash from the hatching fires. The High Matriarch Mother then sends each candidate through seven sets of grueling rites, each rite representing one of the seven waves of barbed tails that broke against that brave wall of Black Talons so long ago. The rites are harsh and torturous, involving fasting, ritual scarring, and surviving within a sealed furnace from sunrise to sunset. Most candidates do not survive the ordeals, but the ones that do are brought out of the furnace upon the seventh day, washed in crystal clear water, and as the soot of their trials is washed away, they are inducted into the ranks of the Sentinels of the Blazing Wyrms.

Races: Black Talon and Ashen Hide ss'ressen are the only two races that are allowed to join the Sentinels and gain the favor of the Fire Dragon. Even if an individual of another race was to somehow venerate the Fire Dragon, such a creature would lack the cold-blooded reptilian mindset needed to master the discipline. More importantly, the xenophobic tendencies of the ss'ressen would never allow any warm-blood to join their most holy order.

Alignment: Lawful good or lawful neutral.

Special: Must worship the Fire Dragon.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

Sentinels of the Blazing Wyrms' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (geography: Ssethregore), Knowledge (nature: ss'ressen) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).



Class Features:

Weapon and Armor Proficiency: Sentinels of the Blazing Wyrms are proficient with all simple and martial weapons, with all types of armor, and with shields (including tower shields). The bearded axe is the favored weapon of this class, and many Sentinels wield this weapon with pride.

Aura of Faith (Ex): The power of a Sentinel's divine aura (see above) is equal to his Sentinel class level plus any other class levels that provide a divine aura (e.g. cleric).

Detect Evil (Sp): At will, a Sentinel of the Blazing Wyrms can use *detect evil*, as the spell.

Defensive Stance (Ex): This ability mimics the unwavering defensive line of the Black Talons from so long ago. When a Sentinel of the Blazing Wyrms adopts a defensive stance, he gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the Sentinel's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when his Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a Sentinel cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 plus the character's (newly

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improved) Constitution modifier. A Sentinel may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the Sentinel is winded and takes a –2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a Sentinel can only do so during his own turn. At 12th level, a Sentinel of the Blazing Wyrms may use this ability an additional number of times per day equal to his Charisma modifier (minimum 1).

Divine Grace (Ex): Beginning at 2nd level, a Sentinel of the Blazing Wyrms applies his Charisma modifier (if positive) to all saving throws.

Talons of Flame (Su): Beginning at 2nd level, a Sentinel with a Charisma score of 12 or higher can cause his talons to blaze with holy fire. His touch burns the flesh of his enemies, inflicting a total number of hit points of fire damage equal to his class level times his Charisma bonus. The Sentinel may choose to divide his fire damage among multiple recipients, and he doesn't have to use it all at once. Using Talons of Flame is a standard action and requires a successful melee touch attack (this is considered an armed attack). The Sentinel decides how many of his daily allotment of points to use as damage after successfully touching the target creature. A creature that is struck by the Sentinel's Talons of Flame ability may attempt a Fortitude save (DC 10 plus one-half the Sentinel's class level plus the Sentinel's Charisma modifier) for half damage. The Talons of Flame ability can only be used against one creature per round. As with a paladin's ability to lay on hands, the total amount of damage that the Sentinel can deal in a day can be divided up among multiple uses, but each use targets one and only one

creature, and the Sentinel must succeed on a melee touch attack each time he attempts to touch a target creature.

Aura of Courage (Ex): Beginning at 3rd level, a Sentinel of the Blazing Wyrms is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly as long as the Sentinel is conscious, but not if he is unconscious or dead.

Burning Blood (Ex): The righteous fire of the Fire Dragon burns through each Sentinel's veins, cleansing his blood of all toxins. At 3rd level, a Sentinel gains immunity to all forms of natural poisons.

Channeling (Su): Beginning at 4th level, Sentinel of the Blazing Wyrms can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Sentinel of the Blazing Wyrms may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Ssethric Enforcer (Su): When a Sentinel reaches 4th level, he gains the ability to turn or rebuke Ssethric beings by *channeling*. A "Ssethric being" is any creature that has the Reptilian or Ssethric subtype (the two are interchangeable). When using this ability, the Sentinel is treated as if he were a cleric of three levels lower than the level of his Aura of Faith. (For example, a 2nd-level cleric / 5th-level Sentinel of the Blazing Wyrms would turn or rebuke Ssethric beings exactly as if he were a 4th-level cleric).

Table HC-06: Holy Champion of the Fire Dragon: The Sentinel of the Blazing Wyrms Advancement Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Evil	-	-	-	-
2 nd	+2	+3	+0	+0	Defensive Stance, Divine Grace, Talons of Flame	-	-	-	-
3 rd	+3	+3	+1	+1	Aura of Courage, Burning Blood	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Ssethric Enforcer	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Dragon Hide	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Protective Ward	1	0	-	-
9 th	+9/+4	+6	+3	+3	Sanction of the Fire Dragon	1	0	-	-
10 th	+10/+5	+7	+3	+3		1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Ability Boost (Str+2)	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Breath of Fire	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Ability Boost (Con +2)	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Shimmering Scales	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Dragon Apotheosis	3	3	3	3

Spells (Sp): Beginning at 4th level, a Sentinel of the Blazing Wyrms gains the ability to cast a small number of divine spells, which are drawn from the Sentinels of the Blazing Wyrms spell list. A Sentinel of the Blazing Wyrms must choose and prepare his spells in advance. To prepare or cast a spell, a Sentinel of the Blazing Wyrms must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Sentinel's spell is 10 + the spell level + the Sentinel's Wisdom modifier. Like other spellcasters, a Sentinel of the Blazing Wyrms can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-06: The Sentinel of the Blazing Wyrms**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Sentinel gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. Sentinels of the Blazing Wyrms do not have access to any domain spells or granted powers, as a cleric does. A Sentinel of the Blazing Wyrms prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Sentinel of the Blazing Wyrms may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Sentinel of the Blazing Wyrms has no caster level. At 4th level and higher, his caster level is one-half his Sentinel class level.

Dragon Hide (Ex): At 6th level, a Sentinel of the Blazing Wyrms gains the Dragon Hide feat if he does not already possess it.

Protective Ward (Su): At 8th level, a Sentinel of the Blazing Wyrms may forgo the bonus to saving throws granted by Divine Grace and instead extend that bonus to all other creatures within 10 feet. To activate this ability, the Sentinel must expend one of his daily *channeling* attempts. The ability lasts for a number of rounds equal to the Sentinel's class level, though he may end it earlier if desired.

Sanction of the Fire Dragon (Sp): Upon reaching 9th level, a Sentinel's devotion is rewarded, as he is bonded to a fire drake. Fire drakes are considered to be the holy scions of the Fire Dragon upon Onara, and are treated with awe and respect by all Black Talon and Ashen Hide *ss'ressen*. Actively harming one of these noble creatures is a death sentence in Black Talon and Ashen Hide society. The bonding of a Sentinel to a Fire Drake is considered one of the highest honors in these societies, and carries with it much prestige.

The Fire Drake serves as a special bonded mount for the Sentinel, similar to a normal paladin's warhorse. The Sentinel of the Blazing wyrms is considered a paladin of 4 levels lower for purposes of mount advancement, which otherwise follows the rules in *Core Rulebook I* for advancement of paladin mounts. Use the fire drake base statistics (see *Appendix*) and add the appropriate modifiers according to the Sentinel's level. Unlike normal mounts, whenever a fire drake is entitled to bonus

HD, it gains d12's instead of d8's. Also, fire drakes are native creatures of Onara, and therefore cannot be summoned like a normal paladin mount.

Should the Sentinel's fire drake die, she may attempt to raise it normally, but after 24 hours the soul has left its mortal shell and the drake cannot be raised without extraordinary means. The Sentinel may not summon another mount until she gains a Sentinel level. Even if the original fire drake is somehow returned from the dead, it no longer is bonded to the Sentinel, but remains friendly toward the Sentinel. In any case, the Sentinel must first prove her worthiness to the Matriarchy before another fire drake is granted to her. This takes the form of an *atonement* spell, which must be cast upon the Sentinel by the High Matriarch Mother. If it is proven that the fire drake died through neglect or because of purposeful and wanton intent, the Sentinel is stripped of her position and powers, and a trial is held at which the Sentinel is called upon to justify her actions. If the Sentinel is found guilty of neglecting or abusing her fire drake, she is immediately executed.

Ability Boost (Ex): At 12th level, a Sentinel of the Blazing Wyrms gains a +2 inherent bonus to Strength. At 16th level, he gains a +2 inherent bonus to Constitution.

Breath of Fire (Su): At 14th level, a Sentinel of the Blazing Wyrms may use a *channel* attempt to turn his Talons of Flame into a 25-foot cone. This is a standard action that does not provoke attacks of opportunity. He must decide how many of his daily points he is putting into this ability before releasing the cone. This requires no attack roll but allows for a Reflex save (DC 10 plus one-half the Sentinel's class level plus the Sentinel's Charisma modifier). Half of the damage is fire, and the other half is considered holy.

Shimmering Scales (Su): At 18th level, a Sentinel of the Blazing Wyrms nears his apotheosis as a manifestation of the Fire Dragon upon Onara. He gains damage reduction 10/magic and spell resistance equal to 10 plus his Charisma modifier.

Dragon Apotheosis (Ex): At 20th level, a Sentinel of the Blazing Wyrms takes on the half-dragon template (either red or gold). He gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires a breath weapon, low-light vision, 60-foot darkvision, immunity to *sleep* and paralysis effects, and immunity to fire. See *Core Rulebook III* for full details of the half-dragon template.

Hurrian - The Order of the Storm Lord

The Storm Lords are Holy Champions of Hurrian that worship His aspect as the Lord of the Tempest. According to dogma, Hurrian acquired this aspect during the God's War when He is said to have consumed the Elorii Elemental Lord of Air. Before this, Hurrian held sway over those warriors who reluctantly took up arms in the defense of their homes, families and way of life. The doctrine of the Storm Lords is the combination of these two disparate domains into one focused discipline.

The Order teaches that all war is like a roiling, wild storm. No matter how precise and exacting a battle plan might be, it never survives intact after contact with the enemy. Storm Lords try to understand and master this swirling chaos so as to better control the flow of a battle. Though Storm Lords do not revel in bloodshed as do the Nierites, they understand that evil must be met with force and utterly destroyed or it will rise up to plague humanity again and again.

Adventures: Storm Lords travel all over the Known Lands of Arcanis pursuing the tenets of their Order. They seek to safeguard the innocent and those too weak to help themselves. They feel it is their sacred duty to confront and destroy evil wherever it may reside, while also teaching the peaceful ways of the Reluctant Warrior to all who will listen.

Storm Lords realize that their mandate is too overwhelming for just one man and so they are happy to join others who believe as they do. Their Order also teaches them that a friend today may be tomorrow's enemy, as history has proven out time and time again. Storm Lords thus travel to as many different nations and empires as they can, learning the ways and customs of these far-flung cultures to better understand them should the need ever arise. "Know Thine Enemy" is a lesson that every Storm Lord takes to heart.

Characteristics: Storm Lords are the most approachable and open of all the Holy Champions. In fact, some seasoned warriors feel that these champions are a naïve bunch – a Storm Lord is always found with a ready smile, an open hand, and a generous heart for everyone he meets. This causes some veterans, whose hearts have been hardened by ceaseless battles and bloodshed, to scorn the Storm Lords. Of course, these words are never spoken in the presence of a Storm Lord. Their honest attitude comes from Hurrian's teachings, which exhort them to "treat each man as brother and your family shall be infinite." Though they will always give someone the benefit of the doubt, Storm Lords are hardly fools and will not suffer those who would do harm to their fellow man. When roused to action, these pious champions are terrible to behold; their wrath is both terrible and final.

Storm Lords are granted powerful abilities by their deity, Hurrian. The Lord of the Tempest assures that His champions enjoy perfect health, a divine grace, and a courageous heart. With more experience, many potent powers are granted. The Storm Lord slowly increases his control over lightning and thunder until he can finally manifest the living power of the storm itself.

Background: The Order of the Storm Lords is the most accepting of the orders of holy champions, accepting almost anyone from any social standing or race assuming they can successfully complete an ancient test said to

have been created during the First Imperium. Aspirants enter a dark chamber in the lowest level of the sponsoring temple. If they can remain within from sunrise to sunset, they are accepted and begin their training. Many, however, do not make it past the fourth hour and run screaming from the room. What is witnessed therein is never spoken of by these champions and those that have failed begin to shake violently and sob uncontrollably when they are asked what occurred within the Chamber of the Darkest Soul.

Races: Dwarves from Tir Betoq, Val, and humans make up the majority of the members of this Order, with the val'Tensen being the most predominant Val family due to their affinity with the Lord of Storms. Dark-kin, gnomes, half-orcs, and half-hobgoblins are also able to join the holy order. In very rare instances, a ss'ressen has sought to join this order, turning his back on his people's own savage god. Due to their strongly-held and dramatically different religious beliefs, Elorii and dwarves (other than Tir Betoqi) are not eligible for this class.

Alignment: Any Good.

Special: Must worship Hurrian.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Storm Lord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Class Features:

Weapon and Armor Proficiency: Storm Lords are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Storm Lord's divine aura is equal to his Storm Lord class level plus any other class levels that provide a divine aura (e.g. cleric).

Detect Evil (Sp): At will, a Storm Lord can use *detect evil*, as the spell.

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

Divine Grace (Ex): Beginning at 2nd level, a Storm Lord applies his Charisma modifier (if positive) to all saving throws.

Lightning Resistance (Su): A Storm Lord gains electricity resistance equal to twice his class level.

Divine Health (Ex): Beginning at 3rd level, a Storm Lord is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Aura of Courage (Ex): Beginning at 3rd level, a Storm Lord is immune to fear (magical or otherwise).

Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions continually as long as the Storm Lord is conscious, but not if he is unconscious or dead.

Channeling (Su): Beginning at 4th level, the Storm Lord can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Storm Lord may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Weapon Focus (Ex): At 4th level the Storm Lord gains the Weapon Focus feat in the longsword if he does not already possess it.

Spells (Sp): Beginning at 4th level, the Storm Lord gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Storm Lord spell lists. A Storm Lord must choose and prepare his spells in advance. To prepare or cast a spell, a Storm Lord must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Storm Lord's spell is 10 + the spell level + the Storm Lord's Wisdom modifier. Like other spellcasters, a Storm Lord can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-07: The Storm Lord**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Storm Lord gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Storm Lord does not have access to any domain spells or granted powers, as a cleric does. A Storm Lord prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Storm Lord may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Storm Lord has no caster level. At 4th level and higher, his caster level is one-half his Storm Lord class level.

Hand of the Storm Lord (Sp): The Storm Lord may make a touch attack (with a +3 circumstance bonus versus opponents in metal armor). If the attack hits, the target must attempt a Fortitude save (DC 10 + one-half the Storm Lord's class level + the Storm Lord's Charisma modifier) or be paralyzed. The Storm Lord may maintain this effect by concentrating on it as a full-round action for a maximum number of rounds equal to his class level, but the opponent may attempt a new saving throw every round to end the effect. Creatures immune to electrical damage are immune to this attack. The Storm Lord may use this power a number of times per day equal to his Charisma modifier (minimum 1).

Ride the Lightning (Sp): Beginning at 6th level, the Storm Lord gains the ability to transmute herself into electric energy akin to a lightning bolt and to travel in this form from one point to another instantaneously. This ability may be used once per day.

By spending a channeling attempt as a full-round action (which does not provoke attacks of opportunity), the Storm Lord transports herself from her current location to any unoccupied point within range (100 feet + 10 feet per Storm Lord class level) to which she has line of sight. The Storm Lord does not provoke any attacks of



opportunity for her movement, and she is not considered to pass through any of the intervening squares between her starting location and her ending location. This ability cannot be used as a weapon, as the Storm Lord cannot strike a target or do damage to the environment.

Upon reaching 10th level, the Storm Lord may Ride the Lightning with her Shadow Lion mount. The Storm Lord must be riding the mount in order for them to travel together.

After using this ability, the Storm Lord (and her mount if it travels with her) cannot take any other actions until the start of her next turn.

Thunderclap (Sp): The Storm Lord may make a sonic attack by clapping his hands together, or banging his sword against his shield. All creatures within a 30-foot cone originating from the Storm Lord take 1d4 points of sonic damage per class level and are deafened for 2d4 rounds unless they succeed at a Fortitude save (DC 10 plus one-half the Storm Lord's class level plus the Storm Lord's Charisma modifier), in which case they take only half damage and are not deafened. Creatures immune to sonic damage are immune to this ability. The Storm Lord may use this power a number of times per day equal to his Charisma modifier (minimum 1).

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Special Mount (Sp): Upon reaching 10th level, a Storm Lord gains the service of an unusually intelligent, strong, and loyal Shadow Lion (treat this as a black Dire Lion; see *Core Rulebook III*) to serve him in his crusade against the forces of evil. Once per day, as a full-round action, a Storm Lord may magically call his mount from the celestial realms where it resides. The mount immediately appears adjacent to the character and remains for 2 hours per Storm Lord class level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Storm Lord may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Storm Lord may not summon another mount for thirty days or until he gains a Storm Lord level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on attack and weapon damage rolls. A Storm Lord is considered a paladin of five levels lower for purposes of mount advancement, which otherwise follows the rules in *Core Rulebook I* concerning paladin mounts.

Weapon Specialization (Ex): At 12th level, the Storm Lord gains the Weapon Specialization feat in the longsword if he does not already possess it

Smite Evil, Greater (Su): The Storm Lord may make an additional number of smites equal to his Charisma modifier (minimum 1) per day. This ability is still only usable once per round.

The Heavens Speak (Sp): Once per day, a 16th-level Storm Lord may use *call lightning storm* as a caster of his Storm Lord class level. This is a standard action that provokes attacks of opportunity.

Voice Like Thunder (Sp): Once per week, an 18th-level Storm Lord may use *divine word* as a caster of his Storm Lord class level. This is a standard action that provokes attacks of opportunity.

I am the Storm (Su): The presence of a 20th-level Storm Lord is literally and figuratively electrifying, as her body cackles with holy electric energy. She gains immunity to lightning, and lightning bends to her will. She may ground any lightning-based attack targeted against her (in which case it dissipates harmlessly) or reflect it upon its source (in which case it acts as if it were affected by *spell turning*), as she desires.

By expending a channel attempt, the Storm Lord may increase the force of her inherent electricity to a tangible level for a number of rounds equal to her *channeling* damage. While she is under the effects of this power, any evil being with an Intelligence of 3 or greater who meets her gaze must make a Will save (DC 20 plus the Storm Lord's Charisma modifier) or be shaken. While she is in this heightened state, any weapon the Storm Lord wields is considered to possess the *shocking burst* ability, and she is treated as if under the effects of the *fire shield* spell (caster level 20), but the shield is made of lightning and deals electricity damage.

Finally, the Storm Lord may spend a *channeling* attempt as a free action to combine her casting of any spell with the Electricity descriptor with her *Ride the Lightning* ability, enabling her to cast the spell and then travel to any point within that spell's area of effect as part of the same action. This does not count as her standard usage of the *Ride the Lightning* ability for that day.

Table HC-07: Holy Champion of Hurrian: The Storm Lord Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Evil, Smite Evil	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace, Lightning Resistance	-	-	-	-
3 rd	+3	+3	+1	+1	Aura of Courage, Divine Health	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Weapon Focus (Longsword)	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Hand of the Storm Lord, Ride the Lightning	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Thunderclap	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Special Mount	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Weapon Specialization (Longsword)	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Smite Evil, Greater	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	The Heavens Speak	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Voice Like Thunder	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	I am the Storm	3	3	3	3

Illiir - The Order of the Harbingers of the Dawn

No other order of Holy Champions exemplifies truth, honor, and integrity more so than the Harbingers of the Dawn. Champions of order, stability, and civilization as a whole, these tireless holy warriors strive to keep the nations and empires of the world safe from the dark tide of barbarism.

During the Mythic Age, when the Gods lived amongst their children, Illiir created a perfect world for all to live and thrive in. Neroth stole this paradise from all of mankind due to His raging jealousy at the love all beings had for the Ruler of the Pantheon. Neroth's act of envy plunged the world into darkness and allowed evil and chaos to creep back into the world, eating away at the divine laws laid down by the Gods. Many atrocities were committed by brother upon brother and mankind started to revert to a more savage state until finally order was restored.

Eventually, Illiir was returned to His rightful place, and saw what had taken place in His absence. He deemed that humanity must strive and earn a place in paradise rather than have it gifted to them. Thus He created the Paradise of the Gods in the Heavens, a place where all souls devoutly wish to eventually spend eternity.

Adventures: The Harbingers, or Dawn Lords as they are sometimes called, feel it is their divine duty to safeguard civilization and its institutions against those who would tear it down or change it for the worse. Those societies that lack structure, allowing lawlessness to run rampant, should be torn down and replaced by societies more suitable to the eyes of Illiir.

Given their sacred mandate, Harbingers can be found anywhere upon the Known Lands of Arcanis, protecting the various realms, guarding the institutions of the Mother Church, and championing the cause of order. Some Harbingers also feel that their duty demands that they protect the rulers of the various nations and empires, while others feel that only those leaders who have proven their competence and power should be championed. They cite the example of the mad Coryani Emperor, Quron val'Dellenov, as a leader who should have been put down rather than defended.

Characteristics: Harbingers try to exemplify the virtues and tenets as taught by the holy texts of Illiir. Honor, trustworthiness, faith, temperance, charity, and a fierce devotion to duty are the hallmarks of these holy champions. Others ascribe further characteristics to them such as arrogance and condescending attitudes, particularly to those they consider their lessers. Due to Illiir's aspect of perfection, His Holy Champions have a tendency of being handsome, beauteous, and very charismatic, which has led some to find them possessed of an overbearing attitude of superiority.

Harbingers enjoy potent gifts from their Lord that help them discharge their duties. Illiir grants them perfect health, divine grace, unmatched courage, and the power to command with but their voice. As the holy champion continues to perform his tasks faithfully, he is granted a celestial falcon to assist and guide him. Should he persevere, the Harbinger will eventually be able to manifest the power of Illiir Himself.

Background: This order was originally founded and sponsored by the Temple of the Invincible Sun in the city of Old Coryan. It was later moved to the Illiirite Chapel in the Temple of the Pantheon when the modern capitol, Grand Coryan, was built. As one of the oldest orders in existence, members enjoy quite a bit of prestige and deference from the populace and even members of the clergy.

Members of this order are chosen from the most illustrious and powerful families in all the Known Lands. Aspirants must pass a grueling series of trials that test their mental, physical, and spiritual fortitude and devotion. Years are spent on bent knee, learning the catechisms and dogma of the church, and on the training grounds, honing their martial prowess.

Races: Dwarves from Solanos Mor, Val, and humans make up the majority of the members of this order, with the val'Assante being the most predominant Val family due to their affinity with the Lord of Perfection. Dark-kin, gnomes, half-orcs, and half-hobgoblins are not permitted to join this holy order. Due to their strongly-held and drastically different religious beliefs, Elorii, dwarves (other than Solani), and ss'ressen are also not eligible for this class.

Alignment: Any Lawful.

Special: Must worship Illiir.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Harbinger of the Dawn's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Harbingers of the Dawn are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Harbinger's divine aura (see above) is equal to his Harbinger class level plus any other class levels provide a divine aura (e.g. cleric).

Detect Chaos (Sp): At will, a Harbinger of the Dawn can use *detect chaos*, as the spell.

Smite Chaos (Su): Once per day, a Harbinger of the Dawn may attempt to smite chaos with one normal melee attack. He adds his Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per Harbinger of the Dawn class level if the attack hits. If the Harbinger accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Ex): Beginning at 2nd level, a Harbinger of the Dawn applies his Charisma modifier (if positive) to all saving throws.

Lay on Hands (Su): A Harbinger of the Dawn with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can



heal a total number of hit points of damage equal to his class level times his Charisma bonus. The Harbinger may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using this ability is a standard action and does not provoke attacks of opportunity. Alternatively, a Harbinger of the Dawn can use any or all of this healing power to deal damage to undead creatures. Using Lay on Hands in this way requires a successful melee touch attack (this is considered an armed attack). The Harbinger decides how many of his daily allotment of points to use as damage after successfully touching an undead creature. The undead creature is allowed to attempt a Will save (DC 10 plus one-half the Harbinger's class level plus the Harbinger's Charisma modifier) for half damage.

Aura of Courage (Ex): Beginning at 3rd level, a Harbinger of the Dawn is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly as long as the Harbinger is conscious, but not if he is unconscious or dead.

Divine Health (Ex): Beginning at 3rd level, a Harbinger of the Dawn is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Channeling (Su): Beginning at 4th level, the Harbinger of the Dawn can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. The Harbinger may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Turn Undead (Su): When the Harbinger reaches 4th level, he gains the ability to turn or rebuke undead creatures by *channeling*. When using this ability, the Harbinger of the Dawn is treated as if he were a cleric of 3 levels lower than the power level of his Aura of Faith. (For example, a 4th-level cleric / 4th-level Harbinger of the Dawn would turn undead as if he were a 5th-level cleric.)

Weapon Focus (Ex): At 4th level the Harbinger of the Dawn gains the Weapon Focus feat in the gladius if he does not already possess it.

Spells (Sp): Beginning at 4th level, a Harbinger of the Dawn gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Harbinger of the Dawn spell lists. A Harbinger must choose and prepare her spells in advance. To prepare or cast a spell, the Harbinger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Harbinger of the Dawn's spell is 10 + the spell level + the Harbinger's Wisdom modifier. Like other spellcasters, a Harbinger can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table HC-08: The Harbingers of the Dawn**. In addition, she receives bonus spells per day if she has a high Wisdom score. When the table indicates that the Harbinger gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. A Harbinger of the Dawn does not have access to any domain spells or granted powers, as a cleric does. A Harbinger 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. A Harbinger of the Dawn may prepare and cast any spell on her spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation. Through 3rd level, a Holy Champion of Illiir has no caster level. At 4th level and higher, her caster level is one-half her Harbinger class level.

Improved Familiar (Ex): Upon reaching 6th level, the Harbinger of the Dawn gains an axiomatic falcon as a familiar (use the stats for an eagle with a lawful version of the celestial template). The Harbinger is treated as a sorcerer of his Harbinger class level for purposes of determining the special abilities possessed by his familiar.

Perfect Emotions (Ex): At 6th level, the Harbinger is immune to any spell or effect that provides a morale bonus or penalty (such as *bless*, *heroism*, *rage*, etc.). This applies even to spells cast by himself or his allies.

Smite Infidel (Su): At 8th level, the Harbinger gains the smite power, the supernatural ability to make a single melee attack with a bonus on attack rolls equal to his Charisma modifier (if positive) and a bonus on damage rolls equal to his Harbinger of the Dawn class level if the attack hits. The Harbinger must declare the smite before making the attack. This ability is usable once per day and the Harbinger may only make one smite per round, even if she has multiple uses or multiple types of smites. This ability differs from the Destruction domain power in that it can be used on anyone who serves a different religious faction (see **Chapter 9 – Religion**).

Smite Chaos, Greater (Su): At 10th level, the Harbinger may make an additional number of smites equal to his Charisma modifier (minimum 1) per day. This ability can still only be used once per round.

The Voice of Our Lord (Su): By *channeling* successfully against one or more targets (this is resolved as a standard turning attempt against the target's Hit Dice), a Harbinger of the Dawn may issue a *greater command*. The power of Illiir is strong within the Champion, and unlike the spell, this effect lasts for a number of rounds equal to the *channeling* damage the command changes for a Will save every round after the first, unless the Harbinger changes the command in subsequent rounds.

(in which case the target gets to attempt a save every time the command changes). A creature that successfully saves against this ability is not affected by any subsequent commands issued through the same use. The saving throw DC is 10 plus one-half the Harbinger's class level plus the Harbinger's Charisma modifier.

Weapon Specialization (Ex): At 12th level, the Harbinger of the Dawn gains the Weapon Specialization feat in the gladius if he does not already possess it.

Smite Infidel, Greater (Su): At 14th level, the Harbinger may make an additional number of smites equal to his Charisma modifier per day (minimum 1). This ability is still only usable once per round.

Ensorcell Me Not (Su): Beginning at 16th level, any time a Harbinger of the Dawn is subjected to a mind-affecting charm or compulsion (either through a failed save or because the effect did not allow for a saving throw), the Harbinger is automatically targeted with a *break enchantment* spell as if cast by a cleric of his Harbinger class level.

The Harbinger of the Dawn may also spend one of his daily *channeling* attempts against other creatures to remove any mind-affecting charm or compulsion from them. This is treated as if he were casting a *break enchantment* spell (as a cleric of his normal caster level). If the target is unwilling to receive this assistance from the Harbinger, then the Harbinger must succeed on a *channeling* check (resolved as a turning attempt against the targeted creature's Hit Dice) or the effort fails automatically.

Brilliance of Illiir (Sp): By spending a channeling attempt per target, the Harbinger of the Dawn summons forth a number of rays of pure light equal to the *channeling* attempts used. Any creature struck by a ray suffers the effects of a *searing light* spell with a damage bonus equal to the amount of channeling damage rolled and also

suffers the effects of the *prismatic spray* spell (but only the creature struck; there is no cone-shaped area of effect). Roll the effects of the *prismatic spray* separately for each creature struck. If the effect rolled for the *prismatic spray* allows a saving throw, then the creature may attempt that saving throw as normal. There is no saving throw against the damage from the *searing light*. No more than one beam can be directed at a single target. The Harbinger must still succeed on a ranged touch attack with each ray, and if a ray misses, it dissipates harmlessly. Only the targeted creature is subjected to the *prismatic spray* even if the ray hits.

Perfect Glory of Illiir (Su): The 20th-level Harbinger of the Dawn basks in the full glory of the head of the Pantheon. She is continually surrounded by a nimbus of light, which she may extend in all directions as a *daylight* spell at will as a free action. This ability dispels all forms of darkness and shadows and may not be concealed or suppressed.

As is only right for the chosen of the head of the Pantheon, the Harbinger always goes first in battle (automatically wins initiative) if she so desires (unless faced by another 20th level Harbinger of the Dawn). The Harbinger is treated as if she were wearing a *breastplate of command* (see *Core Rulebook II*) at all times, and she may cause others to *cower* (a very unenviable state effect; see *Core Rulebook II*) through the use of *The Voice of Our Lord*.

Finally, the Harbinger may expend a channeling check and she may distribute the total of her *channeling* damage as inherent bonuses to any and all of her statistics up to her racial maximum (as a 1st level character, not as a 20th level character who could increase each base statistic by 5; for example, the maximum attainable by a human would be 18 in every statistic, not 23). This ability lasts for 20 rounds. Invoking the Perfect Glory of Illiir is a standard action that does not provoke attacks of opportunity. This ability has a visual effect that is very noticeable and may be tailored to suit the player's desires at the GM's discretion.

Table HC-08: Holy Champion of Illiir: The Harbingers of the Dawn Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Chaos, Smite Chaos	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace, Lay on Hands	-	-	-	-
3 rd	+3	+3	+1	+1	Aura of Courage, Divine Health	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Turn Undead, Weapon Focus (Gladius)	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Perfect Emotions, Improved Familiar	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Smite Infidel	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Smite Chaos, Greater, The Voice of Our Lord	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Weapon Specialization (Gladius)	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Smite Infidel, Greater	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Ensorcell Me Not	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Brilliance of Illiir	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Perfect Glory of Illiir	3	3	3	3

Larissa - Order of the Fatespinner

Larissa, the Smiling Goddess, first held domain solely over love and divination. Her oracular powers were greatly beneficial to the rest of the Pantheon during the God's War, but Her experiences then caused Her to delve deeper and deeper into the future in the hopes of forestalling or preempting anything that might endanger the children of the gods. She looked too far. Whatever She saw in that dim future drove Her to embrace hedonistic practices in the hopes of burning that image out of Her mind.

Larissa's Champions, the Fatespinners, believe it is their sacred duty to somehow avert the horrific calamity that is coming. They believe they can do this, not by confronting it, but by making small and subtle changes in the Tapestry of Fate. A small ripple can eventually become an unstoppable wave if it is set in motion at the right place and time. By aiding those they feel worthy or necessary in the coming battle in small and measured ways, they can change the final destiny of Arcanis and save their Goddess from madness.

Adventures: The Temple of the All-Seeing Eye in Sulpecci sponsors and funds the Order of the Fatespinners, encouraging them to travel far and wide, searching for those who, directly or indirectly, will be instrumental in the final battle. This often leads them into direct conflict, as the Fatespinner needs to be close to protect and aid her chosen charge. During their travels, Fatespinners are also encouraged to search for tomes and texts detailing lost or hidden prophecies and portents.

Characteristics: Members of this Order may surprise those who believe that all followers of Larissa are hedonistic pleasure addicts living only for today and caring not for tomorrow. The Order of the Fatespinners believes that the change that overcame their beloved Goddess at the end of the God's War is a curse from which they must free Her. Indulging in excessive hedonistic practices only serves to reinforce the curse, driving Larissa further and further into madness. Members of this Order dress conservatively and indulge in food, drink, and merriment in strict moderation. Due to the intense concentration necessary to manipulate the strands of fate, Fatespinners have a reputation of being a stern lot, whose faces would crack if they ever knew a smile.

The Smiling Goddess grants Her chosen champions a variety of abilities, including perfect health, divine grace, and eventually supernatural agility with which to evade danger. The Order's most potent powers deal with the ability to manipulate the strings of fate for both their own benefit and for the benefit of others. They may tug at the Tapestry slightly, causing ripples that can either aid a companion or hinder a foe.

Background: One does not petition to join the Order of the Fatespinners. The Order chooses you. The High Priest of the Temple of the All-Seeing Eye works in conjunction with the Matron Seeress in reading the alignment of the stars and portents to find those the Goddess has touched with Her divine

gifts. Members of the Order are dispatched and sent to petition the parents of the newborn to turn the child over to the Temple in exchange for blessings or monetary considerations. Most of the pious consider it an honor that their child has such a grand destiny and turn the child over. Others are more difficult and the Order is forced to more extreme measures. Destiny cannot be denied.

Years are spent learning the sect's dogma as well as developing the power of the Inner Eye. Learning which strands of the Tapestry of Fate can be tugged at and which will cause irreparable damage is a skill that takes many years to master. Eventually, the initiate is brought before the Matron Seeress and both enter a deep trance. The Matron Seeress guides the aspirant to the plane where the Tapestry of Fate exists. Here the initiate must find his or her own strand and follow it to its end. Many are shaken to see their final destiny and some are driven inexorably mad. Those that accept their fate as inevitable are inducted into the order as full members. One cannot manipulate the fortunes of others without first mastering one's own fate.

Races: Dwarves from Tultipet, Val, and humans make up the majority of the members of this Order, with the val'Sheem being the most predominant Val family due to their affinity with the Smiling Goddess. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Due to their strongly-held and dramatically different religious beliefs, Elorii, dwarves (other than Tultipetans), and ss'ressen are not eligible for this class.

Alignment: Any Chaotic.

Special: Must worship Larissa.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Fatespinner's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Fatespinners are proficient with all simple and martial weapons, with all types of armor, and with light and heavy shields (but not tower shields).

Aura of Faith (Ex): The power of a Fatespinner's divine aura is equal to her Fatespinner class level plus any other class levels that provide a divine aura (e.g. cleric).

Detect Aura (Sp): At will, the Fatespinner can see the strength of the divine aura of any being that she is looking at. This ability functions much like the ability of other Holy Champions to detect certain alignments, but the Fatespinner sees auras instead. This ability works in all respects as *detect evil*, except

that the Fatespinner does not see the alignment of those within her area of effect. Instead she sees a presence or absence of auras in the first round, number of auras in the second round, and strength of each aura in the third. When determining strength, she sees those with an Aura of Faith in blue and those without in white. She is unable to determine any additional information from this ability other than what is mentioned above.

Borrowed Time (Su): After making an unsatisfactory d20 roll, the Fatespinner may immediately re-roll, but she must abide by the new result. Doing so incurs a *fate debt*, regardless of whether the re-roll is a success or failure. To erase her *fate debt*, the Fatespinner must re-roll the next successful roll of that same type (e.g. using this power to re-roll a failed skill check would require that she also re-roll her next successful skill check). The re-roll granted by this ability obviously does not count as the “next successful roll” for purposes of the fate debt. Once a successful roll of the appropriate type has been re-rolled, the fate debt is cancelled, regardless of whether the forced re-roll was a success or failure. The Fatespinner may not use this power on any type of roll while a fate debt exists.

The following are examples of distinct classes of d20 rolls for this purpose: ability check, attack roll, caster level check, *channeling* (or turning) check, initiative check, saving throw, skill check, etc. This power may only be used once per day, as tweaking the strands of Fate is a risky business. However, the fate debt may persist for longer than one day; it remains until it is resolved.

Divine Grace (Ex): Beginning at 2nd level, a Fatespinner applies his Charisma modifier (if positive) to all saving throws.

Divine Health (Ex): Beginning at 3rd level, a Fatespinner is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Channeling (Su): Beginning at 4th level, the Fatespinner can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Fatespinner may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Pull the Strands of Fate (Su): A Fatespinner of Larissa may reach into and pull upon the strings within the Tapestry of Fate, the province of the Oracle of the Pantheon. Once per day, she may roll upon the Table of Fates or force another to roll upon the Table of Fates (see **Table HC-09-1** below). She may do this as a free action during her own turn or as an immediate action in response to the declared action of another.

However, if at any time the Fatespinner rolls a natural 1 when using this ability on herself, then she has accidentally tweaked her own thread in the Tapestry. In addition to suffering the listed effect on the Table of Fates, she also incurs a *fate debt* (see Borrowed Time, above). This fate debt is “generic”



and requires her to re-roll the next natural 20 that she rolls, regardless of the reason. It is possible to carry a fate debt from the Borrowed Time ability and a fate debt from this ability at the same time. It is even possible to cancel both fate debts at once (if her forced re-roll from the Borrowed Time ability is a natural 20, she immediately re-rolls, thus canceling this debt as well). The Borrowed Time ability cannot be used to re-roll the d20 roll made in conjunction with this ability.

A creature whose indicated fate has not yet come to pass cannot be targeted with this ability. (For example, if the result of the roll on the Table of Fates indicates that the target will automatically fail its next saving throw, that creature cannot be targeted again with this ability until it has actually been forced to suffer that fate and fail a saving throw.)

Spells (Sp): Beginning at 4th level, a Fatespinner gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Fatespinner spell lists. A Fatespinner must choose

and prepare her spells in advance. To prepare or cast a spell, a Fatespinner must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Fatespinner's spell is 10 + the spell level + the Fatespinner's Wisdom modifier. Like other spellcasters, a Fatespinner can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table HC-09: The Fatespinner**. In addition, she receives bonus spells per day if she has a high Wisdom score. When the table indicates that the Fatespinner gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The Fatespinner does not have access to any domain spells or granted powers, as a cleric does. A Fatespinner 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. A Fatespinner may prepare and cast any spell on her spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation. Through 3rd level, a Fatespinner has no caster level. At 4th level and higher, her caster level is one-half her Fatespinner level.

More Borrowed Time (Su): At 6th level, the Fatespinner may use the Borrowed Time ability an additional number of times per day equal to her Charisma modifier (minimum 1). She still may not use Borrowed Time as long as she is carrying a fate debt, however, and she may not use this ability more than once on the same roll.

Walk the Web of Fate (Su): At 8th level, the Fatespinner may use the Pull the Strands of Fate ability an additional number of times per day equal to her Charisma modifier (minimum 1). She may not use the power at any time she is carrying fate debt from a previous usage, nor may she use it more than once per round in any case.

Portents of Things to Come (Ex): At 10th level, any time the Fatespinner uses her Pull the Strands of Fate ability, she may add or subtract from the result of the d20 roll (after seeing the result and what it will mean for the target). She may add or subtract any number up to her Charisma modifier (minimum 1). The total modification of rolls in this manner may not exceed her Charisma modifier (minimum 1). For example, a Fatespinner with an 18 Charisma could modify up to 4 rolls by adding or subtracting 1 from each roll, or she could modify a single roll by adding or subtracting up to 4 from that roll, or any other combination as long as the total of her modifications does not exceed 4. (For purposes of the total usage of this ability per day, use the absolute value of the modifications; that is, negative modifications are treated as positive points, so a modification of -2 and a subsequent modification of +2 would count as a total of 4 points used, not zero points used.)

Savant (Su): At 12th level, the Fatespinner may carry a total number of *fate debts* equal to her Charisma modifier (minimum 1) before paying the debt back, provided each debt was incurred in a different manner (e.g. skill check, attack roll, saving throw, damage roll; See Borrowed Time, above for the permissible classes). The special fate debt from Pull the Strands of Fate does not count for this purpose.

Table HC-09: Holy Champion of Larissa: The Fatespinner Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Aura	-	-	-	-
2 nd	+2	+3	+0	+0	Borrowed Time, Divine Grace	-	-	-	-
3 rd	+3	+3	+1	+1	Divine Health	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Pull the Strands of Fate	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	More Borrowed Time	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Walk the Web of Fate	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Portents of Things to Come	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Savant	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Fate Favors the Will	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Supreme Savant	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Blessed Agility	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Alternate Reality	3	3	3	3

In addition, the Fatespinner's ability to manipulate her use of Pull the Strands of Fate increases; while she can still only add or subtract a number up to her Charisma modifier on any single roll, she may make a total number of daily points of modifications equal to double her Charisma modifier (minimum 2).

Fate Favors the Will (Su): At 14th level, the Fatespinner is no longer limited in her ability to manipulate her use of Pull the Strands of Fate. Her maximum modification is still plus or minus her Charisma modifier, but there is no maximum number of daily points of modifications that she can make. Additionally, if she wishes, she may deliberately incur fate debt by using her Borrowed Time ability to re-roll the d20 roll that she makes when using the Pull the Strands of Fate ability. The fate debt incurred in this fashion is the "generic" kind, requiring her to immediately re-roll her next natural 20.

Supreme Savant (Su): At 16th level, the Fatespinner may incur any number of *fate debts* (irrespective of her Charisma) before paying the debt back, provided each debt was incurred in a different manner. Furthermore, when she uses her Pull the Strands of Fate ability, the maximum number she

can add or subtract on the d20 roll is equal to her Charisma modifier plus her Wisdom modifier (total minimum of 2).

Blessed Agility (Su): At 18th level, the Fatespinner gains the Evasion ability. This ability functions regardless of any armor that she is wearing.

Alternate Reality (Su): A master of making the possible probable, the 20th-level Fatespinner gains the ability to see things before they happen, and from time to time, change her destiny. She cannot be surprised (though she is still flat-footed if others beat her initiative check).

In addition, a number of times per day equal to her Charisma modifier (minimum 1), any time a situation calls for a die roll, the Fatespinner may choose to roll two dice and take the best one. She may even apply her Borrowed Time ability to reroll one of these dice if she desires, and when she does so in conjunction with this ability, she does not even incur any fate debt. (This does not circumvent the usual restrictions on when she can use the Borrowed Time ability, nor does it grant her any additional daily uses of that ability, however.)

Table HC-09-1: Table of Fates

D20 Roll	Target's Fate Effect
1	The next foe that attacks you scores an automatic critical hit. No attack roll is necessary.
2	You automatically fail your next saving throw.
3	You suffer a -10 penalty to your next attack roll, and it cannot be a critical hit even if you roll a natural 20.
4	The next time a target is randomly selected for a detrimental effect, you are the one chosen if you are a legal target. No roll necessary.
5	On the next successful hit scored upon you, the damage is increased by 50%. This only applies to damage from die rolls, not from other sources (Strength bonus, Power Attack, etc.)
6	You suffer a -5 penalty to your next attack roll. It can only be a critical hit if the confirming roll is a natural 20.
7	On your next successful attack roll, your damage dealt is decreased by 50%. This applies to all damage, not just damage from die rolls.
8	You immediately drop whatever you are holding, or fall prone if your hands are empty.
9	You are cursed by Fate. You and your allies are under the effects of a <i>bane</i> spell for the next 5 rounds. This particular version of the spell provides an unnamed penalty, so it stacks with everything.
10	You suffer a -1 penalty to your next attack roll.
11	You gain a +1 bonus to your next attack roll.
12	Fate smiles upon you. You and your allies are under the effects of a <i>bless</i> spell for the next 5 rounds. This particular version of the spell provides an unnamed bonus, so it stacks with everything.
13	A foe you threaten drops anything being held or falls prone if his hands are empty.
14	On your next successful attack roll, the damage you deal is increased by 50%. This only applies to damage from die rolls, not from other sources (Strength bonus, Power Attack, etc.)
15	You gain a +5 bonus to your next attack roll. For purposes of this attack, your normal critical threat range is doubled (even if it has already been increased by some other factor, such as the Improved Critical feat).
16	On the next successful hit scored upon you, the damage dealt to you is decreased by 50%. This applies to all damage, not just damage from die rolls.
17	The next time a target is randomly selected for a detrimental effect, you are not selected, even if you are otherwise a legal target.
18	You gain a +10 bonus on your next attack roll. If it hits, it is automatically a critical hit.
19	You automatically succeed on your next saving throw.
20	Your next single attack upon a foe scores an automatic critical hit. No attack roll is necessary.

Neroth - The Deathbringers of Neroth

They travel through the night, drawing stares of scorn or fear from those they are sworn to protect. Evil was inadvertently unleashed upon the world by their Lord and they have been tasked to find it and send it screaming back to the Crucible of Sins. Evil will always exist in a world where man has free will, but there are times when these petty evils grow and become overwhelming. That is when the Deathbringers arrive to deal with those so corrupted that their removal from this world is necessary.

With Illiir's death during the Mythic Age, all the Evils of the world were released upon the world. Seeing mankind besieged as darkness encroached from every side, Neroth anointed four of the bravest and noblest of humanity as His champions. He crafted for them heavy axes which he called "Little Deaths" and sent them forth to turn the tide and inspire their fellows to acts of heroism.

Adventures: In the present age, Deathbringers still hunt down the evils that were loosed upon Arcanis during the Mythic Age. Wherever the corrupters of mankind appear and acts of extreme lust, greed, hatred, or pride crush the innocent or those too weak to defend themselves, a Deathbringer will appear to challenge it. Some say that Deathbringers can smell evil upon the wind due to their uncanny ability to appear where they are most needed.

Characteristics: The Divine blessing of Neroth grants His Holy Champions special protection and abilities. Neroth protects them from disease, harm, and any fear that strikes at their courageous hearts. As they progress in their battle against evil, Neroth grants them further assistance in the form of a skeletal mount, as well as the ability to channel negative energy to various effects. As Holy Champions of the Lord of Death, Neroth grants them life beyond life after many years of devotion and unswerving dedication to their duty.

Deathbringers can expect assistance from those worshippers of Neroth as sanctified by the Mother Church. Due to their fearsome appearance, the most Deathbringers can hope for from others is a healthy dose of respect and a wide berth in which they may perform their duty unmolested.

Nerothians from Canceri, as well as most members of the Dark Triumvirate, hold no love for the Deathbringers. They see the small order as a misguided but dangerous cult that works against the Lord of the Tombs' great plan. Should any Deathbringers be discovered within the Theocracy's borders, they will be punished as all heretics are: by rod and fire. Unfortunately there is no nation upon Arcanis in more need of the Deathbringers' help than Canceri, and so it is there that many go – traveling incognito, doing what they can to help the innocents of that benighted land.

Background: The Order of Deathbringers has never been a large one, with fewer than two score of their numbers still roaming across the Known Lands of Arcanis. The Deathbringers are patroned by the Temple of the Shroud in the ancient city of Paldaris. Behind the crumbling façade of the old temple is the entrance to an extensive labyrinth that extends deep

below the surface. Here candidates for admittance into the Order are tested for their devotion to duty, their purity of heart, and their prowess in battle. Once these tests are passed to the satisfaction of the High Priests of the temple, the candidate is schooled in the mysteries of the faith. The final step before being admitted into the Order is a vision from the Lord of the Tombs. In this vision, the Deathbringer is shown his own final death. This vision is usually gruesome and disturbing – due to the nature of their calling, few, if any, Deathbringers die of old age. Should the candidate not run screaming or lose hold on his sanity as a result of this vision, a solemn ceremony is held the next night that Aperio is full. Here, the new member is given his great helm, as death must always be faceless and impersonal, and is inducted as a full member of the Order of Deathbringers.

Races: Val and humans make up the majority of the Deathbringers, with val'Mordane being the most predominant due to their affinity with the Lord of the Tombs. Dark-kin, dwarves, half-orcs, and gnomes are able to join this holy order, but these are so rare as to be almost unknown. Due to their strongly-held and dramatically different religious beliefs, Elorii and ss'ressen are not eligible for this class.

Alignment: Lawful Good.

Special: Must worship Neroth.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Deathbringer's 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), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Deathbringers are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Deathbringer's divine aura is equal to his Deathbringer class level plus any other class levels that provide a divine aura (e.g. cleric).

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

Discern Living (Sp): Beginning at 2nd level, a Deathbringer may use *deathwatch* a number of times per day equal to his Charisma modifier (minimum 1). His caster level for this ability is equal to his Deathbringer class level.

Divine Grace (Ex): Beginning at 2nd level, a Deathbringer applies his Charisma modifier (if positive) to all saving throws.

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Aura of Courage (Ex): Beginning at 3rd level, a Deathbringer is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly as long as the Deathbringer is conscious, but not if he is unconscious or dead.

Divine Health (Ex): Beginning at 3rd level, a Deathbringer is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Channeling (Su): Beginning at 4th level, the Deathbringer can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Deathbringer may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Rebuke Undead (Su): When a Deathbringer of Neroth reaches 4th level, he gains the ability to *channel* in order to rebuke, bolster, or control corporeal undead. When using this ability, the Deathbringer is treated exactly as a cleric of 2 levels lower than the power level of his Aura of Faith. (For example, a 4th-level cleric / 6th-level Deathbringer would rebuke undead as if he were an 8th level cleric.)

Spells (Sp): Beginning at 4th level, the Deathbringer gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Deathbringer spell lists. A Deathbringer must choose and prepare his spells in advance. To prepare or cast a spell, a Deathbringer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Deathbringer's spell is 10 + the spell level + the Deathbringer's Wisdom modifier.

Like other spellcasters, a Deathbringer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table **HC-10: The Deathbringer**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Deathbringer gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Deathbringer does not have access to any domain spells or granted powers, as a cleric does. A Deathbringer 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. A Deathbringer may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Deathbringer has no caster level. At 4th level and higher, his caster level is one-half his Deathbringer class level.

Special Mount (Su): Upon reaching 6th level, the Deathbringer of Neroth gains the service of an unusually intelligent, strong *skeletal heavy warhorse* (Use the stats for a heavy warhorse and apply the Skeleton template from *Core Rulebook 3*, with one exception: the warhorse retains its Intelligence score and gains Turn Resistance equal to the Deathbringer's class level). This mount is sent by Neroth to serve the Deathbringer in his crusade against the forces that oppose him. Once per day, as a full-round action, a Deathbringer may magically call his mount, which bursts out of the earth as if rising from the grave. For obvious reasons, the Deathbringer may only call up his mount when on land. The mount immediately appears adjacent to the character and remains for 2 hours per Deathbringer level; it may be dismissed at any time as a free action. The mount is the same creature each

Table HC-10: Holy Champion of Neroth: The Deathbringer Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Detect Evil, Smite Evil	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace	-	-	-	-
3 rd	+3	+3	+1	+1	Aura of Courage, Divine Health	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Rebuke Undead	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Special Mount	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Neroth's Grasp	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Smite Evil, Greater	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	To Hear My Voice is to Know Fear	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Horror of Horrors	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Shroud of Oblivion	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Final Word	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Life Beyond Life	3	3	3	3



time it is summoned, though the Deathbringer may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Deathbringer may not summon another mount for thirty days or until he gains a Deathbringer level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on attack and weapon damage rolls. A Deathbringer is considered a paladin of one level lower for purposes of mount advancement, which otherwise functions as described in *Core Rulebook I* for paladin mounts, except that the skeletal mount gains d12's instead of d8's when its Hit Dice increase.

Neroth's Grasp (Su): Beginning at 8th level, a Deathbringer may spend a *channeling* use to imbue his melee with negative energy, empowering it to deal additional damage against a specific target. The Deathbringer's chosen weapon is sanctified through a rather lengthy ritual; The Deathbringer of Neroth may only possess one sanctified weapon, and should the Deathbringer choose to sanctify another weapon; his sanctification of his previous weapon is lost. If this weapon is ever wielded by anyone else it must be re-sanctified. Sanctifying a weapon takes an entire day and 200 gold pieces worth of material components.

To use this ability, the Deathbringer declares an attack against a target foe. He then makes his attack roll. If the attack roll misses, then the *channeling* usage is wasted. If the attack roll hits, the target gains one temporary negative level. At 15th level, this

attack deals two negative levels. Using channeling in this manner is a *swift* action and the negative energy lasts for only one attack.

Smite Evil, Greater (Su): At 10th level, the Deathbringer may make an additional number of smites equal to his Charisma modifier (minimum 1) per day. This ability still only usable once per round, although it can be combined with Neroth's Grasp (see above).

To Hear My Voice is to Know Fear (Su): At 12th level, a Deathbringer can turn his presence into an offensive weapon. By spending a *channeling* attempt and uttering ominous portents, any enemy of lesser or equal HD to the maximum HD affected by the *channeling* check that is within range (25 feet plus 5 feet per two Deathbringer levels) must make a Will saving throw (DC 10 plus one-half the Deathbringer's class level plus the Deathbringer's Charisma modifier) or immediately become *shaken*. In addition, any enemy wishing to approach within 10 feet of the Deathbringer while this power is active must make a Will saving throw (at the same DC) or be unable to approach (as if hedged out by a *magic circle*). Any given creature that successfully saves once against the Deathbringer's presence is immune to both aspects of this ability for a period of 24 hours. Both effects last for a number of rounds equal to the Deathbringer's Charisma modifier (minimum 1). This is a mind-affecting fear effect.

Horror of Horrors (Sp): Once per day, the 14th-level Deathbringer may use *phantasmal killer* against any evilly-aligned creature. If a creature is not evil, the power has no effect, but the ability is still used up for that day. The saving throw DC for the *phantasmal killer* is 15 plus the Deathbringer's Charisma modifier.

Shroud of Oblivion (Sp): Once per week, a 16th-level Deathbringer may wrap a fallen foe in his cloak and, with but a single word, obliterate the remains as if his cloak were *shrouds of disintegration* (see *Core Rulebook III*).

Final Word (Su): At 18th level, the Deathbringer's death blow is final. Whenever the Deathbringer strikes a killing blow against any target, he may choose to attempt a *channel* check (against the target's Hit Dice) as a free action. If the check succeeds, the victim's body may not be raised, animated, or otherwise returned to life without the explicit permission of the Deathbringer.

Life Beyond Life (Ex): At the apex of his career, after a lifetime punishing those who have spent their lives doing evil unto others, the Deathbringer is granted the power of unlife; the exact nature of his transformation into an undead creature is subject to the GM's discretion and is proportional to how well the Deathbringer has carried out his mission during his mortal lifetime. The typical transformation is for the Deathbringer to be granted some powerful undead form that permits him to continue carrying out his charge as a member of the Order, but sometimes Neroth has other plans for these most devoted and puissant of His servants.

Nier - The Holy Judge of Nier

Feared throughout Arcanis as relentless and unforgiving, the Holy Judges of Nier are tasked by their grim and merciless deity as judge, jury, and executioner of heretics and those who would blaspheme the gods. Those who have strayed from the true path of salvation must be shown the error of their ways and eliminated before they can corrupt the weak-willed with their lies and sacrilegious ethos.

Adventures: The Holy Judges of Nier travel throughout the length and breadth of the Known Lands of Arcanis assuring that divine law is obeyed and that those that follow false or lesser gods do not contaminate the faithful. Holy Judges primarily target the High Priests and Holy Champions of foreign gods or Infernal cults that try to infiltrate and undermine the teachings of the Pantheon.

While searching for these foul practitioners, Holy Judges delight in honing their strength of arms in bloody and violent combat. Creatures that would prey upon mankind quickly find themselves the hunted when a Holy Judge learns of their existence. Holy Judges are also highly sought after in passing judgment on more mundane matters in areas and communities where magistrates or other officials are few and far between.

Characteristics: Holy Judges are some of the most humorless and taciturn people one could ever meet. These holy champions are concerned, some would say obsessed, with their sacred duty. They must maintain a clear and unbiased focus, and thus are reluctant to establish personal relationships with anyone. While their very presence instills fear in many, the majority of the populace believes that the coming of a Holy Judge means that justice will soon be meted out. Part of the Holy Judges' popularity among the common folk comes from the fact that no amount of wealth or promises of favors will still their hand.

Holy Judges enjoy a variety of abilities and powers granted to them from their deity so that they may better perform their duties. Nier gifts all His champions with perfect health, divine grace, unmatched courage, and the ability to discern those priests and champions who worship gods other than those of the Pantheon. As the Holy Judge continues to perform his tasks, he is granted the power to immolate his enemies, strike fear with only his voice, and eventually become a living embodiment of the will of Nier.

Background: This order claims it was founded during the time of the First Imperium, though any evidence that might exist to support this claim has been lost to the ages. During the modern age, this order is sponsored by the Temple of the Final Judgment in the city of Lohwach in Canceri. Before the exile of the Nierites to their harsh ancestral lands, Holy Judges acted as the sword of the Patriarch and the Church's greatest defenders. Since the schism between the Mother Church and the Dark Triumvirate, the majority of the Holy Judges follow the ethos and edicts of the Dark Triumvirate. The Mother Church has maintained a small number of Holy Judges of its own, however, and uses them to counteract what they consider to be the fearsome heresy of the Cancereese. This order is sponsored directly by the Mother Church and three of their number are chosen to maintain the sacred flame in the walled-up Chapel of Nier in the Temple of the Pantheon.

Regardless of their origins, aspirants of either sect begin their training as judges as soon as they can lift a sword. These children live and work in a harsh and merciless environment where they are expected to memorize the holy scriptures of not only the Flame Lord, but of the other gods of the Pantheon as well. By the end of their time as students, their bodies are as criss-crossed with scars as that of any Ansharan. Their final test comes when they are put to death by the High Priest and made to stand before the Valinor known as the Judgment of Nier, who measures the worthiness of all the souls that come before him. Here, the initiate is judged by the Valinor as to his intrinsic worth and his ability to exact the Judges' sacred duty. Those who are deemed worthy are sent back to Arcanis, hale and whole. Those who are found lacking are sent screaming into the Cauldron to try again in their next incarnation.

Races: Dwarves from Nol Dappa, Val, and humans make up the majority of the members of this Order, with the val'Virdan being the most predominant Val family due to their affinity for the Lord of Flaming Destruction. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be unheard of. Due to their strongly-held and dramatically different religious beliefs, Elorii, Dwarves (other than Nol Dappans), and ss'ressen (even worshippers of Nier) are not eligible for this class.

Alignment: Any Lawful.

Special: Must worship Nier.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Holy Judge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (local) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Holy Judges are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

Aura of Faith (Ex): The power of a Holy Judge's divine aura is equal to his Holy Judge class level plus any other class levels that grant a divine aura (e.g. cleric).

Discern Aura (Sp): Beginning at 1st level, a Holy Judge may discern whether any person or holy object he gazes upon possesses an Aura of Faith. He can also ascertain whether the person in question worships one of the Pantheon (or was created to serve as a holy object by a worshipper of the Pantheon). Should an aura of faith be detected and the GM is not able to discern which of the gods of the Pantheon is worshipped, then this person will be believed to follow false or foreign divine powers. This spell-like ability is similar to *detect evil*, emanating from the Holy Judge to a range of 60 feet. The first round of study merely reveals the presence or absence of auras. Studying a subject for a second round permits the Holy Judge to ascertain whether the worshipper is a divine caster. Studying that worshipper for a third round permits the Holy Judge to ascertain the relative strength of the worshipper or object per the Aura Strength tables under the description of the spell *detect evil*.



Smite Infidel (Su): The Holy Judge gains the smite power, the supernatural ability to make a single melee attack with a bonus on attack rolls equal to his Charisma modifier (if positive) and a bonus on damage rolls equal to his Holy Judge level if the attack hits. The Judge must declare that he is smiting before making the attack. This ability is usable once per day (and only once per round if he multiple different uses). This ability differs from the Destruction domain power in that it can be used on anyone who serves a different religious faction (see *Chapter 9 – Religion*)

Divine Grace (Ex): Beginning at 2nd level, a Holy Judge applies his Charisma modifier (if positive) to all saving throws.

Fiery Touch (Su): Once per day, a Holy Judge with a Charisma score of 12 or higher may deal a grievous wound to one opponent. With a successful melee touch attack, the Holy Judge may inflict fire damage equal to his Holy Judge class level times his Charisma modifier. The target is entitled to a Fortitude save (DC 10 plus one-half the Holy Judge's class level plus the Holy Judge's Charisma modifier) for half damage.

Aura of Courage (Ex): Beginning at 3rd level, a Holy Judge is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly as long as the Holy Judge is conscious, but not if he is unconscious or dead.

Divine Health (Ex): Beginning at 3rd level, a Holy Judge is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Channeling (Su): Beginning at 4th level, the Holy Judge can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described

elsewhere. A Holy Judge may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Weapon Focus (Ex): At 4th level the Holy Judge gains the Weapon Focus feat in the greatsword if he does not already possess it.

Spells (Sp): Beginning at 4th level, a Holy Judge gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Holy Judge of Nier spell lists. A Holy Judge must choose and prepare his spells in advance. To prepare or cast a spell, a Holy Judge must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Holy Judge's spell is 10 + the spell level + the Holy Judge's Wisdom modifier. Like other spellcasters, a Holy Judge can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-11: The Holy Judge**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Holy Judge gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Holy Judge does not have access to any domain spells or granted powers, as a cleric does. A Holy Judge prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Holy Judge may prepare and cast any spell on his class list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Holy Judge has no caster level. At 4th level and higher, his caster level is one-half his Holy Judge class level.

Stand and Be Judged (Su): At 6th level, the battlefield is the Holy Judge's courtroom, and his judgment does not tarry nor suffer interference. Once per round, he may designate a single opponent by issuing appropriate warnings and gestures to that target (thus, to use this ability, the Holy Judge's target must be aware of his presence, though the target need not know exactly where he is). Whenever the Holy Judge makes a charge attack against the designated opponent, he does not provoke attacks of opportunity for moving through threatened squares. He may also charge over terrain that would otherwise prevent a charge attack. In addition, the Aid Another action is of no assistance to this opponent when the opponent's allies are trying to aid his Armor Class.

Energumen (Su): While defending any worshipper, relic, or holy place of Nier, or attacking anyone who is in wrongful possession of the same, the Holy Judge gains the benefits of the Diehard feat. Once per day under these circumstances, he may also enter a state of divine fury, granting him a sacred bonus to his Strength and Constitution scores equal to his Charisma modifier (minimum +1). This state of divine fury lasts for a number of rounds equal to the Holy Judge's Charisma modifier (minimum 1).

Smite Infidel, Greater (Su): At 10th level, the Holy Judge may make an additional number of smites equal to his Charisma modifier per day (minimum 1). This ability is still only usable once per round.

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Weapon Specialization (Ex): At 12th level, the Holy Judge gains the Weapon Specialization feat in the greatsword if he does not already possess it

To Hear My Voice is to Know Fear (Su): At 14th level, a Holy Judge can turn his presence into an offensive weapon. By spending a *channeling* attempt and uttering ominous portents, any enemy of lesser or equal HD to the maximum HD affected by the *channeling* check that is within range (25 feet plus 5 feet per two Holy Judge levels) must make a Will saving throw (DC 10 plus one-half the Holy Judge's class level plus the Holy Judge's Charisma modifier) or immediately become *shaken*. In addition, any enemy wishing to approach within 10 feet of the Holy Judge while this power is active must make a Will saving throw (at the same DC) or be unable to approach (as if hedged out by a *magic circle*). Any given creature that successfully saves once against the Holy Judge's presence is immune to both aspects of this ability for a period of 24 hours. Both effects last for a number of rounds equal to the Holy Judge's Charisma modifier (minimum 1). This is a mind-affecting fear effect.

Conflagration (Sp): Once per day, the 16th-level Holy Judge may transmute himself and his gear into a pillar of divine flame and launch himself at one or more opponents. This ability is resolved as if the Holy Judge cast *flame strike* and subsequently appeared in any of the spaces that were targeted by the spell. (The transformation into a pillar of flame and "launching" are merely for visual effect.) The transmutation effect ends after the spell resolves itself, but like a *dimension door* spell, the Holy Judge may take no other actions until his next turn. All effects that depend upon caster level use the Holy Judge's class level. Those in the area of effect of the *flame strike* suffer 1d6 damage per Holy Judge class level (maximum 15d6) with a Reflex saving throw (DC 15 + the Holy Judge's Charisma

modifier) allowed for half damage. One-half of the damage from this effect is considered fire damage and the other half is considered holy damage.

Gavel of Nier (Su): At 18th level, the Holy Judge can imbue his greatsword with a divine aura. This functions similar to the *holy sword* spell, except the sword deals its bonus damage to anyone who does not worship Nier. The *magic circle* emitted by the sword likewise affects all non-worshippers of Nier. This ability can be turned on or off at will. The divine aura only functions if the Holy Judge is wielding the greatsword; he cannot activate this ability and then hand the sword to someone else.

My Word is Law (Su): Upon achieving 20th level, the Holy Judge has become a paragon, bringing order to a chaotic world, and he is rewarded for his efforts. His hit points are boosted to the maximum possible (200 plus 20 times his Constitution modifier plus anything else that affects his hit points).

The Holy Judge also inherently knows whether any action he is considering would be against the laws of whatever land he is in. He can also compel others to obey the laws of the land. This ability is resolved as a standard *channeling* check. The Holy Judge can affect all creatures within 60 feet that can hear his voice and understand his language. He rolls his check to see what Hit Dice of creatures he can affect, and rolls his damage to see how many total Hit Dice of creatures are included. Unwilling targets are entitled to a Will save (DC 20 plus the Holy Judge's Charisma modifier). Affected creatures cannot act in any manner contrary to the laws of whatever land they are in for the next 24 hours. Anyone who successfully saves is immune to this ability for a period of 24 hours. This ability is treated as a language-dependent, mind-affecting compulsion.

Table HC-11: Holy Champion of Nier: The Holy Judge Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Discern Aura, Smite Infidel	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace, Fiery Touch	-	-	-	-
3 rd	+3	+3	+1	+1	Aura of Courage, Divine Health	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Weapon Focus (Greatsword)	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Stand and Be Judged	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Energumen	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Smite Infidel, Greater	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Weapon Specialization (Greatsword)	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	To Hear My Voice is to Know Fear	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Conflagration	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Gavel of Nier	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	My Word is Law	3	3	3	3

Saluwe' - Order of the Verdant Champions

During the God's War, the Celestial combatants and their mortal followers laid waste to the mythical Eastern Continent before concluding their battle upon the continent of Onara. Even before the destruction and subsequent absorption of the Elorii Earth God, Marok, Saluwé held sway over the land and all that grew upon it. The utter devastation of the Eastern continent was a near mortal wound to Her, one that is still evident in Her aspect of the Woman of the Barren Womb.

The Order of the Verdant Champion was the first order of Holy Champions created by the Temple of Saluwé to safeguard the living land and assure that such a cataclysmic event is not repeated upon Arcanis again.

Adventures: The Order of the Verdant Champions is one of the most visible and prevalent of the orders and can be found almost anywhere upon Arcanis. These Champions of the Earth Goddess prefer the vast rolling plains or dense forests to urban environments, but are readily found in cities as it is there that threats to the wild often germinate and sprout. Verdant Champions are not as radical as the Druidic sect of the Saluwéan Temple, understanding that humanity must build cities to live and plow fields to grow food. However, they directly oppose the wholesale destruction of the pristine landscape due to war or by those who revel in destruction or blight for its own sake. The Blight Bearers of Canceri and the Verdant Champions have had a centuries-old blood feud due to the foul Nerothian Order's penchant for spreading plagues to man, plant, and animal alike.

Characteristics: "The Earth Mother provides." This is the mantra of this Order and in fact, She does. Saluwé bestows upon Her chosen Champions the gift of perfect health, strength, and grace, as well as certain special abilities. So long as the Champion is in contact with his Goddess, She will provide arms and armor, as well as a special mount to carry him forth to perform his duties. At the peak of his abilities, Saluwé rewards the Champion for his devotion by bestowing the ability to commune directly with Her aspect of the Goddess of Earth by transforming him into an Elemental being.

Verdant Champions are taught the importance of maintaining a peaceful attitude and emotional control through strict meditation. This does not mean that these Champions are emotionless automatons. On the contrary, to experience all the wonder and splendor that the Wyld Goddess has created, one must be free to feel awe and joy. The meditation techniques are used to control their negative impulses as an enraged Verdant Champion is a terrible thing to behold. However, when the need is dire, all the pent-up anger floods into their being, fueling the righteous fury of the natural world.

Background: An aspiring initiate to the order must first prove his knowledge and devotion to the Earth Goddess. This is done through a series of trials and tests geared to measure the aspirant's true feelings and illuminate his soul. If the trials and tests are passed, the initiate then spends three years learning of the dogma and inner teachings of the Temple. He is also taught martial prowess and technique by the Templars, a group of Temple guards who, while devoted to Saluwé, have not been touched by Her divinely.

The last step before being inducted into the order is conducted in a sacred grove to Saluwé in the Golden Boughs. Here, the initiate is put in a deep trance by the High Priestess and buried alive in a shallow grave for eight days. The trance protects the aspirant from starvation and asphyxiation. While buried in the earth, the initiate's mind is guided by a spirit companion, who allows him to exist briefly as plant, animal, and even a living mountain. This gives the initiate a unique appreciation and understanding of that which he protects and preserves. At the end of the eight days, the aspirant digs his way out of the shallow hollow and undergoes another eight days of cleansing, purification rituals, and deep meditation before finally joining the Order as a full-fledged member.

Races: Val and humans make up the majority of the Verdant Champions, with val'Dellenov being the most predominant Val family due to their affinity for the Earth Goddess. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Due to their strong and different religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Lawful Neutral.

Special: Must worship Saluwé.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Verdant Champion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Verdant Champions are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields). However, Verdant Champions are prohibited from wearing metal armor or using metal shields; thus, they may wear only padded, leather, or hide armor. They may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. (See the *ironwood* spell description for details). A Verdant Champion who wears prohibited armor or carries a prohibited shield is unable to cast spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Solid Ground: Many of the Verdant Champion's abilities only function when she is in contact with "solid ground." She requires the touch of bare earth to draw upon her connection with Saluwé. For purposes of these abilities, "solid ground" is defined to mean any solid, deep, non-moving surface that is not either suspended in the air or floating upon water or some other fluid (such as lava). An island would count as solid ground, but a ship on the ocean or a small chunk of rock in the middle of a magma lake would not. The GM has final decision about whether or not any particular terrain counts as solid ground. Temporarily breaking contact with the earth (such as by jumping or being picked up and thrown) does not count as a disruption for purposes of these abilities; the Verdant Champion is still considered to be on solid ground unless she leaves it completely and for a prolonged period of time (more than a few seconds). Flying, even hovering an inch above the ground, does count as breaking contact with solid ground.

Aura of Faith (Ex): The power of a Verdant Champion's divine aura is equal to her Verdant Champion class level plus any other class levels that grant a divine aura (e.g. cleric).

Stability (Ex): Starting at 1st level, the Verdant Champion gains a +4 bonus on ability checks made to resist being bull rushed or tripped when she is on solid ground.

Strength of the Earth (Su): Starting at 1st level, the Verdant Champion gains a +1 holy bonus to her Strength score for as long as she is on solid ground. This bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and finally +5 at 20th level. This ability is always in effect and does not require activation.

Divine Grace (Ex): Beginning at 2nd level, a Verdant Champion applies her Charisma modifier (if positive) to all saving throws.

Lay on Hands (Su): A Verdant Champion with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her Verdant Champion class level times her Charisma bonus. A Verdant Champion may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action and does not provoke attacks of opportunity.

Alternatively, a Verdant Champion can use any or all of this healing power to deal damage to undead creatures. Using Lay on Hands in this way requires a successful melee touch attack (this is considered an armed attack). The Verdant Champion decides



how many of her daily allotment of points to use as damage after successfully touching an undead creature. The undead is entitled to a Will save (DC 10 plus one-half the Verdant Champion's class level plus the Verdant Champion's Charisma modifier) for half damage.

Divine Health (Ex): Beginning at 3rd level, a Verdant Champion is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Thorn of Saluwé (Sp): At 3rd level, Verdant Champion may call forth the blessing of Saluwé to form a spear of whatever type and size she desires from the earth as a standard action. This weapon is made out of earth and stone, gaining a +5 bonus to its hardness. It remains in existence for as long it remains in the Verdant Champion's grasp and for as long as she remains on solid ground. If the spear is ever thrown, it instantly returns to its base components, causing no effects against its intended target (though this probably works great as a bluff).

The Verdant Champion may also enhance a *Thorn of Saluwé* as she advances in levels and gains the ability to *channel* (see below). The Verdant Champion can spend a *channeling* attempt and roll *channeling* damage which she may apply to imbue her spear as if *greater magic weapon* were cast

Holy Champion: Saluwe' ■ CORE CLASSES IN ARCANIS

upon it, with an effective caster level equal to the *channeling* damage. (This caster level is only used for purposes of calculating the enhancement bonus granted to the spear.)

Alternatively, for purposes of defeating damage reduction, the Verdant Champion may treat her *Thorn of Saluwé* as if it were magical, as if it were aligned, or as if it were made of an alternate material. The Verdant Champion may apply the channeling damage as follows: Overcoming DR/silver is treated as if it were a 5 HD creature, overcoming DR/lawful is treated as if it were a 10 HD creature, overcoming DR/adamantine is treated as if it were a 15 HD creature, and overcoming DR/fervidite is treated as if it were a 20 HD creature. Only one “type” of DR may be selected with each activation of this ability, regardless of how much *channeling* damage is rolled, but multiple activations for different DR types do stack.

Using *channeling* in this manner is a swift action. Each effect lasts a number of minutes equal to the Verdant Champion’s class level (this overrides the normal duration of greater magic weapon). Of course, if the Verdant Champion releases her grip on the *Thorn of Saluwé* and it disintegrates, then any enhancements added to it by *channeling* are lost as well.

Channeling (Su): Beginning at 4th level, the Verdant Champion can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Verdant Champion may *channel* a number of times per day equal to 3 plus her Charisma modifier.

Gaea’s Embrace (Su): At 4th level, a Verdant Champion may spend a use of *channeling* and roll *channeling* damage. The *channeling* damage is divided as the Verdant Champion chooses between the armor bonus and the duration of the effect (measured in hours, although the Verdant Champion can dismiss it earlier if she wishes). In no case may the armor bonus provided by this effect exceed the Verdant Champion’s class level; In addition, this armor is treated as heavy armor, with an armor check penalty equivalent to greater masterwork full plate. The armor bonus provided by this ability may not be magically enhanced (such as by magic vestment) except through other abilities as described below. Finally, this armor blinks out of existence if the Verdant Champion ceases to be on solid ground, but if she returns to solid ground before the duration ends, then the armor reappears exactly as it was before.

Spells (Sp): Beginning at 4th level, the Verdant Champion gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Verdant Champion spell lists. A Verdant Champion must choose and prepare her spells in advance. To prepare or cast a spell, a Verdant Champion must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Verdant Champion’s spell is 10 + the spell level + the Verdant Champion’s Wisdom modifier. Like other spellcasters, a Verdant Champion can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table HC-12: The Verdant Champion**. In addition, she receives bonus spells per day if she has a high Wisdom score. When the table indicates that the Verdant Champion gets 0 spells per day of a

Table HC-12: Holy Champion of Saluwé: The Verdant Champion Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+0	Aura of Faith, Stability, Strength of the Earth	-	-	-	-
2 nd	+2	+3	+0	+0	Divine Grace, Lay on Hands	-	-	-	-
3 rd	+3	+3	+1	+1	Divine Health, Thorn of Saluwe	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Gaea’s Embrace	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Earth Mastery, Special Mount	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Gaea’s Ward	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3		1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Like the Mountain	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4		2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Ley Line	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Tremorsense	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Earthshaker	3	3	3	3

given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The Verdant Champion does not have access to any domain spells or granted powers, as a cleric does. A Verdant Champion 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. A Verdant Champion may prepare and cast any spell on her spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation. Through 3rd level, a Verdant Champion has no caster level. At 4th level and higher, her caster level is one-half her Verdant Champion class level.

Earth Mastery (Ex): A Verdant Champion gains a +1 bonus on attack and damage rolls if both she and her foe are touching solid ground. If an opponent is entirely airborne or waterborne, the Verdant Champion takes a –4 penalty on attack and damage rolls against that foe.

Special Mount (Su): Upon reaching 6th level, a Verdant Champion gains the service of a *stone destrier* (see *Core Rulebook II*). Once per day, as a full-round action, the Verdant Champion may summon the *destrier* as long as she is on solid ground. The mount immediately appears adjacent to the character and remains for 2 hours per Verdant Champion level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Verdant Champion may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Verdant Champion may not summon another mount for thirty days or until she gains a Verdant Champion level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on attack and weapon damage rolls. A Verdant Champion is considered a paladin of one level lower for purposes of mount advancement, which otherwise functions as described in *Core Rulebook I* for paladin mounts.

Gaea's Ward (Su): At 8th level, the armor provided by Gaea's Embrace is treated as if it possessed the *light fortification* ability. This increases to *moderate fortification* at 14th level and *heavy fortification* at 20th level. In addition, the Verdant Champion may choose to add armor spikes to her armor when she creates it, if she desires to do so. At 16th level, the armor is treated as if it possessed the *glamered* special ability (see *Core Rulebook II*). For armor check penalty purposes, the armor provided by Gaea's Embrace is treated as if was a greater masterwork mithral breastplate at 10th level and a greater masterwork mithral chain shirt at 16th level.

Like the Mountain (Su): At 12th level, the Verdant Champion's skin becomes like rock. She is granted unbeatable damage reduction equal to her Charisma modifier (minimum DR 1/-) against all physical blows of a slashing, piercing, or bludgeoning nature. In addition, for purposes of her Stability (described above), she is treated as a creature of one size category larger for every point of her Charisma bonus, though she does not actually increase in size (The maximum size possible is Colossal, regardless if this ability would somehow push the calculations into some heretofore undescribed size category.)

Ley Line (Su): The healing power of the earth flows within every Verdant Champion. Whenever she uses a *cure* spell (or a *cure* spell is used upon her) and both the caster and the recipient are on solid ground, the spell heals an additional number of hit points equal to the spell level times the Verdant Champion's Charisma modifier (minimum 1 bonus hit point per spell level).

Tremorsense (Su): At 18th level, the Verdant Champion automatically senses the location of anything that is in contact with the ground (including creatures burrowing beneath the ground, if they are within range). Her tremorsense extends for a range of 5 feet times her Charisma modifier (minimum 5 feet). The Verdant Champion must be on solid ground to gain the benefit of this ability. Even if she is blinded, deafened, or rendered helpless, the Verdant Champion retains this ability as long as she is on solid ground.

Earthshaker (Su): At 20th level, a Verdant Champion may spend a *channeling* attempt in order to *shapechange* into a humanoid Earth Elemental of her normal size category. The channeling damage determines the number of minutes that the effect lasts. Subsequent *channel* attempts may be made during the duration of this effect in order to increase her size category by one per channeling use. *Channeling* attempts spent to increase the Verdant Champion's size category do not prolong or shorten the duration of the original effect. The maximum size attainable is Huge, which for a Medium-size Verdant Champion requires the use of three *channeling* attempts (one for the original transformation, a second to go to Large size, and a third to go to Huge size). Each use of this ability requires a standard action but does not provoke attacks of opportunity.

Unlike a generic earth elemental, the Verdant Champion does retain her humanoid shape, meaning she can be flanked (but she is immune to critical hits and gains the other Construct traits that she would normally gain through use of the *shapechange* spell). The benefit of retaining her humanoid form is that it allows all her gear to remain in place (and thus function as normal) if she desires.

Sarish - The Order of the Inner Demon

Do not fear or pity these men, for no more selfless souls than they exist in Blessed Illir's realm." With these simple words, the First Emperor of the Coryani Empire acknowledged the sacrifice made by the Order of the Inner Demon and welcomed them as the vanguard of the First Crusade of Light. Though small in number, the original members of the Order acquitted themselves with distinction during the Time of Terror. The last of their Order was struck down at the Battle of Hope's End.

When the rift was torn open between the world of Arcanis and the Infernal realm, hordes of Infernals swarmed through, infesting the world. The Sarishans quickly understood that the only way to survive was to fight fire with fire. Poring through ancient tomes and holy texts, these priests finally discovered the rituals necessary to bind an Infernal within the body of a mortal and force it to grant that mortal a portion of its power. The first dozen members of the Order served humanity with honor and distinction and act as a role model for the members to this day.

Adventures: Even though the Time of Terror is long gone, its legacy remains to plague Arcanis. Members of the Order of the Inner Demon may be found anywhere in the Known Lands, rooting out Infernal cults and seeking out and destroying unbound Infernals roaming the land. Members of the Order do not focus solely on their primary prey. No one knows evil as intimately as those of the Inner Demon do. When they see mortals corrupted by evil desires or performing wicked acts, they will not hesitate in delivering such foul individuals to the Cauldron with horrific efficiency.

Rumor has it that the Wall of the Gods, the barrier raised over a millennium ago to contain the remnants of the Infernal scourge, has fallen. If this is true, Arcanis will be in dire need of these troubled heroes, as they may be the only hope of stemming the rushing tide of malevolence that will surely come.

Characteristics: Members of this Order are a sullen and solitary lot by nature but are intelligent enough to understand that there is strength in numbers and seek out companions who can look beyond their unusual appearance and see the good heart beating within. Constantly being plagued by the bound Infernal causes the Tainted Keeper, as members of the Order call themselves, to unnerve and unsettle his traveling comrades by speaking to or berating his demonic tormentor. Of course, only the Tainted Keeper can hear the Infernal whispering maliciously, giving his companions doubts as to his sanity.

As their control over their foul charge increases, the Tainted Keepers can manifest ever greater powers and abilities, until they can eventually take the form of the Infernal bound within. But members of this Order must always take care never to rely too much or listen too closely to the seductive lies and supplications of their relentless ward, for the Infernal is a patient and cunning creature, biding its time to take complete control over its jailor. Those members of the Order that fall from grace are more dangerous than the quarry they hunt. Whenever word reaches the Order of a fallen member, an Honor Hunt is called with all available Holy Champions joining to put down their condemned brother. When he is finally found, no mercy is given, as the assembled champions know that their comrade is already lost. Only the Infernal remains, despoiling the body and honor of its victim.

Background: Children born when the stars are in a certain special conjunction are delivered to Sarishan priests within days of their birth. These children are then trained from a very early age in harsh and extensive mental techniques, giving them the unbending will necessary to withstand the trials that await them in adulthood. At the age of eight, the children are sent to the ancient Sarishan Temple of the Venator Invictus, the Invincible Hunter, nestled in the Corlathian Mountains near the Dwarven Enclave of Encali. Here their training continues in various mental disciplines as well as a variety of martial techniques. During the next ten years, a rune master begins to tattoo their bodies with intricate runes and sigils. This is an excruciatingly painful exercise and a test of the initiate's mental control and his ability to withstand prolonged pain and suffering.

Upon the initiate's eighteenth birthday, the High Priest of the Temple performs a sacred ceremony where he summons and vaporizes an Infernal and quickly inhales the noxious fumes, holding it in his cheeks. He then blows the Infernal into the initiate's mouth, sealing the spirit of the creature within the aspirant. It is then that the years of mental discipline come into focus. The Infernal immediately rails against its imprisonment and attempts to possess the initiate's body. The runes inscribed upon her body flare with an unholy light as their purpose is finally made clear; they serve to transform the aspirant into a living binding circle, trapping the Infernal within. Should the initiate fail and the Infernal take control, both the foul spirit and the unfortunate initiate are both immediately destroyed. These Sarishan priests will not suffer an Infernal to remain unbound. Once the struggle is complete and the aspirant achieves total control over her body and mind, she is inducted as a full member of the Order of the Inner Demon.

Races: Encali dwarves, Val, and humans make up the majority of the members of this Order, with val'Mehan and val'Mehen being the most predominant Val families due to their affinity for Sarish, the Binder. Gnomes, half-ores, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Dark-kin are not inducted into the Order for fear that binding an Infernal to one already Tainted would be a recipe for disaster. Due to their strongly-held and different religious beliefs, Elorii, dwarves from the other Enclaves, and ss'ressen are not eligible for this class.

Alignment: Lawful Good.

Special: Must worship Sarish.

Hit Die: d10.

Class Skills

Skill points at each level: 2 + Int modifier.

The Order of the Inner Demon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Class Features:

Weapon and Armor Proficiency: Members of the Order of the Inner Demon (known as Tainted Keepers) are proficient with all simple and martial weapons, with all types of armor, and with shields (but not with tower shields).

Aura of Faith (Ex): The power of a Tainted Keeper's divine aura is equal to his Tainted Keeper class level plus any other class levels that provide a divine aura (e.g. cleric).

Discern Infernal (Sp): Beginning at 1st level, a Tainted Keeper may discern the presence of any Infernal creature. This spell-like ability is similar to detect evil, emanating from the Tainted Keeper to a range of 60 feet. It can be activated at will and detects creatures with the Infernal or Tainted subtypes. On the first round of concentration, the presence or absence of such creatures is detected; on the second round, the strength of their auras (based on Hit Dice) can be determined.

Path of the Tainted (Ex): A Tainted Keeper may take the following Tainted feats (see Chapter 5 – Feats) as if they had an unlocked Infernal Heritage (see Legacy of Damnation for details): Alien Mind, Alienation, Brothers in Darkness, Infernal Mind, Snarl, and Voice of Doom. Although the Tainted Keeper does gain the [Tainted] subtype, this does not allow him to take Tainted feats that specifically include a prerequisite of being a dark-kin. Unfortunately there are no Tainted feats in the Player's Guide that do not require the character to be a dark-kin, but that does not change the fact that the Tainted Keeper does not qualify for those feats because by definition he cannot be a dark-kin. There are Tainted feats in the sourcebook Legacy of Damnation that are open to non-dark-kin characters, and the Keeper can take those (assuming he meets all of the prerequisites).

The Infernal Within (Ex): Each Member of the Order of the Inner Demon must choose one from among the following Infernals: succubus, vrock, glabrezu, osyluth, kyton, or hamatula. The chosen type represents the Infernal that is bound within the Tainted Keeper. The character's type changes to Augmented Humanoid, he receives the Tainted subtype, and he detects as both evil and Infernal, just as if he were an Infernal of the chosen type. (He also detects as lawful and as good, according to the strength of his Divine Aura, which can partially offset the fact that he detects as a variety of unpleasant things. Furthermore, members of the Order can always recognize one another at a glance when using their Discern Infernal ability.)

Favored Enemy (Ex): At 2nd level, due to his extensive study of Infernal creatures and his training in the proper techniques for combating them, the Tainted Keeper gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 5th level and every five levels thereafter the bonus against these types of creatures increases by +2, to a maximum of +10 at 20th level.

Lure of Darkness (Ex): Beginning at 2nd level, and every even level thereafter, the Tainted Keeper must resist the draw of the darkness within. This requires a Will save (DC 10 plus one-half the Tainted Keeper's class level). The first such saving throw is made at a +4 bonus, and if failed it has no effect other than to alert the Keeper that he is slipping towards the mindset of his bound Infernal. On any subsequent failure, the character's alignment moves one step closer to losing his soul. At



first, the character loses his Lawful nature, becoming Neutral Good. After that he begins losing his intrinsic goodness, first becoming true Neutral and then becoming Neutral Evil. An atonement spell cast by a Sarishan cleric or member of the Order of the Inner Demon grants the character an additional saving throw to return to his previous alignment. Usually the casting of this spell must be accompanied with some great act of compassion or the accepting of a quest for some greater good.

Note: Although in Core Rulebook III all demons are listed as Chaotic Evil and all devils are listed as Lawful Evil, for purposes of this ability, the Lure of Darkness always moves the character in the direction specified, towards Neutral Evil. The GM may choose to modify this if she has chosen to allow characters of alignments other than Lawful Good to take this class in her own campaign.

The Night Hides Not (Ex): At 2nd level, a Tainted Keeper gains the ability to see through any type of darkness. Darkness spells (including deeper darkness) simply have no effect upon the Tainted Keeper. Other types of spells that impair vision or provide concealment, such as blur and obscuring mist, still affect the Keeper normally.

Immunity to Poison (Su): At 3rd level, the Tainted Keeper gains complete immunity to all poisons. This is part of the Infernal heritage that now pulses within him.

Infernal Resistances (Su): At 3rd level, the Tainted Keeper gains a type of energy resistance similar to that of the Infernal trapped within him. If the Tainted Keeper contains a devil (hamatula, kyton, or osyluth) then he gains acid and cold resistance equal to one-half his class level (rounded down). If the Keeper contains a demon (glabrezu, succubus, or vrock) then

he gains acid, cold, and fire resistance equal to one-half his class level (rounded down).

Channeling (Su): Beginning at 4th level, Tainted Keeper can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Tainted Keeper may channel a number of times per day equal to 3 plus his Charisma modifier.

Spells (Sp): Beginning at 4th level, members of the Order of the Inner Demon gain the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Order of the Inner Demon spell lists. A Tainted Keeper must choose and prepare his spells in advance. To prepare or cast a spell, a Tainted Keeper must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Tainted Keeper's spell is 10 + the spell level + the Tainted Keeper's Wisdom modifier. Like other spellcasters, a Tainted Keeper can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table HC-13: The Order of the Inner Demon. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Tainted Keeper gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Tainted Keeper does not have access to any domain spells or granted powers, as a cleric does. A Tainted Keeper prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a cure spell in its place. A Tainted Keeper may prepare and cast any spell on his spell list, provided that he

can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Tainted Keeper has no caster level. At 4th level and higher, his caster level is one-half his Order of the Inner Demon class level.

Turn Infernals (Su): Starting at 4th level, the Tainted Keeper may use his channeling ability to affect Infernals as a cleric turns or rebukes undead. A Keeper with 5 or more ranks in Knowledge (the planes) gets a +2 bonus on turning checks against Infernals. Furthermore, a Keeper who possesses a devil within him gains a +1 bonus to turning checks against devils, and those who possess demons likewise gain a +1 bonus when attempting to turn or rebuke demons. The Tainted Keeper's effective level for these channeling attempts is equal to his class level, unless he also has levels in other classes that give him the ability to turn or rebuke Infernals, in which case those class levels stack for this purpose.

Blessing of Sarish (Su): Starting at 6th level, a Tainted Keeper learns to imbue his weapon (including natural weapons) with the Binder's divine power. As a free action, the character may channel into a weapon that he is holding (this does not require a check), and for a number rounds equal to his class level plus his Charisma modifier, the weapon ignores the damage reduction of any Infernal and causes real damage to any Infernal that possesses the Regeneration special quality. If the imbued weapon leaves the Tainted Keeper's grasp, then it loses its special properties. However, at 10th level, this restriction is removed, and furthermore the Keeper may target any weapon within 30 feet instead of targeting his own weapon.

Table HC-13: Holy Champion of Sarish: Order of the Inner Demon Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+2	Aura of Faith, Discern Infernal, Path of the Tainted, The Infernal Within	-	-	-	-
2 nd	+2	+3	+0	+3	Favored Enemy (Infernal), Lure of Darkness, The Night Hides Not	-	-	-	-
3 rd	+3	+3	+1	+3	Immunity to Poison, Infernal Resistances	-	-	-	-
4 th	+4	+4	+1	+4	Channeling, Turn Infernals	0	-	-	-
5 th	+5	+4	+1	+4		0	-	-	-
6 th	+6/+1	+5	+2	+5	Blessing of Sarish, Symbiosis I	1	-	-	-
7 th	+7/+2	+5	+2	+5		1	-	-	-
8 th	+8/+3	+6	+2	+6	Fiendish Mount	1	0	-	-
9 th	+9/+4	+6	+3	+6		1	0	-	-
10 th	+10/+5	+7	+3	+7	Symbiosis II	1	1	-	-
11 th	+11/+6/+1	+7	+3	+7		1	1	0	-
12 th	+12/+7/+2	+8	+4	+8	Aura of Courage, Infernal Resistances (Greater)	1	1	1	-
13 th	+13/+8/+3	+8	+4	+8		1	1	1	-
14 th	+14/+9/+4	+9	+4	+9	Symbiosis III	2	1	1	0
15 th	+15/+10/+5	+9	+5	+9		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+10	Nightmare Mount	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+10		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+11	Symbiosis IV	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+11		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+12	Apotheosis	3	3	3	3

Symbiosis (Su): Beginning at 6th level, a Tainted Keeper begins to discover the ways to tap the powers of the Infernal bound within. The exact powers depend on the type of Infernal as described below.

Special Mount (Sp): Upon reaching 8th level, a Tainted Keeper gains the service of an unusually intelligent, strong, fiendish heavy warhorse to serve him. (Use the standard heavy warhorse stats, but increase the creature's Intelligence score to 6 and apply the Fiendish Creature template from Core Rulebook III.) Once per day, as a full-round action, the Keeper may magically call his mount from the Infernal realms in which it resides. The mount immediately appears adjacent to the character and remains for 2 hours per Keeper level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Keeper may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The character may not summon another mount for thirty days or until he gains a Member of the Order of the Inner Demon level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on attack and weapon damage rolls. A Tainted Keeper is considered a paladin of three levels lower for purposes of mount advancement, which otherwise proceeds as described in Core Rulebook I for paladin mounts.

Aura of Courage (Ex): Beginning at 12th level, a Tainted Keeper is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale

bonus on saving throws against fear effects. This ability functions constantly as long as the Keeper is conscious, but not if he is unconscious or dead.

Infernal Resistances, Greater (Su): At 12th level, the Tainted Keeper's resistances become even more like those of the Infernal trapped within. If the Keeper contains a demon (glabrezu, succubus, or vroock) then he gains electricity resistance equal to his class level. If the Keeper contains a devil (hamatula, kyton, or osyluth) then he gains fire resistance equal to his class level.

Nightmare Mount (Sp): Upon reaching 16th level, the Keeper's fiendish heavy warhorse becomes a nightmare (see Core Rulebook III). For purposes of further mount advancement, the Keeper is now considered a paladin of eleven levels lower than his class level, but otherwise follows the same rules as detailed in Core Rulebook I for paladin mounts. Unlike a normal nightmare, however, the mount cannot use Astral Projection, and it can use Etherealness but once per week (on itself and the holy champion only).

Apotheosis (Su): Upon reaching 20th level, the Tainted Keeper has reached the pinnacle of his Order. He undergoes an Infernal Apotheosis. His type changes to Outsider, and he gains the Native subtype. In addition, the Keeper can now summon forth all of the abilities of his inner Infernal: he gains the ability to shapechange once per day into the form of the Infernal creature he has devoted his life to studying, mastering, and defeating. This ability is treated as the shapechange spell cast by a 20th level sorcerer, but the DC of all abilities of the Infernal form is 20 plus the Keeper's relevant ability modifier. (The relevant ability modifier is the one listed as being the base for the save DC for that ability in Core Rulebook III.)

Table HC-13-1: Symbiosis: Succubus

Power	Ability
Level 1	Tongues (Su): The Keeper gains a permanent <i>tongues</i> ability (as the spell, caster level 12th).
Level 2	Telepathy (Su): The Keeper can communicate telepathically with any other creature within 100' that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Level 3	Guile & Deception (Su): The Keeper gains the ability to <i>polymorph</i> at will (humanoid form only, no limit on duration) as well as the ability to <i>charm monster</i> a number of times per day equal to his Charisma modifier (the saving throw DC is 15 plus the Keeper's Charisma modifier).
Level 4	Wings of the Devil (Ex): As a standard action, the Keeper may sprout a pair of 6' high wings. Sprouting such wings may ruin normal clothing, and armor needs to be specially modified to allow flight. The Keeper gains <i>Wings of the Devil</i> as a bonus feat, even if she does not have the normal prerequisites for that feat.

Table HC-13-2: Symbiosis: Vroock

Power	Ability
Level 1	The Vroock's Claws (Su): The Keeper may grow the claws of a vroock. Extending such claws requires a move-equivalent action. This ability remains in effect as long as desired; the claws can be retracted as a move-equivalent action. These claws are treated as natural weapons. Each claw deals 1d6 (plus Strength bonus) points of damage.
Level 2	Wings of the Devil (Ex): As a standard action, the Keeper may sprout a pair of 6' high wings. Sprouting such wings may ruin normal clothing, and armor needs to be specially modified to allow flight. The Keeper gains <i>Wings of the Devil</i> as a bonus feat, even if he does not have the normal prerequisites for that feat.
Level 3	Stunning Screech (Su): Once per, the Keeper may emit a piercing screech. All creatures except for Infernals within a 30-foot radius must succeed on a Fortitude save (DC 15 plus the Keeper's Constitution modifier) or be stunned for 1 round.
Level 4	Spores (Ex): The Keeper may release masses of spores from his body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the Keeper. The spores then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of vine-like growths. (The vines are harmless and wither away in 1d4 days.) A <i>delay poison</i> spell stops the spores' growth for its duration. <i>Bless</i> , <i>neutralize poison</i> , or <i>remove disease</i> spells kill the spores, as does sprinkling the victim with a vial of holy water.

Table HC-13-3: Symbiosis: Glabrezu

Power	Ability
Level 1	Infernal Rage (Su): The Keeper may fly into an unholy rage once per day. This ability is identical to the barbarian rage ability.
Level 2	Pincers of the Glabrezu (Su): As a full-round action, the Keeper may transform his hands into a pair of wickedly sharp pincers. These pincers remain in effect as long as desired; they can be dismissed as a standard action. The pincers are treated as natural weapons. Each pincer deals 2d8 (plus Strength bonus) points of damage. The pincers are not suitable for somatic components, so the Keeper cannot cast spells while this ability is in effect.
Level 3	Telepathy (Su): The Keeper can communicate telepathically with any other creature within 100' that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time
Level 4	True Seeing (Su): The Keeper may use <i>true seeing</i> at will (caster level 14 th).

Table HC-13-4: Symbiosis: Osluth

Power	Ability
Level 1	Fear Aura (Su): The Keeper may radiate a 5-foot-radius fear aura as a free action at will. Affected creatures must succeed on a Will save (DC 14 plus the Keeper's Charisma modifier) or be affected as though by a <i>fear</i> spell (with a caster level equal to one-half the Keeper's class level). A creature that successfully saves cannot be affected again by the same Keeper's fear aura for 24 hours.
Level 2	Infernal Fortitude (Su): The Keeper may harden his skin as a free action, gaining a natural armor bonus of +4. This exoskeleton remains in effect as long as the Keeper desires and can be retracted as a free action.
Level 3	Infernal Resistance (Ex): The Keeper gains spell resistance equal to 10 plus his class level.
Level 4	Stinger (Su): The Keeper may sprout a barbed tail (much like that of a scorpion) as a standard action. When using the full attack action, the Keeper may make a single extra attack with this tail. This extra attack is made at his highest base attack bonus. The stinger can be retracted as a standard action. The tail deals 3d4+2 points of damage plus poison (Injury; Fortitude DC 10 plus one-half the Keeper's class level plus the Keeper's Constitution modifier; initial damage 1d6 Str; secondary damage 2d6 Str.)

Table HC-13-5: Symbiosis: Kyton

Power	Ability
Level 1	Unnerving Gaze (Su): As a move action, the Keeper can make his face resemble one of his opponent's departed loved ones or bitter enemies. All enemies within 30 feet who fail a Will save (DC 12 plus the Keeper's Charisma modifier) suffer a –2 penalty on attack rolls for the next 1d3 rounds.
Level 2	Dancing Chains (Su): The Keeper gains the ability to control up to four chains within 20 feet as a standard action. He may make the chains dance or move as he wishes. In addition, he can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. Each chain may make one attack per round, on the Keeper's action, using the Keeper's highest base attack bonus. The chains do not threaten and cannot make attacks of opportunity. If a chain is in another creature's possession when the Keeper tries to animate it, that opponent can attempt a Will save (DC 10 plus one-half the Keeper's class level plus the Keeper's Charisma modifier) to break the Keeper's power over that chain. If the save is successful, the Keeper cannot attempt to control that particular chain again for 24 hours or until the chain leaves his opponent's possession. Furthermore, the Keeper can climb chains with ease. He moves at his normal base speed and does not need to make Climb checks.
Level 3	Infernal Resistance (Ex): The Keeper gains spell resistance equal to 10 plus his class level.
Level 4	Regeneration (Ex): The Keeper gains the special quality of Regeneration. All damage dealt to the Keeper is treated as nonlethal damage, and he regenerates 5 points of nonlethal damage per round. The Keeper takes normal damage from silvered weapons, Sarishan steel weapons, good-aligned weapons, and spells or effects with the Good descriptor. If the Keeper loses a piece of his body, he re-grows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Table HC-13-6: Symbiosis: Hamatula

Power	Ability
Level 1	The Hooked Talons (Su): The Keeper may grow a pair of wickedly sharp, hooked talons. Extending such talons requires a move-equivalent action. This ability remains in effect as long as desired; the talons can be retracted as a move-equivalent action. These talons are treated as natural weapons. Each talon deals 1d6 (plus Strength bonus) points of damage.
Level 2	Barbed Defense (Su): The Keeper may sprout barbs from his skin, creating a defensive layer of spines. Any adjacent creature striking the Keeper with a manufactured weapon, or any creature striking the Keeper with natural weapons, is automatically hit by these barbs. The attacker takes 1d4 points of piercing and slashing damage from the barbs. The harder the attacker hits the Keeper, the more the spines hurt. If the attacker has a Strength bonus to damage, one-half that bonus is added to the damage he suffers from the barbs. If the attacker uses the Power Attack feat to deal damage to the Keeper, then an equal amount of damage to that inflicted by the Power Attack feat is returned to the attacker as well. Developing such barbs requires a full-round action. This ability remains in effect as long as desired. The spines can be retracted as a move-equivalent action.
Level 3	Infernal Resistance: The Keeper gains spell resistance equal to 10 plus his class level.
Level 4	Impale (Ex): When the Keeper has his spines extended he may use them during a grapple to devastating effect. The Keeper deals 2d8 points of damage (plus Strength bonus) with a successful grapple check. If the Keeper does not have his spines extended when a grapple is initiated, he may still choose to extend them as normal, in which case they immediately deal the listed damage to all other creatures currently in the grapple.

Yarris - The Sea Lord

The oceans cover over three-fourths of Arcanis' surface area. They can be as placid and still as glass or become a roiling and unforgiving tempest in a matter of moments. Beneath the oceans' white-capped skins, they are home to a myriad of creatures large and small, mundane and exotic, wondrous and terrifying. To a Sea Lord, one of the Holy Champions of Yarris, the sea is her home and all these creatures that live beneath its waves are resources from which to draw power. Yet these Lords of the Oceans are usually found far from the coast, in the most inhospitable environments, searching for the Lost Pearls of Yarris.

At the inception of the First Imperium of Man, Illiir bid that each god bestow upon humanity a gift. Yarris gave the fledgling empire nine pearls, each the size of a man's head and unique in power. Each of the pearls was granted dominion over some facet of Yarris' realm. Should a province suffer from famine, merely dip the Pearl of Bounty in a nearby river and by morning the banks will be overflowing with fish. If a hurricane threatens to drown a coastal city, raise the Pearl of the Tempest in the face of the storm and instantly the winds will abate. As the Imperium grew larger and larger, the pearls were taken further afield. Rampaging humanoid bands and unscrupulous thieves set their eyes on the priceless pearls and one by one each of the pearls was lost to the wilds of Arcanis.

Adventures: Both chapters of the Sea Lords feel it is their sacred duty to find the pearls and restore them to their rightful place in the ancient Temple of the Pantheon in the First City. The members begin their quest for the pearls from their moment of induction to the day they breathe their last. Thus, Sea Lords are usually found far from their beloved coasts and oceans, traveling to the most inhospitable of places upon or under Arcanis in the hopes of fulfilling their duty and recovering another of these sacred items. Thus far, only two of the nine pearls have been restored.

Characteristics: Members of this Order are known for their haughty and stoic natures. Being far from their beloved ocean waves makes them slightly discomfited, especially when they are in alien environments such as in the mountains or deserts, though they are unlikely to admit any such weakness or unhappiness.

Their only solace is with the divine gifts that Yarris bestows upon them, such as perfect health, protection from danger, a courageous heart, and most importantly, the ability to channel the power and abilities of the denizens of the sea. This ability allows the Sea Lord to manifest the fearsome bite of the shark or the multi-armed attack of the octopus, just to name a few. These gifts make the Sea Lord a potent opponent, even outside of his preferred aquatic environment. Pity the foe who has to face one of these Holy Champions beneath the sea, for even the mightiest Kraken hesitates to confront a Sea Lord within the watery confines of Yarris' domain.

Background: This order of Holy Champions is quite distinct from others, as it is sponsored by not one but two distinct Yarric temples. The Temple of Waves in Naeraanth in Milandir and the Temple of the Tempestuous Sea in Salantica both claim that the Order of the Sea Lords was created by their respective priests during the time of the First Imperium and both have ancient scrolls to back up their claims. As there is no conclusive evidence either way, both temples call their orders by the same title and teach them the same rituals and techniques.

A friendly rivalry exists between the two branches of the order, and while hostilities have never surfaced between the two factions, a certain amount of disdain and snobbery is evident whenever members from both sides meet. Each faction is easily distinguishable from the other, as the Sea Lords from Milandir are resplendent in their shining platemail whereas those from the Salantican province wear armor crafted from the shells of the monstrous crustaceans that infest their homeland.

Races: Val and humans make up the majority of the members of this Order, with val'Ossan being the most predominant Val family due to their affinity for the Lord of Oceans. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Due to their strong and different religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Any Good.

Special: Must worship Yarris.

Hit Die: d8.

Class Skills

Skill points at each level: 6 + Int modifier.

The Sea Lord's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (local: port city only) (Int), Listen (Wis), Move Silently (Dex), Profession (sea-related only) (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features:

Weapon and Armor Proficiency: Sea Lords are proficient with all simple and martial weapons, with all types of armor, and with shields (but not tower shields).

Aura of Faith (Ex): The power of a Sea Lord's divine aura is equal to his Sea Lord class level plus any other class levels that provide a divine aura (e.g. cleric).

The Sea is My Home (Ex): A Sea Lord enjoys a +2 circumstance bonus on all skill checks when used at sea. Val'Ossan Sea Lords gain an additional +2 synergy bonus to these rolls due to their divine link with their deity. For purposes of this and other special abilities usable by the Sea Lord, a "sea" refers to any contiguous large body of fresh or salt water that is large enough so that a person cannot generally see from one shoreline to the opposite side.



(even if at some parts of that body of water this is possible). Holy Champions of Yarris find that they are continually under the effects of the *endure elements* spell when in or within one mile of a sea.

Channeling (Su): Beginning at 2nd level, the Sea Lord can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Sea Lord may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Divine Grace (Ex): Beginning at 2nd level, a Sea Lord applies his Charisma modifier (if positive) to all saving throws.

Divine Health (Ex): Beginning at 3rd level, a Sea Lord is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

Yarris' Embrace (Sp): Beginning at 3rd level, a Sea Lord spend a use of channeling in a manner that targets his own person. If the maximum HD affected

equals or exceeds his character level, then the Sea Lord may create his choice of a *water breathing* or *water walk* spell (self only). The duration of this effect is measured in minutes, and is equal to the amount of channeling damage rolled. He may create both effects at once and divide up the duration between them if he so desires.

At One with the Sea (Ex): At 4th level, whenever he is in the water, the Sea Lord is under the effects of a continual *freedom of movement* spell. He has a base swimming speed of 30 feet per round, and does not need to make Swim checks to move through water. Furthermore, the Sea Lord does not suffer damage from water pressure, and being immersed in naturally cold water deals no damage to him, regardless of the water temperature.

At 10th level, the Sea Lord gains the ability to breathe water as an extraordinary ability. He can breathe water as easily as air and can switch freely back and forth between the two environments.

Divine Grace (Ex): Beginning at 4th level, a Sea Lord applies his Charisma modifier (if positive) to all saving throws.

The Pearls of Yarris (Su): The fabled Nine Pearls of Yarris are well known within the faith, and their powers are quite impressive. Although seven of the nine Pearls are currently lost, various Holy Champions of Yarris have developed the ability to *channel* small aspects of the power of those legendary artifacts.

The Sea Lord specializes in borrowing and mastering the abilities and powers of Yarris' other children, those creatures who spend most of their life under the waves. He can use these powers to assist him in achieving his own goals (which typically include questing for the fabled Pearls at some point in his life). The various powers may manifest themselves in unusual ways (for example, someone using the Third Pearl to mimic a shark bite might manifest a horrific toothy maw); however, the abilities granted through using the Pearls of Yarris are not like the *polymorph* spell in that the character doesn't actually change into whatever he is mimicking. However, *true seeing* will reveal a translucent image of whatever creature the Sea Lord is "borrowing" powers from; this image is superimposed over the Sea Lord's own.

Any differences in later powers granted by the Pearls of Yarris subsume earlier Pearls. The available ranges for each Pearl are summarized on **Table HC-14-01: The Pearls of Yarris**. For example, a 10th level Sea Lord can use any powers of any of the First, Second, Third, or Fourth Pearls of Yarris. Per those entries, that means a Sea Lord could gain the skill ranks, feats, natural armor, attack routines (but not special attacks), and sensory qualities of

any Small, Medium, or Large aquatic creature of the type Animal, Humanoid, Monstrous Humanoid, Plant, Vermin, or Giant. This is subject to three caveats. First, any ability granted that has a numeric variable (other than attack and damage rolls) cannot have a value for that variable exceeding the Sea Lord's class level. Second, a Sea Lord can only "borrow" one creature at a time (in other words, he cannot use multiple *channeling* attempts to stack several creatures and take the best features of each). Third, when "borrowing" the attack routines of a creature, the Sea Lord uses his own Base Attack Bonus and current ability scores, but does not gain additional iterative attacks based upon his BAB (he is considered to be using natural weaponry). The Sea Lord may dismiss any or all powers at any time before their natural expiration.

First Pearl of Yarris (Su): Beginning at 4th level, a Sea Lord may spend a use of channeling and utilize the skill ranks of any Medium-size aquatic Humanoid. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Spells (Sp): Beginning at 4th level, the Sea Lord gains the ability to cast a small number of divine spells, which are drawn from the *Holy Champion* and *Sea Lord* spell lists. A Sea Lord must choose and prepare his spells in advance. To prepare or cast a spell, a Sea Lord must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Sea Lord's spell is 10 + the spell level + the Sea Lord's Wisdom modifier. Like other spellcasters, a Sea Lord can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-14: The**

Sea Lord. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Sea Lord gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Sea Lord does not have access to any domain spells or granted powers, as a cleric does. A Sea Lord prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Sea Lord may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Sea Lord has no caster level. At 4th level and higher, his caster level is one-half his Sea Lord class level.

Second Pearl of Yarris (Su): Beginning at 6th level, a Sea Lord spend a use of channeling to utilize any feats and the natural armor of any Medium aquatic Monstrous Humanoid or Animal, as well as any creature of a type mentioned in the previous Pearl. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Third Pearl of Yarris (Su): Beginning at 8th level, a Sea Lord may spend a use of channeling to utilize the attack routines (excluding special attacks such as Swallow Whole) of any Small, Medium, or Large aquatic Plant or Vermin, as well as any creature of a type mentioned in the previous Pearls. The Sea Lord cannot utilize more limbs than he normally possesses. The channeling damage is applied to determine the duration (which is measured in minutes).

Table HC-14: Holy Champion of Yarris: The Sea Lord Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Aura of Faith, The Sea is My Home	-	-	-	-
2nd	+2	+3	+3	+0	Channeling, Divine Grace	-	-	-	-
3rd	+3	+3	+3	+1	Divine Health, Yarris' Embrace	-	-	-	-
4th	+4	+4	+4	+1	At One with the Sea, Divine Grace, First Pearl of Yarris	0	-	-	-
5th	+5	+4	+4	+1		0	-	-	-
6th	+6/+1	+5	+5	+2	Second Pearl of Yarris	1	-	-	-
7th	+7/+2	+5	+5	+2		1	-	-	-
8th	+8/+3	+6	+6	+2	Third Pearl of Yarris	1	0	-	-
9th	+9/+4	+6	+6	+3		1	0	-	-
10th	+10/+5	+7	+7	+3	At One with the Sea (Advanced), Fourth Pearl of Yarris	1	1	-	-
11th	+11/+6/+1	+7	+7	+3		1	1	0	-
12th	+12/+7/+2	+8	+8	+4	Aura of Courage, Fifth Pearl of Yarris	1	1	1	-
13th	+13/+8/+3	+8	+8	+4		1	1	1	-
14th	+14/+9/+4	+9	+9	+4	Sixth Pearl of Yarris	2	1	1	0
15th	+15/+10/+5	+9	+9	+5		2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5	Seventh Pearl of Yarris	2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Eighth Pearl of Yarris	3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Ninth Pearl of Yarris	3	3	3	3

At 12th level, this ability includes the reach of the chosen creature if that reach is greater than the Sea Lord's natural reach. At 16th level, this ability is not limited by the number of limbs (for example, an 8th level Sea Lord that manifests a Large octopus would get two tentacle attacks and a bite attack. At 16th level, the same character would get 8 tentacle attacks and a bite attack, though six of the arms would appear and then disappear once the attack had been executed).

Note the rules for combining natural and manufactured-weapon attacks do apply; the Sea Lord is considered to be using natural weaponry when he uses this ability. Activating this power is a standard action.

Fourth Pearl of Yarris (Su): Beginning at 10th level, a Sea Lord may spend a use of channeling to utilize the sensory qualities (such as low-light vision, darkvision, blindsense, and tremorsense) of any Small, Medium, or Large aquatic Giant, as well as any creature of a type mentioned in the previous Pearls. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Aura of Courage (Ex): Beginning at 12th level, a Sea Lord is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly as long as the Sea Lord is conscious, but not if he is unconscious or dead.

Fifth Pearl of Yarris (Su): Beginning at 12th level, a Sea Lord may spend a use of channeling to utilize any of the extraordinary Special Attacks or Special Qualities possessed by any Tiny through Huge aquatic Ooze, as well as any creature of a type mentioned in the previous Pearls. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Sixth Pearl of Yarris (Su): Beginning at 14th level, a Sea Lord may spend a use of channeling to gain the physical statistics (Strength, Dexterity, and/or Constitution) of his choice of any Tiny through Huge aquatic Aberration, as well as any creature of a type mentioned in the previous Pearls.

The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Note: The ability scores borrowed are treated as a substitution for the Sea Lord's own ability scores; any non-intrinsic bonuses (such as enhancement bonuses) carry over, but intrinsic bonuses and increases do not.

Seventh Pearl of Yarris (Su): Beginning at 16th level, a Sea Lord may spend a use of channeling to utilize any of the extraordinary Special Attacks or Special Qualities possessed by any Diminutive through Gargantuan aquatic Magical Beast, as well as any creature of a type mentioned in the previous Pearls. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Eighth Pearl of Yarris (Su): Beginning at 18th level, a Sea Lord may spend a use of channeling to gain the supernatural Special Qualities (such as Regeneration or Damage Reduction) of any Diminutive through Gargantuan water elemental (see Core Rulebook III), as well as any creature of a type mentioned in the previous Pearls. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Ninth Pearl of Yarris (Su): At 20th level, a Sea Lord spend a use of channeling in a manner that targets his own person. If the maximum HD affected equals or exceeds his character level, the Sea Lord can utilize any or all of the abilities and attributes, including all extraordinary and supernatural abilities, of any aquatic Outsider of any size (from Fine all the way to Colossal), as well as any creature of a type mentioned in the previous Pearls. The channeling damage is applied to determine the duration (which is measured in minutes). Activating this power is a standard action.

Table HC-14-1: The Pearls of Yarris

Pearl	Smallest size category	Largest size category	Creature type added
First	Medium	Medium	Humanoid
Second	Medium	Medium	Animal, Monstrous Humanoid
Third	Small	Large	Plant, Vermin
Fourth	Small	Large	Giant
Fifth	Tiny	Huge	Ooze
Sixth	Tiny	Huge	Aberration
Seventh	Diminutive	Gargantuan	Magical Beast
Eighth	Diminutive	Gargantuan	Water Elemental (only)
Ninth	Fine	Colossal	Outsider

Patrician

Throughout Arcanis, there are men and women of noble families who train in the various arts of politics, law, and etiquette with the hope that they can support and ultimately enhance their family's power and social standing. While possibly showing talents for war, faith, or magic, those that follow the path of the Patrician become the consummate courtiers of the Arcanis ruling class. Some are even accepted into dwarven holds and select Elorii cities. For those lucky few, diplomacy becomes a weapon sharper than a sword and their words become more damaging than any spell. While a Patrician may not be as proficient on the battlefield as a warrior, a competent Patrician may be able to prevent any unnecessary conflict before it begins.

Adventures: Patricians prefer the halls of power to the daily travels of most adventures, but there are many reasons why one of noble birth may choose a life on the road. Some may have been sent to small provinces to prove themselves, while others simply seek a more worldly education than that found in the classroom. A few have also found disfavor, either from their family or the royal court, and travel to avoid the shame. When they do adventure, Patricians tend to become the focus of small communities or groups. While adventuring, they seek to maintain or enhance their personal reputation and status along with that of their family.

Characteristics: Patricians are masters of social manipulation. They have the opportunity to become highly skilled in both social and academic skills. Most become scholars or diplomats and a select few gravitate toward a more roguish lifestyle.

Patricians have contacts with people in all social castes. If they don't personally have a contact where they need one, they know someone who does. From this network, they can find out useful information or gain access to individuals who are normally very difficult to find or converse with. The Patrician also possesses the ability to inspire allies with his presence or praise, and Patricians excel at coordinating the activities of small groups. Many Patricians learn to use their reputation as a weapon and learn the secrets of commanding and coordinating large groups of people. While they may not be as physically strong in combat as some classes or possess the magical abilities of others, they do radiate a commanding social presence that is hard to ignore.

Background: Patricians can be found in all areas of the former Coryani Empire, including Canceri. In these cultures, a person often has the luxury to study various topics including social manipulation. Further, in these particular areas, there is a socio-political structure that supports people who excel in politics.

Races: While there is a loose structure of

nobility among the dwarves and Elorii, their concepts of leadership shun this type of profession, as their culture focuses more on ability and achievement than social graces.

Other Classes: Patricians find uses for every other class and usually have a good eye for gauging the strengths of others. Patricians can bring out the best or the worst in people. For this reason, they are loved, hated, feared, and respected by other classes ... depending on their interactions.

Game Rules Information:

Patricians have the following game statistics.

Abilities: A high Charisma influences the Patrician's ability to manipulate social situations and a high Intelligence aids his academic skills.
Hit Die: d6

Skill Points at 1st Level: (6 + Intelligence modifier) x 4

Skill Points: 6+ Intelligence modifier

Class Skills: The Patrician's class skills (and the key ability for each skill) are: Appraise (Int), Black Market (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (any) (Cha), Profession (Wis), Ride (Dex), Research (Int), Sense Motive (Wis), and Speak Language (Int).

Starting Wealth: 2d4x10 gp + 6d8x10 gp (from the Gentry feat)

Weapons and Armor Proficiencies:

Patricians are proficient with all simple weapons. In addition, they gain proficiency with one of the following: Any single martial weapon of the character's choice or the chosen weapon of his deity. Alternately, the Patrician may choose Exotic Weapon Proficiency (flintlock pistols) en lieu of either the martial or deity-specific weapon. Patricians are proficient in light armor, but not medium or heavy armor. They are not proficient with shields.

Allowance: Starting at 4th level, the Patrician gains a monetary allowance from his family to help him make the appropriate impression on others. Each adventure, the character receives his Charisma modifier times his Patrician level times 10 gold pieces to spend on lifestyle, bribes, and anything else that might increase his standard of living. At 12th level, this money is doubled, and at 20th level it is tripled. (For example, a 7th-level Patrician with a Charisma of 18 would receive $4 \times 7 \times 10 = 280$ gold pieces per adventure for his allowance.) This money may not be spent on anything tangible (except for mundane, but fashionable clothing) or for any type of NPC spellcasting. The Patrician may use this money to upgrade the lifestyle of his companions, but he may not bribe, loan, or gift any of these funds to them. Unspent money gained from the allowance is returned to the family at the end



of the adventure. Any personal items purchased during the adventure are also returned to the family, including clothing. All bribes are made in the name of the family, not the character, so the benefits of such activities will revert back to the family after the adventure is complete.

Coordinate: Patricians are skilled at organizing large or small groups into workforces with a common purpose. When able to give direction regarding a task, or when able to lend physical support to another, the Patrician can provide a circumstance bonus to those carrying out that task by making use of the Aid Another action. This bonus is an additional boon to the normal “aid another” bonus of +2, and it increases as the Patrician gains levels. The Patrician’s extra boon is +1 at 3rd level, +2 at 7th level, +3 at 11th level, +4 at 15th level, and +5 at 19th level. This ability may not be used in any combat situation.

Educated: Patricians have the time to study the intricacies of any subject that they wish to study in depth. Any time a Patrician selects the Skill Focus feat and chooses any skill that is a Patrician class skill, he receives a +6 bonus to that skill instead of the normal +3 bonus from the feat. This bonus completely replaces the normal Skill Focus feat for the Patrician for his class skills, and he may not choose to take Skill Focus twice for the same skill to gain this bonus twice. This bonus applies only if the character’s Patrician level is his highest character level (e.g., if the character is a Patrician 4/Rogue 4, he loses the +6 bonus and it reverts back to the normal +3 bonus from Skill Focus until such time as Patrician is once again his highest class level).

Estate: Every noble family has an estate where the Patrician character was born, and which he considers home. The character must select his home city (or province if it is a rural estate) where the family estate is found and log the choice on his character sheet. For character background, it would be appropriate for the player to work with the GM on the specifics of the estate. The Patrician gains a +1 circumstance bonus on all Gather Information skill checks within his home city (or province). Note: if the estate is in a rural province, then the bonus only applies to the rural villages and manors, not to any cosmopolitan area in the province. Also, whenever the character adventures within his home city (or province), he may stay at the family estate free of cost, and the Patrician’s family pays for all taxes for entry or movement into or through the city. At 3rd level, and for every three levels after that, the Patrician may invite one comrade to stay with him at the family estate and enjoy these same benefits (excluding the Gather Information skill check bonus). These bonuses apply only if the character’s Patrician level is his highest character level (e.g., if the character is a Patrician 4/Rogue 4, he loses the benefits of this ability until such time as Patrician is once again his highest class level). At 17th level, the Patrician gains a second Estate in a different location, which he may describe as his family’s “summer home.”

Eyes and Ears: At 2nd level, and every four levels thereafter, the Patrician may select a city (or province) that she has visited, including her home city, in which to establish a network of contacts. These contacts are people who have agreed to become allies and informants in exchange for financial or political backing. Within the selected city (or province), the Patrician gains a +2 circumstance bonus on Bluff, Gather Information, and Diplomacy skill checks. These bonuses stack with those provided by the Patrician’s Estate class ability. Furthermore, the Patrician has the ability to call in favors from her contacts. Favors may include gaining important information or documents quickly, gaining temporary legal authority, gaining the loan of equipment or troops, acquiring needed NPC spellcasting, or other favors subject to the discretion of the GM. Calling in a favor requires a Charisma check to determine if the character has the political clout necessary to gain the favor, and this check can be modified by prior contact with the person who is supplying the favor. The DC for the Charisma check is based upon the complexity or inherent danger or cost of the favor. A DC of 10 is required for a simple task or inexpensive aid (less than 50gp), while a DC of 25 would be used for a dangerous, complex, or illegal action or for expensive aid (over 200gp). DCs over 30 would represent potentially treasonous actions and extremely expensive aid (more than 1000gp). This is not a skill check, and the character may

not take 10 or take 20 on the roll. When this class feature is gained subsequent times, the player may choose to have the favor apply to the original city (or province) selected, or to a new location. If applied to a previously-chosen location, the character gains an additional +2 bonus on Bluff, Gather Information, and Diplomacy skill checks while in the selected location. In addition, she may call in a favor one additional time during each adventure set within that location, and she gains a +3 circumstance bonus to her Charisma check to gain the favors. The bonus for Eyes and Ears may be stacked a total of four times to the same location, or five different locations may be chosen, or any combination.

Gentry: The Patrician gains the Gentry feat as a bonus feat. This benefit is gained only if the Patrician class is taken at first level. If the Patrician class is taken as a multi-class option, the Gentry feat is not gained.

Improved Leadership: At 13th level, the Patrician gains the Improved Leadership feat for free provided that she meets all the feat's prerequisites.

Leadership: The Patrician gains the Leadership feat as a bonus feat at 5th level. Even though this feat normally requires a character to be 6th level, a Patrician learns to become a leader earlier than most, and thus the level requirement is lowered.

Loyal Servant: At 8th level, the presence of a

Patrician can inspire his servants, providing them a +1 morale bonus on attack rolls, damage rolls, saving throws, and skill checks as long as they are within 10 feet of the Patrician. At 16th level this bonus increases to +2. This benefit normally applies only to the followers and/or cohort of the Patrician, but other PCs may gain this benefit by swearing a Sarishan oath to follow the Patrician character as a loyal servant. If the PC taking the oath ever disobeys or ignores a direct order from the Patrician, then that PC immediately suffers a -4 divine penalty on all attack rolls, damage rolls, saving throws, and skill checks, regardless of his distance from the Patrician. This curse cannot be lifted until the PC apologizes to the Patrician and remains a faithful servant for one full month (32 days). All such oaths and curses must be noted on the character's documentation when sworn or received.

Patrician Advantage: This title encompasses a number of different abilities. The Patrician may select one of the following benefits at levels 3, 7, 11, 15, and 19.

- **Arcane Aid (Su):** Through academic study with the finest tutors, the Patrician acquires a profound knowledge of magic. A Patrician may use this knowledge to aid spellcasters by encouraging their efforts or giving specific directions. To use this ability, the Patrician must ready an action to aid the spellcaster. Once the spellcaster begins his spell, the Patrician must succeed on a Knowledge (arcana) skill check (DC 15 + the level of the spell being cast). If successful, the Patrician may

Table 3-13: The Patrician Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Gentry, Educated, Estate
2 nd	+1	+0	+0	+3	Eyes and Ears, Skilled
3 rd	+1	+1	+1	+3	Coordinate +1, Patrician Advantage
4 th	+2	+1	+1	+4	Allowance
5 th	+2	+1	+1	+4	Leadership
6 th	+3	+2	+2	+5	Eyes and Ears, Skilled +1
7 th	+3	+2	+2	+5	Coordinate +2, Patrician Advantage
8 th	+4	+2	+2	+6	Loyal Servant +1
9 th	+4	+3	+3	+6	Rebuke, Lesser
10 th	+5	+3	+3	+7	Eyes and Ears, Skilled +2
11 th	+5	+3	+3	+7	Coordinate +3, Patrician Advantage
12 th	+6/+1	+4	+4	+8	Allowance x2
13 th	+6/+1	+4	+4	+8	Improved Leadership
14 th	+7/+2	+4	+4	+9	Eyes and Ears, Skilled +3
15 th	+7/+2	+5	+5	+9	Coordinate +4, Patrician Advantage
16 th	+8/+3	+5	+5	+10	Loyal Servant +2
17 th	+8/+3	+5	+5	+10	Second Estate
18 th	+9/+4	+6	+6	+11	Eyes and Ears, Skilled +4
19 th	+9/+4	+6	+6	+11	Coordinate +5, Patrician Advantage
20 th	+10/+5	+6	+6	+12	Allowance x3

then modify the save DC of the spell, or any caster level check required by the caster, up to an amount equal to the circumstance bonus gained from his Patrician Coordinate class ability. This bonus may not be split between the two aspects of the spell. It must be applied to one or the other. Unlike the standard Coordinate ability, Arcane Aid may be used at any time.

- **Strength of Nobility (Ex):** A Patrician may gain strength from his family's status. The Patrician projects a presence, which others find difficult to oppose. In combat, if the Patrician has not attacked or prepared to attack (by casting defensive spells, for example), then anyone seeking to harm the Patrician must succeed on a Will save (DC 10 + one-half the Patrician's class level + the Patrician's Charisma modifier) to do so. Any humanoid creature who fails this save cannot cause physical harm to the Patrician for that round. This power does not work if the Patrician is disguised or invisible and may not work on all creatures. The GM has the final say over which creatures are affected by it, but as a guideline most monstrous humanoids would be unaffected. If affected, however, they are still free to engage in actions (such as grappling or taunts) that cause no physical damage to the Patrician. The Will save may be attempted each round to overcome the presence of the Patrician, and once overcome, no further Will save is needed. In social situations, anyone seeking to verbally assault or abuse the Patrician must make a Will save (DC as above) or be forced into silence for 1 minute per Patrician level. The Patrician must be present and visible during this interaction for this ability to function.

- **Tactics (Ex):** The Patrician's ability to coordinate group activities extends into combat situations. He may now apply his Patrician Coordinate ability bonus to the armor class or attack rolls of his allies in combat by making a successful "aid another" check. To successfully aid another, the Patrician must threaten the opponent he is aiding against with a melee weapon.

- **Voice of Authority (Ex):** A Patrician can call upon his power of oration to influence the mood of groups of people, from small gatherings to large mobs. The number of people that may be directly influenced is equal to the character's Patrician class level, but this does not preclude him from trying to influence key members of even larger groups. If used on a group that is too large for him to affect every single member, the Patrician may select the people who are to be influenced. Everyone targeted by this speech must make a Will save (DC 10 + one-half the Patrician's class level + the Patrician's Charisma modifier). Failure means that they have been influenced by the speech as per the *suggestion* spell cast at a level equal to the Patrician's class level. This ability may not be used once combat has been initiated, and the target must be able to see, hear, and understand the Patrician for one full round for this ability to function. This ability may be countered with the bard's *countersong* ability.

- **Bonus Feat:** A Patrician may select one of the following feats for which he meets all the prerequisites en lieu of selecting one of the Patrician advantages listed above. The feats are: Alertness, Church Education, Courtesan/Paramour, Diplomat, Divinity's Presence, Great Fortitude, Honeyed Tongue, Improved Leadership, Improved Toughness, Investigator, Iron Will, Judge of Character, Lightning Reflexes, Linguist, Negotiator, Persuasive, Sabbatical, Skill Focus, Studious, and Toughness.

- **Rebuke Lesser (Ex):** At 9th level, the Patrician learns to express his displeasure with a simple glance or gesture. This ability has two primary effects. First, this ability may be used to prevent a servant or ally from making a political or social gaffe. When invoked, the servant or ally must succeed on a Will save (DC 10 + one-half the Patrician's class level + the Patrician's Charisma modifier) to continue with his current course of action (such as having a discussion, intimidation, or giving insult for example). If the save is failed, the target is rebuked and unable to initiate a social interaction for a number of rounds equal to the Patrician's class level. This power does not work upon other player characters. As a second function, the Patrician can socially rebuke NPCs, usually other nobles, during social situations. This power only works on NPCs that have the Gentry feat, Aristocrats, and/or NPCs with fewer levels in the Patrician class than the character initiating the rebuke. This power is ineffective in combat situations. To initiate this ability, the character makes a Charisma check (DC of 10 + one-half the Aristocrat or Patrician level of the character being rebuked). This DC may be further modified if the character being rebuked has a good reputation (+2 to the DC) or if he has a higher station or title than the rebuking character (+4 to the DC for each "social rank" of distance as determined by the GM). The rebuking character gains a positive modifier if he possesses a granted title more prestigious than his target (+4 bonus on his Charisma check). If successful, the Patrician may change the general attitude of the NPC toward the rebuked character by one degree (such as from friendly to indifferent). Any additional attempts to use this ability against the same target increase the DC of the Charisma check by 5 for each attempt. The GM is the final arbiter of any such attempts, and may add additional circumstance modifiers as he sees fit. Val gain a +2 bonus on these rolls due to their divine lineage and the inherent echoes of the Gods' power that can be heard in their voices.

- **Skilled:** A Patrician has the opportunity to study a number of skills during the course of his lifetime. Because of this extensive education, he may acquire new class skills. At 2nd, 6th, 10th, 14th, and 18th level, Patricians may select any non-exclusive skill to become a new class skill for them.

Priest

The man in the garb of the Mother Church spreading the light of Illiir to the masses of Coryan. The Elorii leading her people in benedictions to Belisarda as they await the return of their gods. The Myrantian whipping holy warriors of Tzizhet into a frenzy before a battle in service to their dark cult. Each of these roles is filled by the Priests of Onara. While clerics are the champions of religious knowledge, it is the Priests who nurture, tend, and inspire the people. Not trained in combat as extensively as their clerical brothers, they instead serve the gods in a more spiritual way. Their auras are strong and bright, able to heal their allies or protect against their foes. Their sermons are powerful, able to cow the heretic and lift up the righteous. Do not be deceived by their lack of armor and distaste for open combat. The Priests have the power of the gods upon them.

Adventures: As Priests are oriented more towards people and less towards questing than clerics or paladins, most serve in churches rather than adventuring. But some Priests feel the call of the gods, and travel as wandering preachers, missionaries, or healers. Some become chaplains for a group of legionnaires or cantons. Some Priests have been branded heretics, and travel about to spread word and gain followers for their new faith. Once they begin their adventures, they quickly become the spiritual center of their party, as much concerned with the well-being of their allies as with the completion of their mission.

Characteristics: Priests exist to support and inspire those who fight with them. While at higher levels a Priest can cast spells of great destruction, he is not a warrior by nature. However, with the benefit of his healing powers, protective abilities, and inspirational sermons, the fighters who travel with him become all the more effective. Priests of the Mother Church have contacts throughout the human lands of Onara, and can be sure of shelter and succor when it is needed.

Background: Priests come from all walks of life. While most Priests are members of the Mother Church (in human lands) or worshippers of Belisarda (for Elorii) this is not always the case, although heretical Priests normally are very careful to maintain a low profile.

Races: In larger cities Priests tend to be Val, or humans of noble blood, but in the smaller towns Priests are often quite humble and sincere, coming from low station. There are few dark-kin and gnome Priests, for few commoners would follow such people, and most dwarven, ss'ressen, half-orc, and half-hobgoblin Priests are concerned mostly with issues pertaining to their own race, so adventurers among them are rare (but not entirely unheard-of).

Other Classes: Priests normally have a good relationship with, even a dependence on, characters of other classes. They value the fighter, ranger, and paladin classes most, as these strong warriors provide needed strength, especially when inspired, to complement the Priest's spellcasting skills.

Game Rules Information:

Priests have the following game statistics.

Abilities: A high Wisdom and Charisma are preferred. Priests are expected not only to guide their followers but also to retain a measure of skill in social situations, while a high Intelligence aids their academic skills.

Hit Die: d4

Skill Points at 1st Level: (6 + Intelligence modifier) x 4

Skill Points: 6 + Intelligence modifier

Class Skills: The Priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility & royalty) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Starting Wealth: 2d6x10gp

Class Features:

All of the following are class features of the Priest.

Note: Except where explicitly stated otherwise, priests are treated the same as clerics of the same deity with regards to all benefits and restrictions. For example, priests gain access to the deity-specific clerical spells for their deity, they may use items that are restricted to clerics, male ss'ressen may not become priests, etc. The deity-specific changes to the cleric base class do not apply to priests, however, except for the lists of available domains and the changes to effective level when turning undead.

Any time the priest's class abilities make reference to "members of the same church" or "followers of the same church" that refers to the priest's particular deity, not the entire pantheon. For example, a priest of Illiir does not gain the benefits of his Respect class ability when dealing with a follower of Larissa, even though both Illiir and Larissa are part of the Mother Church of the Pantheon of Man.

Weapon and Armor Proficiency: Priests are only proficient with their deity's favored weapon. They are not proficient with any type of armor or shield (See "Trust in Faith" below). A Priest who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. She also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category. If a priest's deity has multiple favored weapons, the priest only may use one of them.

Trust in Faith: Each priest must swear an Oath of Faith wherein she promises to never wield a weapon other than her deity's chosen weapon. She must also swear never to don any armor or bear any shield. Doing so will cause the Priest to immediately lose all her supernatural, spell-like, and spellcasting abilities. These punishments cannot be lifted unless and until an atonement spell is cast upon the priest by a higher-level member of the same church. The priest's vow never to wear armor or carry a shield (Trust in Faith) does not extend to spells or magical items that provide an



armor bonus (such as the armor of faith spell, bracers of armor, etc.) On the other hand, the prohibition would apply to an animated shield, because that is still a physical shield.

Aura of Faith (Ex): The power of a Priest's divine aura (see above) is equal to her Priest class level plus any other class levels that provide a divine aura (such as cleric or holy champion).

Bonus Languages: All non-Elorii, non-heretic Priests gain Ancient Altharin (Ancient Imperial) as an automatic language. All prayers and benedictions to the human gods of the Mother Church are still recited in Ancient Imperial. Celestial and Infernal are bonus languages for priests.

Spells: A Priest casts divine spells, which are drawn from the Priest spell list. However, her alignment may restrict her from casting certain spells in ways which may be opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A Priest must choose and prepare her spells in advance (see below).

To prepare or cast a spell, a Priest must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Priest's spell is 10 + the spell level + the Priest's Wisdom modifier.

Like other spellcasters, a Priest can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-14: The Priest Advancement Table. In addition, she receives bonus spells per day if she has a high Wisdom score. A Priest also gets one domain spell of each spell level she can cast, starting at 1st level. When a Priest prepares a spell in a domain spell slot, it must come from one of her domains (see Deities, Domains, and Domain Spells, below).

Priests meditate or pray for their spells. Each Priest must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a Priest can prepare spells. A Priest may prepare and cast any spell on her spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Deity, Domains, and Domain Spells: Unlike other worlds, the gods of Arcanis have no alignment. A Priest may be of any alignment and worship any God. At 1st level, the Priest chooses one domain from among those belonging to her deity, gaining an additional domain at 5th and 10th levels. A Priest can select an alignment domain (Chaos, Evil, Good, or Law) only if her own alignment matches that domain. All Priests in Arcanis must be devoted to a particular deity or cult; though they may be members of a particular church (The

Mother Church of Coryan for example) they must still devote themselves to one of that church's Gods (though this does not preclude the Priest from venerating the other gods of that church as well).

Each domain gives the Priest access to a domain spell at each spell level she can cast, from 1st on up, as well as a granted power. The Priest gets the granted powers of each of the domains selected. With access to two or more domain spells at a given spell level, a Priest prepares one spell from one of her domains each day in his domain spell slot. If a domain spell is not on the Priest spell list, a Priest can prepare it only in her domain spell slot.

Spontaneous Casting: A good Priest can channel stored spell energy into healing spells that she did not prepare ahead of time. The Priest can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil Priest can't convert prepared spells to cure spells, but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A Priest who is neither good nor evil can convert spells to either cure spells or inflict spells (her choice). Once this choice has been made, it cannot be reversed.

Chaotic, Evil, Good, and Lawful Spells: A Priest can't cast spells of an alignment opposed to her own (if she has one). Spells associated with particular alignments are indicated by the Chaotic, Evil, Good, and Lawful descriptors in their spell descriptions. But there are exceptions; a Priest may cast any spell supplied by her domain regardless of alignment restrictions. When casting summoning spells, the Priest may not summon a creature of an aligned subtype that does not match her own alignment. For example, a good-aligned Priest may not summon Fiendish creatures, and an evil-aligned priest may not summon Celestial creatures.

Channeling (Su): Beginning at 1st level, the Priest can *channel* divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Priest may *channel* a number of times per day equal to 3 plus her Charisma modifier. Any Priest, regardless of alignment, has the ability to channel to affect undead creatures by manifesting the power of his faith through her holy (or unholy) symbol (see Turning or Rebuking Undead in Core Rulebook I). The Priest is treated exactly as if she were a cleric of the same level when turning or rebuking undead. A Priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Rituals of the Faith (Su): Any Priest has the ability to channel the power of her faith through the rituals and catechisms she has been taught. She uses her holy (or unholy) symbol to do so, much in the same fashion that a cleric does when turning or rebuking undead. A Priest receives a total number of "ritual points" each day equal to 2 + her Charisma modifier. A Priest with 5 or more ranks in Knowledge (religion) specific to her faith or church gains one additional ritual point per day for each 5 ranks possessed (round down).

As a full-round action that does not provoke attacks of opportunity, the Priest may spontaneously cast any of the following divine spells by means of her rituals of the faith. Each spell costs a certain number of ritual points; if the Priest does not have enough ritual points remaining to cast a particular spell, then she cannot utilize that spell. These spells are cast exactly as if the Priest had prepared them as part of her daily spell allotment, but she does not need to prepare them in advance. Regardless of their normal components, spells cast in this fashion always require somatic, verbal, and divine focus components, and never require material components. Spells cast in this fashion may not be modified by metamagic feats, nor can the Priest begin a ritual of the faith and then exchange it to spontaneously cast a cure or inflict spell, as she can with her prepared spells.

1 ritual point: *guidance, light, purify food and drink.*

2 ritual points: *bless, comprehend languages, protection from alignment* (the Priest may only choose an alignment that is diametrically opposed to her own alignment).

4 ritual points: *align weapon, consecrate* (good-aligned Priests only), *desecrate* (evil-aligned Priests only), *gentle repose.*

8 ritual points: *create food and water, magic circle against alignment* (the Priest may only choose an alignment that is diametrically opposed to her own alignment).

Rituals of the faith require a full-round action, even if the spell effect being produced comes from a spell that normally only requires a standard action. However, if a ritual produces the effect of a spell that normally has a casting time longer than a full-round action, then the ritual takes exactly the same amount of time to perform as the spell normally takes to cast.

Performing a ritual of the faith does not provoke attacks of opportunity, but this action is considered a spell-like ability for all other purposes including suffering damage while casting or being subject to an anti-magic shell. Failed rituals still use up the specified number of the Priest's ritual points for the day.

A Priest regains her full complement of ritual points at the same time she prays for her daily allotment of spells. If for some reason the Priest is unable to refresh her spells, then she also does not regain her ritual points. Unspent ritual points cannot be "saved" or carried over from one day to the next.

Some pantheons, churches, and gods may have additional rituals that are specific to their particular faith. The GM should feel free to expand the list of available rituals for a home campaign, keeping in mind that these effects are intended to represent the "day-to-day" blessings and ceremonies performed by working priests in congregations both large and small. As such, rituals of the faith should generally not create effects that directly cause damage or otherwise attack or impair a target creature. Instead, they should represent boons, protections, blessings, and other simple benedictions that Priests are asked to call down on behalf of their worshippers.

Divine Health (Ex): At 3rd level, a Priest gains immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Dogma (Ex): By 5th level, the Priest's mind has been arranged into patterns of thought and systems of belief that are hard to disrupt. She has learned to filter everything that she sees to conform to the teachings of her faith and the righteousness of her deity or cause. As a result, she is very difficult to sway from her chosen course of action, gaining a +5 bonus on any opposed Diplomacy checks to resolve a debate or argument. For NPC Priests, the Diplomacy DC to sway their attitudes is increased by +5 over the values provided in Core Rulebook I. Any Val who worships the god that represents her bloodline gains a +2 synergy bonus on these kinds of rolls, as such Val are inclined to be especially dogmatic.

Sermon (Inspire the Faithful) (Su): The Priest's words of faith can stir the hearts of the righteous and shake the souls of the blasphemous. Once per day per Priest level, as a standard action, the Priest may pray to the faithful and damn the sacrilegious. These prayers and benedictions work much like the bardic

music abilities, but to activate them, the Priest needs a minimum number of ranks in Knowledge (religion) and Perform (oratory). To affect any target(s), the target(s) must be able to hear the Priest preach. The effect lasts for as long as the target hears the Priest and for 5 rounds thereafter. Starting a sermon effect is a standard action. While delivering a sermon, the Priest cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (most rods, staves, wands, and wondrous items). Just as for casting a spell with a verbal component, a deaf Priest has a 20% chance to fail when attempting to use sermon. If she fails, the attempt still counts against her daily limit. Any sermon may be countered by means of the bardic countersong ability.

A Priest with 8 ranks or more in Knowledge (religion) and Perform (oratory) may inspire an ally, granting that ally a +1 morale bonus on saving throws against divine spells cast by opposed Priests of the same church, and a +2 morale bonus against divine spells cast by Priests of another church. An affected ally also receives a +1 morale bonus to attack and weapon damage rolls. However, if the ally is also a member of that church and worships the Priest's deity,

Table 3-14: The Priest Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	+0	+0	+0	+2	Aura of Faith, Channeling, Rituals of the Faith, Trust in Faith	3	1+1	—	—	—	—	—	—	—	—
2 nd	+1	+0	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3 rd	+1	+1	+1	+3	Divine Health	4	2+1	1+1	—	—	—	—	—	—	—
4 th	+2	+1	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5 th	+2	+1	+1	+4	Dogma, Sermon (Inspire the Faithful)	5	3+1	2+1	1+1	—	—	—	—	—	—
6 th	+3	+2	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7 th	+3	+2	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8 th	+4	+2	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9 th	+4	+3	+3	+6	Respect, Privilege	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10 th	+5	+3	+3	+7	Unshakable Dogma	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11 th	+5	+3	+3	+7	Sermon (Divine Inspiration)	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12 th	+6/+1	+4	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13 th	+6/+1	+4	+4	+8	Forceful Aura	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14 th	+7/+2	+4	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15 th	+7/+2	+5	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16 th	+8/+3	+5	+5	+10	Divine Presence	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17 th	+8/+3	+5	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18 th	+9/+4	+6	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19 th	+9/+4	+6	+6	+11	Sermon (Inspiration unto the Masses)	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20 th	+10/+5	+6	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

then the bonuses from this ability increase. Such an ally gains a +4 morale bonus against all spells cast by worshipers of an opposed church, a +2 morale bonus on attack rolls and weapon damage, and the ally is considered to have the Diehard feat for as long as the Priest's sermon remains in effect. Sermon is a mind-affecting, language-dependent ability. A Priest cannot be affected by this ability unless it is used by another Priest of a higher level.

Ranks in Knowledge (religion: priest's specific deity) may be used to qualify instead of ranks in general Knowledge (religion), but ranks in both the general and the deity-specific skills do not stack for purposes of meeting the prerequisite numbers of ranks for these abilities. In other words, a priest with 8 ranks of Knowledge (religion: Nier) and 7 ranks of general Knowledge (religion) could make use of the Inspire the Faithful ability, which requires 8 ranks, but not the Divine Inspiration or Inspiration Upon the Masses abilities, which require 10 and 15 ranks respectively.

Respect (Ex): The Priest has become a noticeable member of the church. When dealing with the faithful (worshipers/members of the same church) the Priest gains a +2 circumstance bonus to all Charisma-related skill checks.

Privilege (Ex): When dealing with members of the church, the Priest may seek aid when needed. She may receive free spells from fellow clergy, but is expected to repay the favor at a later date. A Priest may have a spell cast upon herself or an ally (provided the ally is a member of the same church) free of charge. If the ally is not a member of the same church, the Priest must succeed on a Diplomacy check (DC 15 + the level of the spell requested) to get the spell cast on that ally for free. The requested spell can not be of a higher level than one-third the Priest's class level (rounded down) plus her Charisma modifier. This favor must be repaid in service by the Priest. This service lasts for 2 days per spell level requested. The Priest is expected to repay the favor within a reasonable amount of time (generally one month) unless the Priest has some pressing business which clearly has the church's interests in mind. Regardless of any extenuating circumstances, this favor must be repaid within a year. The Priest may only have a few (1 + her Charisma modifier) outstanding favors at any one time.

Unshakable Dogma (Ex): By 10th level, the Priest has achieved supreme confidence in the righteousness of her beliefs and in the unassailable correctness of her goals and aims. Attempts to compel or control her magically are much more difficult, because she has fortified his mind against those who would seek to undermine her faith's teachings. The Priest gains a +10 bonus on Will saves against charm and compulsion effects. This bonus does not apply if the effect is being created by a member of the Priest's own faith who outranks her in the hierarchy, however, as she has learned to implicitly trust the leaders of her own church. Sometimes the most insidious corruption comes from within.

Optional Rule for Priests: If you have the Magic of Arcanis sourcebook, you should consider allowing the priest to spend two of her daily channeling attempts instead of one when using her Forceful Aura ability and thereby create her choice of either a magic circle against Infernals or magic circle against undead spell (see page 184 of Magic of Arcanis). This optional rule is used in LIVING ARCANIS but only if a copy of the sourcebook is at the table for the GM's reference.

Sermon (Divine Inspiration) (Su): Subject to the limits described above, a Priest with 10 ranks or more in Knowledge (religion) and 13 or more ranks in Perform (oratory) may affect one ally per Priest level with the effects of Inspire the Faithful, provided that all of the allies to be affected are within 30 feet of the Priest.

Forceful Aura (Su): The Priest's Aura of Faith becomes a beacon for the faithful and a bane of the blasphemous. The Priest spend a use of channeling to produce a circle of protection keyed to her own alignment. The duration of this ability is measured in minutes and is equal to the amount of channeling damage rolled. The Priest must choose the type of circle when using this power (e.g. a lawful good Priest may create a circle of protection vs. evil or vs. chaos). When using this power, the Priest's religious component of her Aura of Faith is detectable by any magic or abilities that can normally detect this component even if the Priest would otherwise be magically concealing or misdirecting her aura.

Divine Presence (Su): At 16th level, a Priest spend a use of channeling to empower her aura of faith and focus it outward, creating a beacon of power for the faithful which can not be denied. All members of the same church gain a +2 holy bonus to all rolls, but those who worship the same god as the Priest are truly blessed: they are also healed a number of hit points equal to the Priest's channeling damage, and any stun or hold effects affecting them are instantly negated. This ability affects all allies within 20 feet plus 5 feet per Priest level, and lasts for 1 minute per Priest level.

Sermon (Inspiration upon the Masses) (Su): Subject to the limits described above, a Priest with 15 ranks or more in Knowledge (religion) and 15 or more ranks in Perform (oratory) may inspire any number of allies provided they remain within hearing range. Those allies who worship the same deity and are members of the Priest's church remain inspired for one hour after the Priest has ceased using this ability.

Chapter Four

Skills

This chapter introduces a handful of new skills and also provides additional information on the use of existing skills within the world of Arcanis. Information is also provided about regional class skills, which all characters receive based on their country and region of origin.

For the new skills in this chapter, consult **Table 4-1: Class and Cross-Class Skills** to determine if they are class skills or cross-class skills for each of the base classes (including the base classes from *Core Rulebook I* and the psionics rules, as well as the NPC classes and prestige classes from *Core Rulebook II*).

Table 4-1: Class and Cross-Class Skills

Base classes from the core rules

Skill	Key		Untrained	Adp	Ari	Bbn	Brd	Clr	Com	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	War	Wiz
	Ability																	
Black Market	Wis	No					•								•			
Craft	Int	Yes		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Craft (flintlocks)	Int	No									•							
Examine Martial Technique	Wis	No									•	•	•					
Knowledge	Int	No		•	•		•	○		○		○	○	○		○		•
Profession	Wis	No		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Profession (gunner)	Wis	No																
Research	Int	Yes					•	•										•

Base classes from the psionics rules

Skill	Key		Untrained	Seer	Shaper	Kineticist	Egoist	Nomad	Telepath	Psychic		
	Ability									Warrior	Soulknife	Wilder
Black Market	Wis	No										
Craft	Int	Yes		•	•	•	•	•	•	•	•	•
Craft (flintlocks)	Int	No										
Examine Martial Technique	Wis	No					•			•	•	
Knowledge	Int	No		•	•	•	•	•	•	○	○	○
Profession	Wis	No		•	•	•	•	•	•	•	•	•
Profession (gunner)	Wis	No										
Research	Int	Yes										

Prestige classes from the core rules

Skill	Key		Untrained	AAr	ATr	Arm	Asn	Bgd	DDi	Dls	DDf	EKn	Hrp	HWI	Lor	MTh	Shd	Thm
	Ability																	
Black Market	Wis	No					•											
Craft	Int	Yes		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Craft (flintlocks)	Int	No																
Examine Martial Technique	Wis	No																
Knowledge	Int	No		•	•		○	•				○	○	○	•	○		○
Profession	Wis	No		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Profession (gunner)	Wis	No																
Research	Int	Yes													•			

• Class skill

○ These skills or specializations are class skills

New Skills: A small number of new skills (and new options for existing skills) are presented in this chapter. **Table 4-2: New Skills** lists them, and provides information about the key ability associated with each skill and whether or not a character may attempt to make an untrained skill check with that skill.

Table 4-2: New Skills

Skill	Untrained	Key Ability
Black Market	No	Wis
Craft	Yes	Int
Craft (flintlocks)	No	Int
Examine Martial Technique	No	Wis
Knowledge	No	Int
Profession	No	Wis
Profession (gunner)	No	Wis
Research	Yes	Int

Skill Descriptions

BLACK MARKET (Wis; Trained Only)

The markets of the city are not the only places of commerce; there are other, shadier places where almost anything can be bought and sold for the right price. Blast powder, flintlocks taken from the hand of a dead Val, books of forbidden lore, secrets, favors, and all manner of rare, unusual, and illegal items: these things and many more can had (or disposed of) if you know whom to ask and where to look.

Black Market is a class skill for assassins, bards, and rogues. It is a cross-class skill for all other classes.

Check: The base DC to buy or sell an illegal item is 15. This DC should be used when local laws technically prohibit the sale or possession of the object in question, but these laws are not strictly enforced. If the items in question are carefully controlled by local authorities, the GM should increase the DC by 5, 10, or even more as appropriate.

When trying to buy or sell illegal items, roll a Black Market skill check and consult **Table 4-3: Buying Illegal Goods** or **Table 4-4: Selling Illegal Goods** below. You may not take 10 or take 20 on Black Market skill checks.

Retry: You may not retry an attempt to buy or sell the same item in the same city more than once a week. You may, however, make a check for a different item.

Special: A character using this skill outside his home region suffers a –5 circumstance penalty on Black Market skill checks. Characters with at least 5 ranks in the Gather Information skill receive a +2 synergy bonus on Black Market checks.

Blast powder is controlled even more tightly than most other sorts of illegal items. The Republic of Altheria has a vested interest in trying to maintain its monopoly on this rare and powerful substance. For purposes of the Black Market skill, 5 shots' worth of blast powder count as one item. A single flintlock weapon (pistol, rifle, blunderbuss, or scattergun) counts as one item. The base DC for buying and

selling blast powder is 25, and the base DC for buying and selling flintlock weaponry of any kind is 20.

This skill may not be used to buy or sell legal items. It is only usable with *illegal* items. If a character can buy or sell a particular item on the open market then the Black Market skill may not be used to buy or sell that same item.

The most common uses of the Black Market skill are in dealing with blast powder, flintlock weapons, heretical or otherwise dangerous texts, and poisons, although various other types of items (and even intangibles, such as secrets) might be appropriate for particular cities, countries, or circumstances as the GM determines.

Although it is illegal to commit theft in most jurisdictions, the mere fact that an item is stolen does not necessarily make the item “illegal” for purposes of this skill unless the item is especially rare or has some other identifying feature that cannot easily be hidden and which the GM agrees would prevent the item from being placed on the open market.

Table 4-3: Buying Illegal Goods

Check Result	Outcome
Failed by 10 or more	You asked the wrong people, or maybe you got too close to the right people. You are detained by the local authorities for a night, and all illegal items on your person are confiscated. Anyone assisting you is also detained, and their illegal items are confiscated as well. Each arrested character spends 1 day in jail plus an additional 5 days for each illegal item confiscated. Certain illegal items, when found by the authorities, may have more extreme penalties associated with them. Check your local laws for details.
Failed by less than 10	No luck. You don't find any good leads, but you manage to stay out of trouble.
Succeeded by 5 or less	You find someone who has the item you want and is willing to part with it... for the right amount of money. You must pay four times the regular market price.
Succeeded by 6 to 10	You find someone who has the item you want, but there are other potential buyers sniffing around as well. You must pay three times the regular market price.
Succeeded by 11 to 15	You find someone who has the item you want and is interested in making a deal. You must pay twice the regular market price.
Succeeded by 16 to 20	You find a seller who wants to get rid of the item as much as you want to buy it. The item can be purchased for the regular market price.
Success by 21 or more	You find someone who desperately wants to get rid of the item. You talk him into selling the item to you at half the regular market price.

Table 4-4: Selling Illegal Goods

Check Result	Outcome
Failed by 10 or more	You asked the wrong people, or maybe you got too close to the right people. You are arrested by the local authorities, and all illegal items on your person are confiscated. Anyone assisting you is also detained, and their illegal items are confiscated as well. Each arrested character spends 30 days in jail, plus an additional 5 days for every illegal item confiscated. Certain illegal items, when found by the authorities, may have more extreme penalties associated with them. Check your local laws for details.
Failed by less than 10	No luck. You don't find any good leads, but you manage to stay out of trouble. You find someone who is willing to take the item off your hands, but you can get only one-fourth of the regular selling price.
Succeeded by 5 or less	You find someone who is moderately interested in buying the item from you, but you can get only one-half of the regular selling price.
Succeeded by 6 to 9	You find someone who is reasonably interested in buying the item from you, but you can get only three-fourths of the regular selling price.
Succeeded by 11 to 15	You find someone who wants to buy the item as badly as you want to get rid of it. You are able to sell the item at its normal selling price.
Succeeded by 16 or more	

CRAFT (Int)

As explained in the core D&D rules, Craft is actually a number of separate skills. Below is a list of common craft skills found throughout Onara.

• <i>Alchemy</i>	• <i>Armorsmithing</i>
• Arrow making (Fletchery)	• Basket weaving
• Blacksmithing	• Bookbinding
• Bowmaking (Bowery)	• Brassmaking
• Calligraphy	• Carpentry
• Cartwrighting	• Chandlery (Candlemaking)
• Cobbling (Shoemaking)	• Coopering
• Coppersmithing	• Drawing
• Dyemaking	• Furniture making
• Furriery	• Gem cutting
• Glassblowing	• Goldsmithing
• Gunsmithing (<i>see below</i>)	• Hatmaking
• Hornworking	• Jewelling
• Leatherworking	• Locksmithing
• Mapmaking	• Masonry
• Musical instrument making	• Painting
• Papermaking	• Pewtersmithing
• Pottery	• Sailmaking
• Sculpting	• Shipbuilding
• Silversmithing	• Skinning
• Soapmaking	• Tailoring

- Tanning
- Trapmaking
- Weaving
- Winemaking
- Writing
- Tattooing
- Weaponsmithing
- Wheelmaking
- Woodworking

Crafting Items: Any character with at least one rank in a Craft skill may attempt to craft items of a type appropriate to that skill. This includes Craft (alchemy) – the core rules requirement that one must be a spellcaster to craft alchemical items does not exist in Arcanis.

The standard rules for creating items with a Craft skill are listed in *Core Rulebook I*. Characters with the appropriate skills may attempt to craft normal weapons and armor as well as masterwork items, mighty bows, and other commonly-available items.

In order to craft greater masterwork items or legendary items, the character must possess the Master Craftsman feat and potentially meet other prerequisites, depending on the type of item. See *Chapter 5 - Feats* for details on the Master Craftsman feat.

CRAFT (Alchemy)

The creation of 20 shots of blastpowder requires and Alchemy Check (DC 25) and creation is based upon the market value of 10gp. The alchemist must already know the formula for creating blastpowder. If he is at least a 5th level cleric or monk of the church of Althares, he is assumed to have access to the formula; otherwise, he must have some documentation of obtaining the formula by other means. In addition to all other requirements, a special laboratory and alchemical equipment is needed. All temples of Althares have access to these materials, but in other locations, these materials can cost upwards of 5000 gp to obtain.

CRAFT (Flintlocks) (Int; Trained Only)

Few and far between are the craftsmen who have the knowledge and skill necessary to manufacture firearms. Only a handful of books even exist that explain the creation of guns, and these priceless tomes are extremely well-guarded (such books are mostly found in the possession of the Church of Althares, with a few notable exceptions). Thus, this skill is an exception to the rule that Craft skills may be used untrained. A character must be trained (must possess at least 1 skill rank) in order to use this skill.

Crafting firearms of true Altherian quality is even harder, due to the special secrets and techniques that have been handed down from the god Althares directly to his people. A craftsman must possess the Altherian Craftsman feat (see *Chapter 5 - Feats*) in order to be able to craft Altherian flintlocks and flintlocks of masterwork or greater quality.

This skill gives the character a basic knowledge of blast power and its potential, since such knowledge is necessary to be able to create weapons that depend on blast powder to function, but it does not reveal the alchemical techniques that are used to actually create blast powder. The greatest secrets of blast powder are known only to a very small number of the highest-ranking monks of Altheria, but it is known that one of the divine abilities granted to some of the val'Abebi is the ability to create blast powder. For more information, please see the val'Abebi bloodline powers in *Chapter 8 - Magic*.

In addition to actually building guns, the Craft (flintlocks) skill can also be used to repair them. The following tables provide basic DC values for standard tasks relating to the maintenance and creation of flintlock weapons. A character must also possess a minimum number of ranks in this skill in order to have enough knowledge to perform these tasks. The minimum rank requirements are shown below.

Table 4-5: Crafting Flintlock Weapons

Minimum Rank Requirements

Task	Ranks
Repairing a misfire	1
Crafting a basic flintlock	8
Crafting firearm modifications	10
Crafting an Altherian-quality flintlock*	12
Crafting a masterwork flintlock*	14
Crafting a greater masterwork flintlock*	15
Crafting a legendary flintlock*	20

Crafting Difficulty Classes

Task	DC
Crafting a flintlock	20
Crafting a firearm modification	20
Crafting an Altherian flintlock*	25
Crafting a masterwork flintlock*	28
Crafting a greater masterwork flintlock*	30
Crafting a legendary flintlock*	50

* In addition to the minimum number of skill ranks and the Craft DC listed, a character must also possess the Altherian Craftman feat in order to craft Altherian-quality flintlocks, masterwork flintlocks, or greater masterwork flintlocks.

For purposes of this skill, there is no difference between the different types of flintlocks (pistols, rifles, scatterguns, and the blunderbuss) in terms of the minimum skill ranks and the skill check DCs. Flintlocks of Altherian quality are harder to craft than non-Altherian flintlocks, however, and this is reflected in the higher DCs and minimum skill rank requirements.

EXAMINE MARTIAL TECHNIQUE (Wis; Trained Only)

Check: By spending one full round doing nothing but watching an opponent engaged in combat, a character with this skill can analyze the opponent's prowess. On a successful skill check (DC = 10 + BAB of the target studied) the GM divulges the subject's total modifiers for both attack and damage, and how many of these points are the result of training (i.e., the subject's level), magic (i.e., spells or magic items), special abilities (i.e., class-specific modifiers or feats), and also what combat style (if any) the target may be using.

This skill may also be used in place of Sense Motive when making opposed checks to avoid being feinted in combat.

Action: Examining an opponent's martial technique takes one full round.

Try Again: Yes.

KNOWLEDGE (Int; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

VARIANT: Specialization and Sub-Specialization

Sometimes you want to create a character who is the world's leading expert in one extremely narrow, extremely obscure area of knowledge. This is where specialization and sub-specialization of Knowledge skills comes into play. These optional rules can be used in an Arcanis campaign to better capture the feel of esoteric fields of study.

Knowledge skills fall into three classifications: Broad (core) information, specializations, and sub-specializations. This is written as follows: Knowledge (core: specialization: sub-specialization). For example, a character who is interested in history might start with the core grouping Knowledge (history). The character might be particularly interested in the history of the Elorii, however, so he might then spend skill points on the specialized area Knowledge (history: Elorii). If for some reason the character truly wished to become an expert on the history of the Elorii nation of Entaris, then he might choose to specialize even further and spend skill points on the sub-specialization of Knowledge (history: Elorii: Entaris). To allow further sub-sub-specialization would probably be well past the point of diminishing returns, so such options are not discussed here, though the GM may of course feel free to allow her players to drill down to whatever minute level of detail she prefers in her own campaigns.

A character can always stick to the core Knowledge skills presented in Core Rulebook I and should not be penalized for doing so. Knowledge skills and skill checks are notoriously vague, and that is not necessarily a bad thing. Players are good at finding ways to explain why they should be allowed to make skill checks using Knowledge skills that might not immediately seem relevant to the situation at hand. It is better to make a quick decision about what seems right and keep play moving than to get bogged down in an endless debate over minutiae.

When a skill check is called for that is more appropriate to a specialized sub-area of knowledge beneath one of the core Knowledge skills, the GM should adjust the DC on the fly, according to the following rough guidelines. If the skill check is written in terms of a core grouping, but a character has a specialization that would be appropriate, lower the DC by 5 or 10, depending on how close the match is between the character's specialization and the information the character is trying to discover. If the character has not only a specialization, but also a sub-specialization that would be appropriate, then lower the DC by 15 or more. In many cases, it is best just to reward a character who has actually spent skill points on a very esoteric sub-specialty of Knowledge by giving him the information if the DC is 20 or less, because opportunities to actually make use of such rarefied knowledge are few and far between.

Conversely, a character who spends all his skill points on specializations and sub-specializations should still be able to make Knowledge checks against the corresponding core group for those categories. However, those who specialize too much do so at the risk of breadth, so it is appropriate to increase the DC by 5 (if the character is specialized but does not have the core Knowledge skill) or by 10 (if the character is sub-specialized but does not have the core Knowledge skill or a relevant specialty skill).

As an example, a character may choose Knowledge (history: Coryani) instead of Knowledge (history) in order to be particularly adept at Knowledge (history) checks pertaining to the Coryani Empire. Unless the character also had ranks in the core Knowledge (history) skill, however, he would not be knowledgeable of the history of other nations. If a DC 20 Knowledge (history) skill check is called for and the topic under consideration relates to any nation other than Coryan, then the effective DC for this character's check should be at least 25, because he is too highly specialized. On the other hand, if a Knowledge (history) check is called for and the topic relates to Coryan, then the character should benefit from his specialization by having the DC lowered to at most 15, and perhaps even lower.

Below are listed the core Knowledge skills from *Core Rulebook I*. Beneath each core skill are shown some typical fields of study that are approved choices for the Knowledge skill in Arcanis. Each of the bold-faced terms represents a specialization. (If a bold-faced term matches a core Knowledge skill, then it is considered part of that core Knowledge skill rather than a new skill unto itself.) Lists in parentheses illustrate some of the possible areas of knowledge covered by each specialization. Some specific examples of possible sub-specializations are listed indented beneath the broader specialization.

Knowledge (arcana)

This skill encompasses general magical knowledge, including some things that are not necessarily intrinsically magical, such as astrology. Prognostication is an interesting specialization of Knowledge (arcane) that is often studied by Tultipetan dwarves.

- **Magic** (ancient mysteries, arcane symbols, constructs, cryptic phrases, dragons, fantastic legends, Harvesters of Ymandragore, magic and the supernatural, magic items, magic traditions, magical beasts, prophecy, runes and magical symbols, Sanctorem of the Arcane).

- **Prognostication** (astrology, cartomancy, numerology, sortition).

Knowledge (architecture and engineering)

This skill encompasses many fields of study relating to the art and science of building structures.

- **Architecture** (aqueducts, arches, bridges, building types, buildings, canals, castles, city design, civil engineering, construction theory, dams, design, docks, drafting, edifices, fortifications, history of architecture, layouts, maps, masonry, moats, roads, ruins & excavations, sewerage, surveying, tunnels, wells)

- **Mechanics** (applied physics, artillery, clocks, drafting, engines, invention, locks, machinery, mechanical devices, mills, pulleys, siege engines, technology, wheels)

Knowledge (dungeoneering)

- **Speleology** (aberrations, cave-ins, caverns, caves, fungi, molds, oozes, spelunking)

Knowledge (geography)

Specializations of this skill are by locale, usually by country.

- **Geography** (borders, cities, climate, inhabitants, landmarks, lands, natural features, terrain, topography)

Knowledge (history)

- **History** (ancient history, archaeology, catastrophes, colonies, dates, discoveries, founding of cities and nations, migrations, modern history, notable events, places, royalty, rulers, wars and conflicts)

Specializations can be by location, race, topic, and/or period in history. A specialization in history can be nation-specific (e.g., *Altheria*, *Canceri*, *Coryani Empire*, *Khitani Empire*, *Milandir*) or race-specific (e.g., *Dark-kin*, *Dwarves*, *Elorii*, *Gnomes*, *Humans*, *Ss'ressen*, *Vals*). Two other popular forms of specialization are *ancient history* (the Auxunite Empire, the First Imperium, the Myrantian Empire, the Tenecian Empire, the Time of Darkness) and *modern history* (i.e., the last 1,000 years) (colonies, founding of cities across the continent of Onara, royalty, wars, migrations).

Knowledge (local)

It can sometimes be difficult to distinguish between Knowledge (history), Knowledge (geography), Knowledge (local). Generally speaking, unless the information being sought is truly historical in nature, Knowledge (local) is a good default choice, since it best represents the study of a particular region or culture.

- **Art** (aesthetics, art history, artistic techniques, artists, ballads, books, classical art, composers, contemporary art, dance, epic poetry, famous pieces and texts, folk art, legends, literature, music, opera, painting, plays, sculpture, singing, stories, writers)

- **Culture** (attributes, customs, festivals, folklore, giants, general history, humanoids, inhabitants, laws, legends, locations, mores, personalities, general politics, religious practices, societies, traditions)

Specializations are by culture, including nation and race. Valid specializations include *Altheria*, *Canceri*, *Coryani Empire*, *Khitani Empire*, *Milandir*, *Western Lands*, *Elorii*, *dwarves*, *gnomes*, *humans*, *ss'ressen*. Other examples of optional specialization are *giants*, *humanoids*, and *sea lore*.

Valid subspecializations include subraces, national provinces, and major cities. A character may choose to sub-specialize in an Elorii subrace, a particular dwarven enclave, or the various subraces of humankind (such as *Val* and *dark-kin*, which warrant individual sub-specializations of their own). Similarly, *Coryani legions* is a subspecialization of Knowledge (culture: Coryani).

- **Street smarts** (bribery, basic criminology, gambling, gangs, lying low, street life, tailing, thieves' guilds, underworld personalities, urban culture)

This skill includes knowledge necessary to survive and successfully interact in an urban environment.

Knowledge (nature)

- **Nature** (agriculture, animals, biology, climate, fey, flora and fauna, monstrous humanoids, plants, seasons and cycles, vermin, weather)

One form of subspecialization within *biology* is *diseases* (contraction methods, folklore, magical diseases, natural diseases, origins, pathology, theory, varieties). This skill grants academic, theoretic, and folkloric knowledge of virtually any kind of disease, mundane or magical. A person with at least 5 ranks in Knowledge (nature: biology: diseases) knows how to cultivate various germs that cause a range of diseases. A person with at least 10 ranks, plus 8 ranks in Heal, knows how to spread infections and epidemics over large areas.

Knowledge (nobility and royalty)

- **Nobility** (bribes, art of compromise, courtesy, customs, family trees, government bureaucracies, governmental institutions, heraldry, lineages and genealogies, manners, royalty, aristocracy, mottoes, inheritance, personalities, laws, legislation, petitions, policies, political science, politics, processes, subterfuge)

Specializations are by nation.

Knowledge (religion)

- **Religion** (churches, dogma, ecclesiastic tradition, eschatology, gods and goddesses, heretics and heresy, holy symbols, lost religions, moral philosophy, myths and mythic history, rites and rituals, sacred symbols, temples, thanatology, theology, undead)

Specializations can be of a certain god or a particular religion. Many clerics and other worshippers in the Modern Age will focus on a specific deity. In addition to relevant dogma, tradition, symbols, philosophy, myths, rites, and temples, most religions teach additional knowledge as part of their Scripture. The list below shows the teachings of the major religions for Knowledge of a specific religion. These extra teachings are only at the basic level and suffer a –5 penalty when compared with a relevant regular Knowledge skill.

- *Althares* (basic engineering, firearms & blastpowder, basic history)
- *Anshar* (Ansharan gates, navigation, orienteering, routes of travel)
- *Belisarda* (elementals, elemental planes, eloran racial history & knowledge, basic history of Ss'ethregoran Empire)
- *Beltine* (afterlife, incorporeal undead, healing, spirits)
- *Cadic* (drama, notable songs & poems, subterfuge)
- *Fire Dragon* (history of the Black Talon egg clutch, basic history of Ss'ethregoran Empire, life cycle, reptilians)
- *Hurrian* (civil defense, storms, weather)
- *Illir* (astronomy, famous historical personages, inspiration, leadership)
- *Larissa* (dancing, fine food & drink, pleasurable, basics of prognostication)
- *Neroth* (burial, necromancy, corporeal undead)
- *Nier* (general history of war, incendiaries, orthodoxy, open warfare)
- *Saluwé* (agriculture, domesticity, fertility, nature)
- *Sarish* (infernals, infernal contracts, laws, oath-crafting)

- *Yarris* (navigation, sailing, sea life, ships)

A religious specialization can instead focus on a specific nation. Example specializations include the *Mother Church of Coryan*, the *Church of the Dark Triumvirate*, and *Eloran religion*. Specialization in *heretics and heresy* (ancient religions, cults, “dead” gods, heretical methods of worship) is a decidedly dangerous topic in many empires. Two other forms of specialization are *thanatology* (cremation, death, death cults, death symbolism, dying, embalming, funeral rites, gods of death, mummification, tombs) and the *undead* (the nature, tactics, habits, habitat, strengths, weaknesses, and vulnerabilities of undead creatures).

Knowledge (the planes)

Note that in the world of Arcanis, there is not a lot of common knowledge about the planar cosmology (or indeed, whether or not there really is one). As a result, this skill tends to focus on the few things that are at least somewhat common – astral, ethereal, and shadow travel, Infernals and other Outsiders, and the spirit world.

- **Cosmology** (alternate physics, the Astral Plane, astrogeography, celestial magic, elementals, the Ethereal Plane, hierarchies, infernal magic, inter-planar magic, magic related to the planes, planar species, the Shadow Realm, summoning rituals, spirit creatures, the spirit world, various planes of existence)

The specialization of *planar species* includes knowledge of the Outsider monster type, and thus it serves as a form of monster lore as described later. In addition, after observing a creature for one full round, this skill lets a character discern whether it is extra-planar in origin and from what specific plane it originates.

Knowledge (psionics)

- **Psionics** (ancient psionic mysteries, astral constructs, disciplines, psionic combat, psionic creatures, psionic diseases, psionic items, psionic powers, psionic traditions, telepathy)
- M a g i c and psionics are admittedly fundamentally the same because Arcanis uses the standard psionics rules, but knowledge of magic and psionics are separate since they are so different on a surface level. Since they are similar at a deeper level, the two knowledge skills give each other synergy bonuses.

New Knowledge Skills: In addition to the core Knowledge skills, there are a few Arcanis-specific fields of study that are broad enough to warrant their own top-level skill checks. When deciding whether or not to allow a character to substitute a core Knowledge skill for one of these new skills, the GM should consider the overlaps between the two skills and the relevance of the character’s likely breadth of knowledge to the information being sought.

Because these new skills are at least partially encompassed by existing skills in some of their aspects, they are not considered separately from other Knowledge skills. It would certainly be reasonable to give Knowledge (warfare and tactics) to fighters as a class skill, but then again, not all fighters strive to be leaders of mighty armies. Most of them are just rank-and-file soldiers. Therefore, the decision about which Knowledge skills to give to which classes as additional class skills is left up to the GM.

Knowledge (science) (Int; Trained Only)

Medieval people did not distinguish between science and magic but considered them one and the same. Because Arcanis has some elements of “technology” about it (flintlock weaponry, for example), magic and science are most properly represented as distinct areas of study. Biological sciences are included in Knowledge (nature). The field of Knowledge (science) covers behavioral science, mathematics, philosophy, physical science, and additional sciences not covered by other Knowledge skills.

- **Science** (alchemy, astronomy, chemistry, experimentation, geology, geometry, logic, mathematics, metallurgy, natural philosophy, philosophy, physics, psychology)

Knowledge (warfare and tactics) (Int; Trained Only)

Much of the information under this skill might also be reasonably known to characters that possess other skills. For example, assessments of siege engineering and fortifications could be covered with Knowledge (architecture and engineering). Recalling the specifics of ancient battles could fall under Knowledge (history). Identifying which part of the world a particular unit is from based on the soldiers’ uniforms or insignia would be appropriate for Knowledge (local). Being able to name the top generals or most famous knights of a particular nation’s army could fall under Knowledge (nobility and royalty). However, for those characters who wish to study all things related to warfare and tactics, a top-level Knowledge skill is probably the best way to handle things.

Any characters with access to *Military* feats (see chapter five for details) gain Knowledge: (Warfare and tactics) as a class skill.

- **Warfare and Tactics** (armor, arms and weaponry, assessing odds, conduct of warfare, defenses, disposing and maneuvering forces in combat, cultural histories of warfare, military history, leaders, military units, naval warfare, psychological warfare, sapping, siege tactics, siegecraft, strategy, supply lines, tactics, evaluating terrain, trenches and embankments, large troop movements, war machines)

Applied Knowledge: Certain specialized forms of applied knowledge are better represented by the Craft, Perform, Profession, and other “practical” skills. For example, knowledge of alchemy and poison is represented by Craft (alchemy); knowledge of medicine by Heal; knowledge of locks by Open Lock; knowledge of jokes by Perform (comedy); knowledge of business by Profession (merchant); knowledge of courtrooms and the law by Profession (barrister); knowledge of sailing and navigation by Profession (sailor) and Profession (navigator); and knowledge of equestrianism by Ride. In such cases, the GM may rule that the character can make a skill check to represent knowledge in an applied field by using the character’s ranks in the appropriate skill plus his Intelligence modifier (rather than the skill’s standard key ability) to determine the net skill modifier.

Monster Lore: In many cases, you can use the Knowledge skill to identify monsters and their special powers or vulnerabilities. If you have training in an appropriate Knowledge skill, you can make a skill

check to recognize whether a given monster is of a type of which you have knowledge. In general, the DC of such a check equals 10 + the monster’s HD. A successful check also allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information. Examples of useful information that you might recall include environment, special abilities, special attacks, and special qualities (including damage reduction and spell resistance).

Specializing in a type of monster (e.g., aberrations, magical beasts) reveals more information about those monsters’ natures, habits, habitats, behaviors, cultures, strengths, powers, special abilities, weaknesses, and vulnerabilities with a +3 bonus as described below for specialization.

Skill Synergies: The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check. A number of synergy bonuses are presented in *Core Rulebook I*. Below are some additional synergy bonuses that GMs might want to consider.

If you have 5 or more ranks in Knowledge of ...

- **Architecture**, you get a +2 synergy bonus on Search checks made to find secret doors or hidden compartments.
- **Architecture**, you get a +2 synergy bonus on skill checks for Craft (carpentry), Craft (masonry), and Profession (engineer-architect).
- **Architecture** or **architecture: ruins & excavations**, you get a +2 synergy bonus on Survival checks made while exploring ruins.
- **Cosmology**, you get a +2 synergy bonus on Survival checks made while on other planes.
- **Cosmology** or **cosmology: elementals**, you get a +2 synergy bonus on turning checks against elementals.
- **Cosmology** or **cosmology: outsiders**, you get a +2 synergy bonus on turning checks against outsiders (e.g., infernals).
- **Culture**, you get a +2 synergy bonus on Gather Information checks within that culture. This includes a specific culture or even the broad Knowledge (culture: Onaran).
- **Geography**, you get a +2 synergy bonus on Survival checks made to keep from getting lost or to avoid natural hazards.
- **History**, you get a +2 synergy bonus on bardic knowledge checks.
- **Mechanics**, you get a +2 synergy bonus on skill checks for Craft (trapmaking) and Profession (engineer-architect).
- **Mechanics** or **mechanics: siege engines**, you get a +2 synergy bonus on attack rolls with a siege engine.
- **Nature**, you get a +2 synergy bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).
- **Nature: biology** or **nature: biology: disease**, you get a +2 synergy bonus on skill checks for Heal and Profession (physician).
- **Nobility**, you get a +2 synergy bonus on Diplomacy checks.

SKILLS ■ Knowledge

- **Psionics**, you get a +2 synergy bonus on Psicraft checks.

- **Religion or religion: undead**, you get a +2 synergy bonus on turning checks against undead.

- **Science: metallurgy**, you get a +2 synergy bonus on Craft checks that are directly affected by the smelting and forging of ores (blacksmithing, armorsmithing, etc.)

- **Speleology**, you get a +2 synergy bonus on Survival checks made while underground.

- **Street smarts**, you get a +2 synergy bonus on Black Market checks.

- **Street smarts**, you get a +2 synergy bonus on Survival checks made in urban environments.

- **Warfare and tactics**, you get a +2 synergy bonus on Examine Martial Technique checks.

- **Warfare and tactics**, you get a +2 synergy bonus on Spot checks to see enemy troops lying in ambush.

Knowledge Specializations as Class Skills:

When determining whether a specialized Knowledge skill is a class skill, consider whether the general Knowledge category is a class skill. An exception to this rule is for clerics: a cleric gets his own religion-

specific knowledge as a class skill but must treat other religion-specific knowledge as cross-class skills. For example, to a cleric of Illiir in the Mother Church, the skills Knowledge (religion), Knowledge (religion: Illiir), and Knowledge (religion: Mother Church) would be class skills, but Knowledge (religion: Althares) and Knowledge (religion: Dark Triumvirate) would be cross-class skills.

Taking ranks in an appropriate specialization of a skill does count as a prerequisite for prestige classes unless its description explicitly states otherwise. The opposite does not apply, however. For example, Knowledge (science) does not satisfy the prerequisite of ranks in Knowledge (science: metallurgy) for the Master Smith class; but Knowledge (religion: Mother Church) does satisfy the prerequisite of Knowledge (religion) for the Brethren of the Order of St. Theomund the Missionary.

Using the above guidelines, here are some suggestions for adapting specialized Knowledge skills to the core classes:

- All Knowledge specializations and sub-specializations are class skills for adepts, aristocrats, bards, and wizards.

- Experts may choose individual Knowledge

To Specialize or Not to Specialize

With the knowledge specialization system, a character can choose to be a generalist with a broad Knowledge skill or to focus on one or more specializations. If the character cares about only one aspect of a Knowledge skill, then specialization is clearly desirable. If the character wants to know some about a few different areas, then the choice is not as easy.

As an example, consider an Expert (sage) who wants to study the modern history of several nations. The player has decided to devote a total of 5 skill ranks to his knowledge of history.

Option 1: Generalize

The simplest choice is not to specialize but to devote all 5 ranks to Knowledge (history). This has the advantage of letting him at least attempt to roll any time any sort of Knowledge check is called for that pertains to any sort of history. However, if an adventure specifies the DC for a skill check in Knowledge (history: modern), the GM will increase the DC by 5 because the expertise required is more detailed than the character's level of specialization. For skill checks that call for Knowledge (history: modern: Coryani) or any other specific nation's modern history, the DCs will be increased by at least 10.

Option 2: Specialize in Modern History

The second choice is to specialize in modern history by devoting all 5 ranks to Knowledge (history: modern). Now, the character is prepared for skill checks that require this more detailed level of specialty knowledge. If an adventure specifies the DC for a skill check in Knowledge (history: modern: Coryani) or any other specific nation's modern history, however, the DC will increase by 5, and for any aspects of history other than modern history, those specialty ranks do not grant much information, so the DC of most Knowledge (history) checks will go up by 5 as well.

Option 3: Subspecialize in Modern Nations

A third choice is to subspecialize in the modern history of certain nations. For example, the historian might choose to put 1 rank each in the modern histories of Altheria, Canceri, Coryan, Milandir, and the Western Lands. Now, should an adventure call for a skill check of the form Knowledge (history: modern: Coryan) the character will be very well-prepared. For aspects of history other than modern history in those locales, however, those sub-specialty ranks do not grant the character any information, and he will find the DCs of broader Knowledge (history) checks increased by 10 or more and even for Knowledge (history: modern) checks outside his narrow areas of sub-specialization, the DCs will increase by 5.

Hedging Your Bets

One way to get around the disadvantages of specialization and sub-specialization is to also put ranks into the core Knowledge skill on which your more detailed area of study is based. For example, a character with 5 ranks in Knowledge (history), 3 ranks in Knowledge (history: modern), and 1 rank in Knowledge (history: modern: Coryani) would have a reasonable chance of succeeding on skill checks at any level. The GM might even allow the character to stack his Knowledge ranks if a particular question about modern Coryani history came up, but more likely the GM would simply rule that the character's field of study was so appropriate that he simply succeeds on the skill check automatically.

specializations to be class skills.

- Knowledge (the planes: cosmology) is a class skill for clerics.
- Knowledge (local: culture) is a class skill for any character when taken for his *native* culture.
- Knowledge (local: culture) is a class skill for rogues.
- Knowledge (arcana: magic) is a class skill for clerics, monks, and sorcerers.
- Knowledge (religion: specific religion) can be a class skill for clerics, druids, monks, and paladins. These classes get knowledge of general religion and their own religion-specific knowledge as class skills but must treat other religion-specific knowledge as cross-class skills.
- Knowledge (speleology) is a class skill for rangers.
- Knowledge (local: street smarts) is a class skill for assassins and rogues.
- Knowledge (warfare and tactics) is a class skill for paladins, and optionally for fighters as well.

PROFESSION (Wis; Trained Only)

As explained in the core rules, Profession is actually a number of separate skills. Below is a list of common professions found throughout Onara:

• <i>Apothecary</i>	• <i>Baker</i>
• Barber	• Barrister
• Boater	• Bookkeeper
• Brewer	• Bureaucrat
• Butcher	• Butler
• Cleaner (Polisher)	• Clerk
• Cook	• Courtesan
• Driver	• Embalmer
• Engineer-Architect	• Farmer
• Farrier	• Fisherman
• Gambler	• Gardener
• Guide	• Gunner (<i>see below</i>)
• Hairdresser	• Herbalist
• Herdsman	• Innkeeper
• Launderer	• Lumberjack
• Maidservant	• Masseuse
• Merchant	• Midwife
• Miller	• Miner
• Mortician	• Navigator
• Nursemaid	• Physician
• Policeman	• Porter
• Rancher	• Sage
• Sailor	• Scribe
• Server (Waiter)	• Siege Engineer
• Slaver	• Soldier
• Stablehand	• Steward
• Teamster	• Trader
• Trapper	• Undertaker
• Warehouser	• Woodcutter

PROFESSION (Gunner) (Wis; Trained Only)

You have been trained and are skilled with the use of large blast powder weapons such as cannons, grenades, and mortars. You may also direct a trained gunnery crew to fire and maintain such weapons. This skill is the firearms equivalent of Profession (siege engineer).

Certain blast powder siege weapons (see **Chapter 7 – Weapons and Equipment**) require a trained crew. Each member of the crew must succeed on a Profession (gunner) check in order to use and reload these types of weapons.

RESEARCH (Int)

Research is a class skill for bards, clerics, wizards, and loremasters.

Check: Given access to a library, you can search for specific information. You may attempt to use a library to answer questions that would normally be answered by any Knowledge skill, even if you do not possess any ranks in that skill.

A DC 10 Research check gets you a general idea of a broad topic, assuming it is not secret or censored. The higher your check result, the better the information. If you want to find out about a specific fact, the DC for the check is 15 to 25, or even higher. In general, the DC for the Research check is the same as that for the corresponding Knowledge check. You may choose to take 10 on a Research check.

Table 4-6: Research Modifiers

Library Size	Modifier
Private (100–200 books)	–10
Small (200–2,000 books)	–5
Medium (2,000–20,000 books)	0
Large (20,000–200,000 books)	+5
Very large (>200,000 books)	+10
Library Specialty	Modifier
Specialized mismatch	–10
General	0
Specialized match	+5
Sub-specialized match	+10

Action: Using the Research skill requires access to a library. A typical Research check takes 1d4+1 hours. Taking 20 on a typical Research check takes about 70 hours spread out over multiple days; when taking 20, you do receive the +2 competence bonus for a successive retry (see below).

Libraries may be of various sizes, and may be either general in nature (such as a typical public or university library) or highly specialized (such as a library belonging to a sage who only studies certain types of rare herbs). The characteristics of the library can help or hinder you. DC modifiers based on the library's characteristics are found on **Table 4-6: Research Modifiers**. If a particular library does not contain the information you seek, a single successful skill check against DC 20 will reveal this fact, but do not include the library modifiers for considering that aspect of the check result.

Large libraries in major cities might offer the services of paid research assistants. A typical research assistant commands a fee of around 2 gold pieces per

day (though prices vary widely). Using a research assistant cuts the time needed to perform a typical research check by 5 percent for each assistant utilized. The maximum reduction you can gain in this fashion is 25 percent, no matter how many research assistants you employ, because you still have to take time to coordinate and review their efforts.

A truly cosmopolitan library (of which there are only a handful in the world of Arcanis) might even be able to provide you with a reference to one or more senior librarians or local sages, whose fees are much higher (at least 20 gp per day) but who are better able to guide your research due to their encyclopedic knowledge of which tomes are and are not contained in the library. Employing expert help can reduce the time needed to perform research by anywhere from 25 percent to 50 percent or more, depending on how much you are willing to pay and the GM's assessment of how useful their help will be.

Try Again: Yes, but it takes time for each check. You get a non-cumulative +2 competence bonus for successive retries on the same search.

Special: The GM may declare that any particular fact is easier or harder to find in a particular library, and some libraries will not cover some topics at all.

The size and specialization (if any) of the library used strongly affects the results of your research as per the table below. Specialized libraries have books pertaining primarily to a specific topic. For example, researching religion at a large library specialized in history gives the same net modifier as using a small general library. Researching the history of Coryani in a private library with a sub-specialization in Coryani history gives the same net modifier as using a medium general library.

Synergy: If you have at least 1 rank in the appropriate Knowledge skill for the topic you are researching, you get a +1 synergy bonus on the Research check. If you have 5 or more ranks in the appropriate Knowledge skill, you instead get a +2 synergy bonus on the Research check.

Restriction: Literacy is obviously a prerequisite for the use of his skill. If the library has a fair number of books written in different languages, the GM should assign a penalty to Research skill checks if the character is only able to read some of the languages.

Untrained: An untrained character takes twice as long to perform research as a trained character. Thus, an untrained character needs 2d4+2 hours to attempt a typical Research check.

SPEAK LANGUAGE

(None; Trained Only)

Below is a summary list of the most common modern languages of Onara. Note that the Draconic, Gnome, and Halfling languages listed in *Core Rulebook* I do not exist in Arcanis, and Eloran replaces Elven. Infernal substitutes for both Abyssal and Infernal. Most people of Arcanis are unaware of the Celestial, Sylvan, Aquan, Auran, Ignan, and Terran languages, though a few are. The Yhing hir language can be written in either Khitani or Coryani characters; each alphabet is more commonly used near the appropriate empire.

Languages other than the ones listed below

are prevalent on continents other than Onara. For example, see the *Nyambe: African Adventures* campaign sourcebook for information on the languages spoken on the continent of Nidia (a.k.a. Nyambe).

VARIANT: Levels of Language Skill

In the core rules, a character either knows a language or she does not. A more accurate simulation is to include three levels of language skill: proficiency, fluency, and mastery. Proficiency allows slow, accented verbal communication on simple subjects and the reading of simple sentences for basic comprehension. Fluency allows extensive verbal communication with little to no accent and literacy at a strong level. Mastery is complete mastery of the language at the level of an educated native speaker; it allows adopting a local dialect and includes literacy at a very high level, including idiomatic and cultural subtleties.

With this variant system, literate characters are still assumed to be able to read and write any language that they can speak. A character can write a language at the same level (proficient, fluent, or master) that he speaks that language. Some tasks, such as making highly accurate translations of written documents from one language to another, require the character to be at least fluent in both languages. More demanding tasks, such as serving as an interpreter for spoken conversations between diplomatic envoys of warring nations, or composing original poetry that is capable of touching the heart of native speakers, require the character to have achieved mastery with the languages in question.

You don't make Speak Language checks. Instead, the DM should adjudicate the level of communication and comprehension. The character's Intelligence scores can influence the result, but the level of skill is more important. In some situations when a poor level of language skill can lead to misunderstanding, the DM may wish to apply a penalty to the character's skill checks involving communication (e.g., Bluff, Diplomacy, Gather Information, Intimidate, Research, Sense Motive).

For a starting character, racial-dependent automatic languages are known at the mastery level, while each point of Intelligence bonus will grant one rank towards an appropriate bonus language. A half rank in a language earns fluency, one rank earns proficiency, and one and a half ranks earn mastery.

A DM may rule that a very alien language takes an additional half-rank to learn. For example, a Coryani native learning Khitani or a Khitani native learning High Coryani would have a difficult time since the languages are so distant from one another. In such a case, one rank in a language earns fluency, one and a half ranks earn proficiency, and two ranks earn mastery.

Table 4-8: Regional Skills

During character creation, players must choose a nation and a region. The choice of region determines whether or not the character starts out as literate at first level (and is also an indication of the level of literacy among the common folk of that region). The choice of region also gives the character access to one or more regional skills, which are treated as class skills regardless of character class.

Table 4-7: Onaran Languages and Alphabets

Language	Typical Speakers	Alphabet
Altharin, Ancient (Ancient Imperial, Tongue of Man) ¹	Altherians, Mother Church traditional services, scholars	Ancient Mannish
Auxunite, Ancient	No one alive today (was the language of the ancient Auxunite Empire)	Auxunite
Cancerese	Common people of Canceri	Coryani
Celestial	Celestials (angels, Valinor, and other good outsiders)	Celestial
Chauni	Chauni	Coryani
Coryani, Low (Common) ¹	Common people of eastern and southern Onara	Coryani
Coryani, High	Val and other educated people of eastern and southern Onara	Coryani
Draconic ²	Ancient dragons (no known living examples)	Draconic
Druidic	Druids (secret language)	Druidic
Dwarven	Dwarves, giants	Giantish
Eloran ³	Elorii	Ssethric
Gnollish	Gnolls	None
Golic	Goblinoids	Golic
Harnen	Harn	Kio
Infernal	Infernals (demons, devils, and other evil outsiders)	Infernal
Khitani, Low	Common people of the Khitani Empire	Khitani
Khitani, High	Educated people of the Khitani Empire	Khitani
Kio	Kio	Kio
Milandisian	Common people of Milandir	Coryani
Milandisian, Ancient	No one alive today (was the language of the Milandisian League before the Time of Terror)	Ancient Mannish
Myrantian	Myrantians, nobles of Toranesta	Myrantian
Myrantian, Ancient	No one alive today (was the language of the ancient Myrantian Hegemony)	Myrantian
Orcish	Orcs	None
Ssethric (Ancient Ssethric) ³	Ssethregorans, ss'ressen, reptilian humanoids	Ssethric
Ss'ressen ³	Ss'ressen	Mixture of Ssethric and Coryani
Sylvan	Woodland creatures, druids, rangers	None
Tenecian, Ancient	No one alive today (was the language of the ancient Tenecian Empire)	Tenecian
Unden	Undir	Kio
Yhing Hir	Yhing Hir (all tribes), Pengik	Mixture of Khitani pictograms and Coryani letters
Ymandrake	Ymandragorans	Ymandrake

Note 1: The Republic of Altheria is the only country where Ancient Altharin is still in use among the common folk, although Low Coryani is more common (and is sometimes jokingly referred to as “Modern Altharin”). Ancient Altharin is also the traditional language of church services of the Mother Church, although this tradition is changing in some areas (such as Milandir).

Note 2: Although the Draconic language does exist in Arcanis, player characters cannot learn it, as there are no known dragons available to teach anyone to speak or read this language. Even those creatures living today with the Dragon type speak Ssethric (or whatever languages they have been taught or learned on their own) rather than Draconic.

Note 3: Due to the unique physiology required to enunciate this language, only reptilian creatures, ss'ressen, Ssethric creatures, and Elorii can speak it properly. Other creatures can learn to understand it and can mimic some of the sounds well enough to make themselves understood at a basic level, but they can never be mistaken for native speakers.

General Note: The elemental languages (Auran, Aquan, Ignan, and Terran) from the core rules do not exist in Arcanis. Elemental creatures that have a listing for an elemental language in the core rules simply do not speak. When such creatures are summoned or bound by mortals, it is assumed that the spell or effect used to perform the ritual grants the elemental the ability to understand the instructions given to it and that its responses are likewise conveyed to the summoner. Elder Elementals and any elemental creatures with a high enough Intelligence score to have one or more bonus languages are likely to understand one or more of the languages of mortals, because they have most likely had enough dealings with spellcasters over the centuries to give them a reason to learn to communicate with such beings. The most common languages for these elemental creatures to know would be Ancient Altharin, Ancient Ssethric, Eloran, and/or Ymandrake.

SKILLS ■ Regional Skills

Region	Regional Class Skills	Literacy?
Republic of Altheria		
Altheria, including New Althré	Knowledge (any one), Craft (Any one)	●
Theocracy of Canceri		
Blood March (Sarishan Lands)	Diplomacy	●
Cold Plains (Nerothian Lands)	Hide	●
Nier's Spine (Nierite Lands)	Survival	●
Coryani Empire		
Annonica	Appraise	●
Balantica	Survival	●
Cafela	Bluff	●
Illonia	Diplomacy	●
Salantis	Profession (sailor), Survival	●
Toranesta	Move Silently	●
Ulfia	Search	●
Valentia	Craft (blacksmithing), Sense Motive	●
Western Marches	Ride	●
Kingdom of Milandir		
Eastmarch	Ride	●
Moratavia	Spot	●
Naeraanth	Appraise	●
Sulfer Marsh (Black Talons)	Survival	
Sylvania	Survival	
Tralia	Gather Information	●
Dwarven Enclaves		
Encali	Craft (gemcutting)	●
Nol Dappa	Craft (armorer)	●
Solanos Mor	Craft (weaponsmithing)	●
Tir Bitoq	Craft (glass-blowing)	●
Tultipet	Knowledge (arcana: prognostication)	●
Elorii Nations		
Elonbé	Survival	●
Entaris	Diplomacy	●
Western Lands		
Capharra	Diplomacy	●
Pajharo	Survival	
Bhiharn	Sense Motive	
Lhyllifel †	Elorii Bonus Language, Diplomacy	●
Mhyrcia (The Shadow Towns)	Survival	
Satrapy of Eppion	Knowledge: Local (Western Lands)	●
Pirate Isles		
Freeport	Profession (sailor), Black Market	●
Garundi	Profession (sailor), Appraise	●
Hinterlands ¹		
The South	Ride	
Mil Takara	Black Market	●
The Pengik Peninsula	Survival	
The Vanomir	Ride	
Sicaris	Appraise	●
The Northern Desert, She'Haulk Mountains	Survival	
Censure	Sense Motive	●

† Characters from this region, regardless of race, may worship Belisarda. Clerics who select this option must choose their domains as if they were from Entaris.

¹ The Hinterlands has so many cultures that several of the larger cities are also available as regions.

Chapter Five

Feats

Feat Types

Background: This feat type represents the training and studies undertaken by a character before starting his or her adventuring career. These feats may **only** be taken during character creation. Many of these feats have specific race or nationality requirements.

Background feats that represent a form of military service or specialized military training (Born to the Saddle, Conscript, Dwarven Militia, Legionnaire, Shining Patrol Service, and Soldier of Retribution) may be taken by 1st-level fighters with their 1st-level fighter bonus feat. The feat must still be taken during character creation.

As long as the feats do not overlap or contradict one another, there is no restriction against a character choosing more than one Background feat. The GM and players should work together to ensure that each PC has a consistent and coherent background.

Bloodline: This feat type represents abilities that deal with the bloodline powers of the various Val families. As such, these feats are not available to non-Val characters.

Channeling: Feats with the [Channeling] descriptor require the expenditure of one or more channeling attempts (see chapter 3 for details). Using these feats is a standard action unless the feat description states otherwise.

Some of these feats may have variable effects based on the results of a channeling check, while others may be affected by the amount of channeling damage rolled. See the specific feat for details.

If a character has more than one type of channeling (such as the ability to turn/rebuke undead and the ability to turn/rebuke Infernals) then either type may be used to power Channeling feats.



Elorii: This feat type deals with special aspects of the Elorii race and their specific abilities. As such, these feats are not available to non-Elorii characters.

Fighter: A fighter may select any feat with this designation as one of his fighter bonus feats.

Military: This feat type represents abilities gained during a character's military service, or abilities taught to the character by comrades from his or her military days. Feats of this type are only accessible to characters with one of the appropriate prerequisite feats (which include Conscript, Dwarven Militia, Legionnaire, Shining Patrol Service, and Soldier of Retribution). Fighters do not gain automatic access to these feats; they must have one of the necessary military service prerequisite feats, just like members of any other character class. Not all fighters gained their experience fighting in a formal military unit. However, if a fighter has the prerequisite military service feat, then he may select Military feats with his fighter bonus feats. Having the ability to select Military feats makes Knowledge: (Warfare and tactics) a class skill for that character.

Profession: This feat type represents a character's current or former profession. Characters with these feats will often refer to themselves as a member of that profession. These types of feats are sometimes taken at character creation, but some characters don't pursue a profession until many years after they have begun an adventuring career. A character must spend at least half a year (180 days) out of play for each Profession feat taken after character creation. This represents the time and effort needed to study the profession, which necessarily takes the character away from adventuring.

Soul Fragment: This feat type represents an extra piece of spirit that was bound into your soul at the time Beltine spun you out of her Cauldron. Soul fragments can have both positive and negative effects upon your character, and can make excellent roleplaying devices. Because their souls do not come from the Cauldron, dwarves and Elorii cannot take these feats. Soul Fragment feats are treated exactly the same as General feats, but you must take the first feat in this chain as a Background feat (at character creation).

Tainted: This feat type deals with the Infernal nature of a character with tainted blood. Only creatures with the Tainted subtype may take these feats. All dark-kin characters automatically have the Tainted subtype, and certain other races and prestige classes may grant this subtype as well. Tainted feats are treated exactly the same as General feats, but some Tainted feat chains require you to take at least the first feat in the chain as a Background feat (at character creation).

Table 5-1: Feats

Background Feats	Prerequisites	Benefit
Born to the Saddle	Native of the Hinterlands or Milandir	+2 bonus on Handle Animal and Ride checks; sleep in the saddle while wearing armor
Conscript	Native of Milandir	Skill bonuses, starting equipment, and access to Military feats
Dwarven Militia	Dwarf	Skill bonuses, starting equipment, and access to Military feats
Gentry	Human or Val	Gain the various rights and responsibilities of the nobility of your homeland
Great Destiny	Good or evil alignment	+1 sacred or profane bonus on all saving throws
Heirloom	Various, depending on type	Receive a special item with great historical or family significance
Legionnaire	Native of the Coryani Empire	Skill bonuses, starting equipment, and access to Military feats
Prodigy	Caster or manifester level 1 st	Once per day, increase your caster or manifester level by 2 for a single spell or power
Pureblood Kio	Human or Val'Sungha	Gain racial traits, special characteristics, and noble rights and privileges within Kio society.
Scum	Born and raised in a metropolis	Gain class skills and a bonus on some skill checks in your home city
Shining Patrol Service	--	Skill bonuses, starting equipment, and access to Military feats
Soldier of Retribution	Elorii	Skill bonuses, starting equipment, and access to Military feats
Streetwise	May not be a Val or any sort of aristocrat or noble	+1 bonus on Black Market, Bluff, Gather Information, and Intimidate skill checks

Bloodline Feats	Prerequisites	Benefit
Divinity's Power	Val blood rank 4	+2 holy bonus to Str, Dex, and Con for a short period of time
Divinity's Presence	Val blood rank 4	+2 holy bonus to Cha, Int, and Wis for a short period of time
Divinity's Purpose	Val blood rank 2	When defending humans, gain temporary hit points and holy bonuses to attack and damage
Potent Blood	Val blood rank 3	Raise your effective blood rank by 2

Elorii Feats	Prerequisites	Benefit
Elorii Bloodline	Elorii	Benefits vary by Elorii subrace
Elorii Bloodline, Improved	Elorii Bloodline, character level 3 rd	Benefits vary by Elorii subrace
Elorii Bloodline, Heightened	Improved Elorii Bloodline, character level 6 th	Benefits vary by Elorii subrace
Elorii Bloodline, Awakened	Heightened Elorii Bloodline, character level 9 th	Benefits vary by Elorii subrace
Elorii Bloodline, Legendary	Awakened Elorii Bloodline, character level 15 th	Benefits vary by Elorii subrace
Elorii Bloodline, Ascendant	Legendary Elorii Bloodline, character level 21 st	Benefits vary by Elorii subrace
Memories of Lives Past	Character level 1 st (background)	Choose an extra favored class
Knowledge of the Past	Memories of Lives Past	Any three skills become class skills
Visions of Lives Past	Elorii	Ancestral memories may reveal secrets to you in certain situations
Vengeful Eyes	Far Shot, Weapon Focus (any bow)	Ignore penalties for range increments out to your maximum range when firing a bow
Will of the Prophetess	Cleric of Belisarda	+1 to spell save DCs against human and Val targets; +2 against reptilians and dragons

Channeling Feats	Prerequisites	Benefit
Channel Elemental Energy	Ability to channel, at least one elemental domain (Air, Earth, Fire, or Water)	Your weapon gains an elemental quality.
Channel Elemental Energy, Improved	Channel Elemental Energy	Your weapon gains the burst elemental quality.

Tainted Feats	Prerequisites	Benefit
Infernal Taint	Dark-kin, character level 1 st or existing Infernal Taint	Gain an obvious infernal trait (eyes, horns, teeth, tail, claws, or hooves)
Daemonic Appearance	Dark-kin; Infernal Taint of the trait you wish to enhance	Increase the appearance and effects of your Infernal Taint
Wings of the Fiend	Daemonic Appearance (any)	Sprout wings and gain the ability to hover, but not to fly
Wings of the Devil	Wings of the Fiend	Gain the ability to fly

Metamagic Feats	Prerequisites	Benefit
Cooperative Spellcasting	Concentration 5 ranks, Spellcraft 10 ranks	Combine your efforts with other spellcasters to produce a number of powerful effects
Elemental Affinity	Elemental subtype	Alter spells with an energy descriptor to match your elemental subtype
Empower Blood	Native of Canceri or Encali dwarf, caster level 3 rd	Inflict wounds upon yourself while casting a spell to heighten its effects in various ways
Masquerade Spell	Member of the Sanctorum of the Arcane, Bluff 2 ranks, Perform (any) 5 ranks, caster level 1 st	Conceal spellcasting as part of a performance with a successful Perform check
Specialized Spell	Spell Focus (any) or Domain Focus (any); Spellcraft 15 ranks	Choose a single specialty spell, which you can manipulate in various ways

Military Feats	Prerequisites	Benefit
Advanced Tactics	Brothers in Arms or Back-to-Back, base attack bonus +5	+2 bonus on melee attack and damage rolls when fighting near similarly-trained ally
Back-to-Back	Base attack bonus +1	Immunity to flanking when fighting near similarly-trained ally
Tandem Fighting	Back-to-Back	+1 to attack and damage rolls against foes that you and a similarly-trained ally both threaten
Brothers in Arms	Base attack bonus +1	When using the Aid Another action, apply a +4 bonus to your ally's AC or next attack roll
Exotic Weapon Proficiency (blastpowder siege weapons)	Native of Altheria or Shining Patrol Service; Exotic Weapon Proficiency (any flintlock), base attack bonus +2	Learn to use blastpowder siege weapons and gain the ability to take ranks in Profession (gunner)
Favor of the Quartermaster	--	Receive free room and board at military outpost, plus equipment access with a Diplomacy check
Military Service [F]	Base attack bonus +1	Gain access to military feats.
Shield Wall	Shield Proficiency	+2 AC bonus when fighting near similarly-trained ally
Lock Shields	Shield Wall	Extra AC and cover bonuses when fighting near similarly-trained ally
Tactical Awareness	Int 13, Leadership	Allies gain initiative bonus equal to your Intelligence modifier
Tactical Leadership	Avoidance, Know Terrain	Allies gain the benefit of your feats by listening to instructions

Profession Feats	Prerequisites	Benefit
Altherian Craftsman	Native of Altheria, Skill Focus (Craft: flintlocks)	You may craft Altherian-quality flintlocks and related items
Courtesan	Cha 13, 4 ranks in any Charisma-based skill, 4 ranks in any Dexterity-based skill	Gain class skills and the ability to more readily influence those who interact with you socially; make more money when practicing your trade
Diplomat	Elorii, Val, any race plus Gentry, or at least one level of Aristocrat or Patrician	Gain class skills, bonus on skill checks, and the ability to more readily calm hostile individuals; make more money when practicing your trade
Fishmonger	Cha 13, 4 ranks in Perform (acting)	Gain class skills, bonus on Perform checks in theatres, and bard as a favored class; make more money when performing as an actor
Master Craftsman	Skill Focus (any Craft) or Dwarf	Learn to craft greater masterwork and/or legendary items

Item Creation Feats	Prerequisites	Benefit
Craft Fetish	Native of the Hinterlands or Shaman; caster level 3 rd	Create fetishes to store spells and create powerful magical effects
Craft Lesser Fetish	Caster level 1 st	Create fetishes to store spells; similar to Scribe Scroll
Imbue With Essence	Wis 13, Craft (armorsmith, ringsmith, or weaponsmith) 12 ranks, no ability to cast arcane or divine spells or manifest psionic powers, no other magic or psionic item creation feats.	Craft armor, rings, and weapons by means of your Craft skill as if you had the appropriate Item Creation feats
Sculpt Runic Item	Native of the Hinterlands or dwarf; Craft (appropriate type) 5 ranks; caster level 1 st	Create runic items to store spells; similar to Scribe Scroll

FEATS ■ Feats

Soul Fragment Feats	Prerequisites	Benefit
Patchwork Soul	Any race except Elorii, dwarf; character level 1 st (background)	Gain a soul fragment and a +1 bonus on Will saves against mind-affecting effects
Black Mage's Soul	Patchwork Soul (evil alignment)	Gain class skills and a +1 insight bonus on saving throws against Necromancy
Fallen Hero's Soul	Patchwork Soul (good alignment)	You and your nearby allies gain a morale bonus on saving throws against fear effects
Scholar's Soul	Patchwork Soul (any)	Gain class skills and a +1 bonus on Knowledge skill checks
Thief's Soul	Patchwork Soul (neutral or evil alignment)	Gain class skills and a +1 insight bonus on certain skill checks and on initiative rolls
Unassailable Soul	Patchwork Soul, Fallen Hero's Soul, base Fort save +5	You can re-roll failed saving throws against level or ability drains

General Feats	Prerequisites	Benefit
Advanced Pole-Arm Fighting [F]	Dex 15, Weapon Focus (polearm)	Fight with chosen hafted reach weapon as if it were a double weapon
Aggressive Negotiations	Str 15, dark-kin or half-orc	Use Strength instead of Charisma on Intimidate checks
Alien Understanding	Cleric of Neroth or Sarish, native of Canceri, Encali dwarf, or dark-kin; Caster level 1 st	Undead and outsiders are denied their Wisdom bonus on Will saves against spells you cast
Arcane Knack	Cha 13; Dark-kin, Elorii, or val'Mehan	Gain a small number of 0-level spells as spell-like abilities
Arcane Knack, Improved	Arcane Knack	Gain a small number of 1 st -level spells as spell-like abilities
Armored Caster	Dex 15, Armor Proficiency (heavy), base Fort save +3	Reduce arcane spell failure chance from armor by 10 percent
Armored Fortitude [F]	Armor Proficiency (heavy), base attack bonus +2	Gain a small amount of DR against piercing attacks when wearing heavy armor
Armored Fortitude, Improved [F]	Armored Fortitude, base attack bonus +4	Gain a small amount of DR against piercing and slashing attacks when wearing heavy armor
Avalanche [F]	Str 17, Improved Bull Rush	Make a free bull rush when you score a hit on a charge attack
Avoidance	Dex 17, Mobility, base attack bonus +5	Ignore attacks of opportunity that result from your movement
Balanced Blades [F]	Improved Two-Weapon Fighting, base attack bonus +9	Treat any one-handed weapon as a light weapon for purposes of two-weapon fighting penalties
Brute	Str 13, Con 13, Improved Unarmed Strike	Gain DR against non-lethal melee damage and the ability to intimidate certain attackers
Callous	Must have died at least once and been returned from the dead	+4 bonus on Will saves against fear, morale, and other emotion-based effects; -2 penalty on certain skill checks
Callused Skin	Dark-kin, half-orc, half-hobgoblin, or gnome; base Fort save +4	+1 permanent increase to your existing natural armor (if any)
Iron Skin	Callused Skin, base Fort save +6	+1 permanent increase to your existing natural armor, but you suffer social penalties
Canny Fighter [F]	Lightning Reflexes, base attack bonus +4	Make a Reflex save to avoid a confirmed critical hit or sneak attack damage
Cast out the Damned	Cleric of Neroth or Sarish, native of Canceri, Encali dwarf, or dark-kin; ability to turn or rebuke undead or outsiders	Add your Wisdom modifier to your turning checks and turning damage rolls against outsiders and undead creatures
Church Education	Native of Altheria, Canceri, the Coryani Empire, or Milandir	Automatic literacy, Knowledge (religion) as a class skill, and an additional favored class.
Cloak Use [F]	Native of Cafela, Dex 13	Gain AC bonus by using your cloak to deflect attacks
Cloak Attack [F]	Dex 15, Cloak Use	Wield your cloak as a melee weapon
Steel Cloak [F]	Cloak Attack	Increase the amount of damage you deal with your cloak, and learn to trip and disarm your foes
Combat Firing [F]	Combat Reflexes, Exotic Weapon Proficiency (any flintlock type), Concentration 1 rank	Fire a flintlock without provoking attacks of opportunity if you succeed on a Concentration check
Combat Virtuoso [F]	Weapon Finesse, base attack bonus +6	Cause your opponents to become shaken for as long as you continue to attack them
Constant Agony	Gnome; Great Fortitude or Toughness; Concentration 10 ranks	Convert a small amount of lethal damage to non-lethal damage each time you suffer damage
Cultural Assimilation	Half a year (182 days) spent in the culture whose elements the character wishes to assimilate.	Gain access to classes or feats from another culture.

General Feats	Prerequisites	Benefit
Deadly Aim [F]	Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11.	Increase your critical multiplier by 1 with your chosen flintlock type
Defensive Spin [F]	Riposte, Two-Weapon Defense, Whirlwind Attack	Forfeit all your attacks to make a free attack against anyone who attacks you in melee for 1 round
Domain Focus	Divine spellcaster that chooses domains	+1 bonus on save DCs when casting spells from a specific domain
Domain Focus, Greater	Domain Focus (chosen domain)	+1 bonus on save DCs when casting spells from a specific domain; pray for domain spells in non-domain slots
Dragon's Hide	Ss'ressen, Toughness, Con 13	+1 increase to your natural armor
Dumb Luck	Int and Wis 9 or lower, Cha 13	+1 luck bonus on all saves
Eroticist	Cha 13, Worshipper of Larissa, bardic music ability, Perform 12 ranks	Create a <i>charm person</i> effect on those you fascinate with your bardic music ability
Exotic Armor Proficiency [F]	Any other armor proficiency	Wear a specific type of exotic armor without suffering penalties
Exotic Weapon Proficiency (flintlocks) [F]	Base attack bonus +1	Learn to use flintlock pistols, flintlock rifles, scatterguns, or the blunderbuss
Expert Summoning	Augment Summoning	Your summoned creatures gain +2 to AC and saving throws
Favored Enemy Spell Focus	Spell Focus (at least one school), Knowledge (racial sub-specialization) 4 ranks, Spellcraft 7 ranks	+1 bonus on save DCs when casting spells against foes of your chosen favored enemy type
Field Medic	Heal 1 rank	Administer potions or use the Heal skill without provoking attacks of opportunity
Flowing Sand [F]	Dex 17, Cleave, Whirlwind Attack	Forfeit all your attacks to make a single move and attack everyone within reach as you move
Hard Target [F]	Combat Expertise, base attack bonus +6	Get up from prone as a move-equivalent action without provoking attacks of opportunity
Hard to Handle	Gnome, Escape Artist 5 ranks	+4 bonus on defensive grapple checks and use Dexterity instead of Strength when grappling
Hawk-Eyed [F]	Native of Altheria, Exotic Weapon Proficiency (any flintlock), Far Shot, base attack bonus +8	Ignore penalties for range increments out to your maximum range when firing a flintlock
Heedless Assault [F]	Power Attack	Trade AC for attack bonus (up to 5 points)
Heedless Charge [F]	Base attack bonus +1	Trade AC for attack bonus (up to 5 points) on a charge
Hero's Heart	--	+2 bonus on saving throws and skill checks when doing something especially heroic
Honeyed Tongue	Cha 13	+2 bonus on any two of Bluff, Diplomacy, Intimidate
I'm Not Gonna Eat That!	Gnome	Creatures suffer penalties trying to bite you and must succeed on a Will save to swallow you whole
Improved Familiar, Onaran	Ability to summon a familiar	Summon a familiar of a special or unusual type unique to Onara
Improved Leadership	Leadership (minimum score 12), character level 9 th	Gain a second cohort
Improved Mounted Combat	Combat Reflexes, Mounted Combat, Ride 7 ranks	Negate additional attacks against your mount with Ride checks
Improved Quick Draw	Dex 17, Quick Draw, base attack bonus +6	Make a free melee attack when you use Quick Draw
Improved Ride-By Attack	Ride-By Attack, Ride 9 ranks	+2 bonus on attack roll plus 1d6 bonus damage when making a Ride-By Attack
Improved Snatch	Dex 15, Combat Reflexes, Lightning Reflexes	Snatch items from opponents' hands, packs, belts, etc.
Improved Toughness	Toughness, base Fort save +2	Gain 6 hit points, increasing by +3 each time you gain this feat
Judge of Character	Wis 15, Skill Focus (Sense Motive)	Take 10 on Sense Motive checks at all times; take 20 if you have a long enough conversation
Know Terrain	Int 15, Survival 4 ranks	+1 bonus on attacks from higher ground; recognize all terrain effects on movement and cover
Lay of the Land	Track, Survival 4 ranks	You are harder to track and receive +2 on Survival checks within the boundaries of your homeland
Linguist	Int 13	Learn any two languages and gain Speak Language as a class skill, plus a bonus on Decipher Script checks
Martial Weapon Technique	Monk level 8 th , Weapon Focus (chosen weapon)	A single martial or exotic weapon becomes a monk weapon for you

FEATS ■ Feats

General Feats	Prerequisites	Benefit
Master of the Tops	Native of Entaris or the Pirate Isles, Climb 4 ranks, Use Rope 4 ranks	+10 bonus to Balance and Climb checks, move at full speed, and retain Dex bonus while climbing along the rigging of a ship
Meet the Charge [F] [M]	Combat Reflexes	Opponents charging you provoke attacks of opportunity
Earth to Sky [F] [M]	Improved Unarmed Strike, Meet the Charge	Throw a charging opponent if you hit him with your attack of opportunity
Multifire [F]	Exotic Weapon Proficiency (flintlock pistol), Two-Weapon Fighting	Fire two flintlocks at once with a single attack roll
Murderous Precision [F]	Non-good alignment, base attack bonus +5	Perform a coup de grace as a standard action
Natural-Weapon Fighting [PW]	Natural weaponry, base attack bonus +2	Make a single extra natural weapon attack, but all attacks suffer a -3 penalty
Natural-Weapon Fighting, Improved [PW]	Natural-Weapon Fighting, base attack bonus +7	Make a single extra natural weapon attack, but all attacks suffer a -1 penalty
Natural-Weapon Fighting, Greater [PW]	Improved Natural-Weapon Fighting, base attack bonus +12	Make one extra natural weapon attack at no penalty and a second extra natural weapon attack at a -5 penalty
Of the Mundane	Human, half-orc, or half-hobgoblin; no spellcasting ability	+2 bonus on all saves against spells, powers, spell-like abilities and psionic abilities.
Offensive Spin [F]	Greater Two-Weapon Fighting, Whirlwind Attack	Attack with two weapons when performing a Whirlwind Attack
Olfaction	Ss'ressen, base Fort save +5	Gain the Scent special quality
Opportune Strike [F]	Dex 17, Combat Expertise, Weapon Finesse	+1 to attack and +2 to damage when flanking or attacking flat-footed opponents
Overlooked	Gnome, Cha 11 or lower	Make yourself inconspicuous to gain a bonus on skill checks
Point of the Blade [F]	Weapon Focus (selected one-handed slashing weapon)	Deal piercing damage instead of slashing damage
Quick Hands	--	Retrieve non-weapon items without provoking attacks of opportunity
Quick Reload [F]	Exotic Weapon Proficiency and Weapon Focus (any flintlock)	Reload your chosen type of flintlock more quickly
Quick Sheathe [F]	Dex 13, Quick Draw or Quick Hands	Sheathe weapons and retrieve items from the ground without provoking attacks of opportunity
Reactive Caster	Combat Casting, Improved Counterspell, Spellcraft 10 ranks.	Counter spells as an <i>immediate</i> action.
Restless Wanderer	Dark-kin, gnome, half-orc, or half-hobgoblin	Select an extra favored class or select three skills as class skills
Riposte [F]	Combat Expertise, Weapon Finesse, base attack bonus +6	While fighting defensively, make attacks of opportunity against foes that miss you in melee
Sabbatical	--	Gain 6 skill points
Saddle Warrior [F]	Dex 13, Mounted Combat	+2 bonus on Ride checks to stay in the saddle and +1 AC bonus while mounted
Scholar	Int 13	All Knowledge skills become class skills
Secret Lore	Bardic Knowledge or Lore class ability	+3 bonus on Bardic Knowledge and Lore checks
Skill Focus, Greater	Key ability 17, Skill Focus, and at least 10 ranks in the chosen skill	+5 bonus on skill checks
Slimy	Gnome, Cha 9 or lower	+2 bonus on Escape Artist checks and use Charisma instead of Strength on all grapple checks
Strength of the Coryani Heart	Native of the Coryani Empire	When facing insurmountable odds, gain combat bonuses
Studious	Int 11	+1 skill point per level gained
Style Convergence	Levels in two combat styles	Avoid XP penalty for having levels in multiple combat styles
Superior Critical [F]	Greater Weapon Focus, Improved Critical, and Weapon Specialization with the chosen weapon.	Increase your critical multiplier by 1 with your chosen weapon type
Tail Attack	Dex 13, ss'ressen or Tainted with prehensile tail	Use your tail to make melee attacks and trip opponents
Tip Cut [F]	Weapon Focus (selected one-handed piercing weapon)	Deal slashing damage instead of piercing damage
Trick Shot [F]	Proficiency with any projectile weapon, Precise Shot, base attack bonus +8.	Make ranged disarm attempts by firing your flintlock at opponents' weapons
Tumbling Strike [F]	Mobility, Jump 5 ranks, Tumble 5 ranks	Incorporate Tumble or Jump checks as part of a charge to gain bonuses

General Feats	Prerequisites	Benefit
Uncanny Reaction	Alertness, Improved Initiative	Always roll two initiative checks and choose the one you want
Unfazed	Iron Will	+2 bonus on Concentration checks and Will saves
Unhindered Defense [F]	Combat Expertise, Dodge	AC bonus if your foe is heavily armored and you are not
Versatile	Wis 13	Choose two skills as class skills
Villainous	Non-good alignment	+2 bonus on Intimidate and Sleight of Hand checks
Wary	Wis 13	+2 bonus on Spot and initiative checks
Weapon Master [F]	Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, and Superior Critical (for melee weapons) or Deadly Aim (for ranged weapons) with the chosen weapon.	Gain significant bonuses with your chosen weapon.
Weapon Grand Master [F]	Weapon Master, base attack bonus +15	Increase the damage with your chosen weapon

[F] denotes a feat that a fighter or psionic warrior may select as one of his bonus feats.

[M] denotes a feat that a monk may select as one of his bonus feats.

Feat Descriptions

Advanced Tactics [Military]

You know how to fight side by side with similarly-trained individuals.

Prerequisites: Brothers in Arms or Back-To-Back; base attack bonus +5.

Benefit: Whenever you are within 5 feet of an ally with the Advanced Tactics feat, both you and your ally gain a +2 circumstance bonus on all melee attack and damage rolls. You both lose the benefits of this feat if either of you become incapacitated (such as being held, stunned, or unconscious) but not if either of you lose only the ability to take attack actions (such as being dazed).

Advanced Pole-Arm Fighting [Fighter, General]

You know how to use the haft of a reach weapon to strike adjacent targets.

Prerequisites: Dex 15, Weapon Focus with selected weapon.

Benefit: You can use long-hafted reach weapons as double weapons. The haft of the weapon is treated as if it had a 5' reach rather than a 10' reach, meaning that you may only attack adjacent targets with it.

Weapons that may be used with this feat are the awl pike, glaive, glaive-guisarme, great trident, guisarme, longspear, and ranseur. The blunt end of the weapon is considered a club of your size category. You do not need to take this feat more than once; you may use it with all of the listed weapons.

If you only wish to use the blunt end as a single weapon, you may do so. However, the haft only has 5' reach. You may not have the blunt end of the weapon enchanted; the item is only treated as a double weapon when you use it in conjunction with this feat.

When you are fighting with both ends of the weapon, you incur all the normal penalties associated with using a double weapon as described in *Core Rulebook I*.

Normal: You may not attack a creature in an adjacent square when you are wielding a 10' reach weapon.

Aggressive Negotiations [General]

You know how to make people see things your way with the judicious use of a little muscle.

Prerequisites: Dark-kin or half-orc; Str 15.

Benefit: You may use your Strength ability score modifier instead of your Charisma ability score modifier when making Intimidate skill checks.

Alien Understanding [General]

You are able to more easily bend undead and extra-planar creatures to your will, making your spells harder to resist.

Prerequisites: Cleric of Neroth or Sarish, native of Canceri, Encali dwarf, or dark-kin; caster or manifester level 1st.

Benefit: When you cast a spell or manifest a psionic power that allows a Will save against an undead creature or an extra-planar creature (outsider), that creature does not add its Wisdom bonus (if any) to its Will save. If the creature has a Wisdom penalty, then the penalty is doubled when making Will saves against spells you cast or powers you manifest.

Altherian Craftsman [Profession]

You have learned the secret crafting techniques gifted by the god Althares to his chosen people.

Prerequisites: Native of Altheria, Skill Focus (Craft: flintlocks).

Benefit: You may craft Altherian-quality flintlocks and perform other special techniques when using the Craft (flintlocks) skill. See *Chapter 4 - Skills* for details.

Arcane Knack [General]

You can perform a few simple spells without really thinking about it.

Prerequisites: Cha 13; Dark-kin, Elorii, or val'Mehan.

Benefit: You may choose a number of 0-level arcane spells from the wizard/sorcerer spell list equal to one-half your Charisma bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, any spell that has an XP component, or any spell that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Charisma bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Arcane Knack, Improved [General]

You have refined your innate magical abilities to the point where you can perform slightly more powerful tricks.

Prerequisite: Arcane Knack.

Benefit: You may choose a number of 1st-level arcane spells from the wizard/sorcerer spell list equal to one-half your Charisma bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, any spell that has an XP component, or any spell that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Charisma bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Armored Caster [General]

You have learned to reduce the arcane spell failure chance caused by wearing armor.

Prerequisites: Dex 15, Armor Proficiency (heavy), base Fortitude save +3.

Benefit: When wearing armor that you are proficient in, the arcane spell failure chance of your armor is reduced by 10 percent. This feat has no effect on the arcane spell failure chance caused by shields.

Special: You may not gain this feat more than once. However, its effects stack with arcane spell failure reductions from other sources.

Armored Fortitude [Fighter, General]

While wearing heavy armor, you gain greater protection from attacks made with piercing weapons.

Prerequisites: Armor Proficiency (heavy), base attack bonus +2.

Benefit: While wearing heavy armor, you gain damage reduction 2/bludgeoning or slashing. This means that you ignore the first 2 points of damage done to you by any attack made with any weapon that deals only piercing damage. A weapon that can deal both piercing and slashing damage or that can deal both bludgeoning and piercing damage is unaffected by this feat, since at least one of the weapon's damage types can bypass your DR.

Special: The DR granted by this feat stacks with other types of damage reduction that you might receive from other sources, including special armor materials, class abilities, spells, etc. You may not gain this feat more than once.

Armored Fortitude, Improved [Fighter, General]

While wearing heavy armor, you gain greater protection from attacks made with piercing and slashing weapons.

Prerequisites: Armored Fortitude, base attack bonus +4.

Benefit: While wearing heavy armor, you gain damage reduction 2/bludgeoning. This means that you ignore the first 2 points of damage done to you by any attack made with any weapon that deals either piercing or slashing damage. A weapon that can deal both piercing and slashing damage is affected by this feat, since neither of the weapon's damage types can bypass your DR. Any weapon that can deal bludgeoning damage is not affected by this feat, even if the weapon can also deal piercing or slashing damage, since the bludgeoning damage can bypass your DR.

Special: The DR granted by this feat supersedes (does not stack with) the DR granted by the Armored Fortitude feat. The DR granted by this feat stacks with other types of damage reduction that you might receive



from other sources, including special armor materials, class abilities, spells, etc. You may not gain this feat more than once.

Avalanche [Fighter, General]

You have learned to combine a melee charge attack with a bull rush.

Prerequisites: Str 17, Improved Bull Rush.

Benefit: If you score a melee hit when making a charge attack action, the attack deals damage normally and also acts as a bull rush special attack that does not provoke an attack of opportunity from the target creature. This action may still provoke attacks of opportunity from nearby opponents, either during the initial charge or during the bull rush action.

See *Core Rulebook I* for rules on resolving a bull rush.

Normal: You may not combine a melee attack action and a bull rush action as part of the same maneuver under normal circumstances. You may normally bull rush at the end of a charge action, but you can't also make a melee attack when doing so.

Avoidance [General]

You are skilled at moving through threatened areas without incurring attacks of opportunity.

Prerequisites: Dex 17, Mobility, base attack bonus +5.

Benefit: You are able to use the confusion of battle to weave through the battlefield unmolested. You may ignore a number of attacks of opportunity equal to your Dexterity bonus each turn. You may only ignore attacks of opportunity that result from your movement through a threatened square. You may not ignore attacks of opportunity that result from failing a Tumble check or from performing actions other than movement.

Special: This feat may not be used if you are wearing heavier than light armor or if you are carrying more than a light load.

Back-To-Back [Military]

You are skilled at fighting back-to-back with a trusted ally.

Prerequisite: Base attack bonus +1.

Benefit: When you are adjacent to an ally who also possesses the Back-to-Back feat, you cannot be flanked from any direction. Both you and your ally lose the benefits of this feat if either of you is blinded,

incapacitated, held, stunned, or otherwise denied the ability to defend normally against incoming melee attacks.

Special: Although you cannot be flanked when fighting with this feat, you may still be denied your Dexterity bonus to Armor Class by means of other attacks or abilities used against you, so you may still be vulnerable to a sneak attack under certain circumstances. For example, this feat does not grant you any special ability to defend yourself against invisible foes.

Balanced Blades [Fighter, General]

You have learned to balance two weapons more precisely in your hands.

Prerequisites: Improved Two-Weapon Fighting, base attack bonus +9.

Benefit: Any one-handed weapon of your size category or smaller is treated as a light weapon for purposes of determining your penalties for fighting with two weapons. This means, for example, that you could fight with a longsword, a scimitar, or a rapier in each hand and only suffer the penalties for having a light weapon in your off hand. This greater balance does come at a price in terms of your ability to strike hard; you may not use the Power Attack feat when you are fighting in this fashion.

Normal: You suffer greater penalties when fighting with two weapons and wielding anything other than a light weapon in your off hand.

Black Mage's Soul [General]

You possess a soul fragment that was once a mage who trafficked in dark magic. Through need or desire, you have tapped into some of the knowledge and skill of this soul fragment.

Prerequisite: Patchwork Soul (of an evil alignment only).

Benefit: You gain Knowledge (arcana), Knowledge (the planes), and Knowledge (religion) as class skills. You also receive a +1 insight bonus on all saving throws against spells and effects from the school of Necromancy.

Special: Should any divination spell attempt to determine your capacity for arcane spellcasting, there is a 50% chance that it will detect a strong ability within you (the potential of the soul fragment) instead of your normal result, even if you are not truly an arcane spellcaster. This may draw the attention of the Harvesters.

Born to the Saddle [Background]

Your family has a strong tradition of horsemanship. You learned to ride a horse almost before you were able to walk.

Prerequisite: Native of the Hinterlands or Milandir.

Benefit: You gain a +2 bonus on all Handle Animal skill checks involving horses and on all Ride skill checks. You may sleep in the saddle of a moving horse while wearing no armor or light armor without becoming fatigued. If you also have the Endurance feat, you may sleep in the saddle of a moving horse while wearing medium or heavy armor without becoming fatigued.

Brothers in Arms [Military]

You are more effective in combat when fighting with similarly-trained individuals.

Prerequisite: Base attack bonus +1.

Benefit: When you successfully use the “aid another” action in melee to aid a character with military training (access to the Military feat category), you can apply a +4 bonus to either the target’s Armor Class or his next melee attack roll.

Normal: Using the aid another action in melee, you apply a +2 bonus to the target’s AC or next melee attack roll.

Brute [General]

You shrug off damage in brawls, often intimidating would-be attackers. You can take a beating and physically dominate a room.

Prerequisites: Str 13, Con 13, Improved Unarmed Strike.

Benefit: You gain damage reduction against nonlethal melee damage equal to double your Constitution bonus. In addition, whenever someone hits you with an unarmed strike for nonlethal damage and your DR completely negates the damage, you may immediately make an Intimidate skill check (DC 15 + the amount of damage that would have been dealt to you) against the attacking person as a free action. If you succeed on the Intimidate check, you may immediately make an additional unarmed attack against that person as a free action. You may only make one free attack per round by means of this feat.

Special: The nonlethal DR that you gain from this feat does not apply if the source of the damage is any other feat, spell, psionic power, or special ability that enables you to transform lethal damage into nonlethal damage.

Callous [General]

You have seen some of the worst Arcanis has to offer and have become accustomed to horrors best left unspoken.

Prerequisite: You must have died and been brought back from the dead (in whatever manner is appropriate for your race) at least once.

Benefit: You have built up a mental hardness against those experiences that would shock or horrify others. You gain a +4 bonus on all Will saves against fear, morale, and other emotion-based effects and spells, such as *bane*, *cause fear*, *crushing despair*, *doom*, or *symbol of fear*. This does not allow you to attempt a saving throw against effects that would not otherwise allow one. Your emotional detachment causes you to suffer a -2 penalty on all Bluff, Diplomacy, Perform, and Sense Motive skill checks.

Callused Skin [General]

Your skin is thicker and tougher than most other members of your race either through training, heredity, or constant abuse.

Prerequisites: Dark-kin, half-orc, half-hobgoblin, or gnome; base Fortitude save +4.

Benefit: You gain a permanent non-magical +1 increase to your existing natural armor (if any). This increase stacks with any natural armor bonus you already have, and it also stacks with effects that provide an enhancement bonus to natural armor, such as the *barkskin* spell, as well as with other magical natural armor bonuses (such as from an *amulet of natural armor*).

FEATS ■ Canny Fighter [Fighter, General]

Special: Creatures that do not normally have natural armor (such as humans) have an effective natural armor bonus of +0, which is increased to +1 by this feat.

Canny Fighter [Fighter, General]

You have learned to turn away at just the right moment to avoid the worst of a blow.

Prerequisites: Lighting Reflexes, base attack bonus +4.

Benefit: Once per encounter, when a successful critical hit is confirmed against you or when you are struck by a sneak attack, you may make a Reflex save against a DC equal to the original total attack roll (not the confirming roll). If you succeed on the Reflex save, you avoid the critical hit and only suffer normal damage from the attack. This does not negate extra damage from sources other than a critical hit or sneak attack, such as elemental weapon damage. You may not use this feat if you are flat-footed or otherwise denied your Dexterity bonus to AC.

Cast Out the Damned [General]

You possess a special knowledge of the motivations and weaknesses of undead and extra-planar creatures (outsiders) and can use this knowledge to more easily censure them.

Prerequisites: Cleric of Neroth or Sarish, native of Canceri, Encali dwarf, or dark-kin; ability to turn or rebuke undead or outsiders.

Benefit: When attempting to turn or rebuke undead or outsiders, you receive a bonus to your turning check and turning damage equal to your Wisdom modifier.

Normal: Only your Charisma modifier is applied to your turning check and turning damage.

Channel Elemental Energy [Channeling]

You can channel divine energy to empower your weapons with the force of the elements.

Prerequisites: Ability to channel, at least one elemental domain (Air, Earth, Fire, or Water)

Benefit: As a swift action, you may spend one of your daily channeling attempts to imbue a single weapon you are carrying with elemental energy. You may choose any type of energy that matches one of your domains (Air = electricity, Earth = acid, Fire = fire, and Water = cold). You may not choose a type of energy unless you have the corresponding elemental domain. If you have more than one elemental domain then you have access to more than one type of energy, but no more than one type of energy may be active on a weapon as a result of this feat at any given time.

When you activate this feat, the chosen weapon is imbued with energy, dealing +1d6 points of elemental damage of the chosen type on every successful attack. Ranged weapons bestow the elemental damage on their ammunition.

The energy lasts for a number of rounds equal to your Charisma bonus (minimum 1). If you drop the weapon, are disarmed of the weapon, or hand the weapon to another character, the energy fades immediately and any remaining duration is lost.

If the weapon already deals energy damage of the type you select (for example, if you try to imbue a *flaming* weapon with fire by means of this feat) then the energy damage does not stack (only the

higher damage bonus applies). However, you may add elemental damage of a different type, even a type that would normally be opposed (such as adding fire damage to a *frost* weapon).

Channel Elemental Energy, Improved [Channeling]

You can channel divine energy to greatly empower your weapons with the force of the elements.

Prerequisites: Channel Elemental Energy

Benefit: As a swift action, you may spend two of your daily channeling attempts to imbue a single weapon you are carrying with powerful elemental energy.

This functions identically to the Channel Elemental Energy feat, except that the weapon also gains an “elemental burst” power which activates on any confirmed critical hit with the weapon. The burst damage is +1d10 points if the weapon has a x2 critical modifier, +2d10 points if the weapon has a x3 critical modifier, or +3d10 points if the weapon has a x4 or higher critical modifier.

If the weapon already has an elemental burst ability of the chosen energy type (for example, if you try to imbue a *flaming burst* weapon by adding elemental fire with this feat) then the abilities do not stack. However, if the weapon only deals basic (+1d6) elemental damage of the same type (for example, if you try to imbue a *flaming* weapon instead of a *flaming burst* weapon) then the weapon does gain the appropriate burst ability as described above.

Church Education [General]

Your church provided your formal education.

Prerequisite: Native of the Coryani Empire, Altheria, Canceri, or Milandir.

Benefit: The clergy of your nation has undertaken your education. You are automatically literate with all of your starting languages, even if your class or race would normally cause you to be illiterate. Knowledge (religion) is forever treated as a class skill for you and cleric is considered an additional favored class. If a character would not be able to select one of the options for additional favored classes because of racial, national, or deity-specific restrictions, then selecting this feat does not override those restrictions. Likewise, if a particular class has multi-classing restrictions, selecting this feat does not override those restrictions.

If it is not taken at first level (as part of character creation) the character should spend a significant amount of time out of play to represent the time that must be spent in schooling. In LIVING ARCANIS, gaining this feat after character creation requires the expenditure of 180 Time Units, which must be noted on the character’s logsheet and initialed by the player’s next table GM.

Characters with the Church Education feat may select any one of cleric, holy champion, paladin, or priest as their additional favored class.

Cloak Attack [Fighter, General]

You have learned to use your cloak as a weapon.

Prerequisites: Dex 15, Cloak Use.

Benefit: You may use your cloak to attack in melee. Wielded aggressively, a cloak can deal 1d3 points of nonlethal damage. You do not have the

level of control necessary to use your cloak in special attacks (such as trip or disarm attempts).

Your cloak is treated as a two-handed weapon when resolving disarm attempts made against you, and your cloak may only be sundered by slashing weapons. A typical Cafelan combat cloak has Hardness 2 and 5 hit points.

You may gain weapon-specific feats and choose your cloak, including Weapon Focus. Your cloak is always considered a light weapon, which means that you may use the Weapon Finesse feat with it.

In any round where you use your cloak to attack, you lose all defensive bonuses gained from the Cloak Use feat.

Special: See *Chapter 7—Weapons and Equipment* for more information about Cafelan combat cloaks.

Cloak Use [Fighter, General]

You have learned to use your cloak to deflect attacks.

Prerequisites: Native of Cafela, Dex 13.

Benefit: You can use a cloak or similar-sized piece of cloth as a method of defense, gaining a +1 shield bonus to your AC. Gaining this bonus requires active use of the cloak to deflect attacks and confuse your attackers; if you undertake any action other than an attack or defense action (i.e. casting a spell, drinking a potion, etc.) this bonus is lost until your next turn. You do retain the bonus in any round during which you do nothing but move. Whenever you use the total defense action, the bonus increases to +2.

You may wield a weapon in one hand while using a cloak for defense, but your other hand must be completely empty (it is used to grip the cloak), or you cannot gain the benefits of this feat. You may wear a buckler and use a combat cloak at the same time, but you may not use the buckler for defense in the same round that you are using your cloak for defense.

Combat Firing [Fighter, General]

You have learned to use a particular ranged weapon in melee without letting your guard down.

Prerequisites: Proficiency with a ranged weapon, Combat Reflexes, Concentration 1 rank.

Benefit: You may fire your chosen ranged weapon in melee without provoking attacks of opportunity. For weapons that require reloading (such as flintlocks and crossbows), you may also attempt to reload the weapon in melee without provoking attacks of opportunity. To do this requires a successful Concentration check (DC 20). This does not enable you to reload the weapon any faster than usual, and if the weapon requires multiple rounds to reload, then you must succeed on the Concentration check each round or else you provoke attacks of opportunity that round.

Special: You may gain this feat more than once, choosing a different type of ranged weapon with which you are proficient each time.

Normal: Loading or firing a ranged weapon, including a flintlock, in a threatened square provokes attacks of opportunity.

Combat Virtuoso [Fighter, General]

You have learned to use your skill with a weapon to frighten and demoralize your opponents.

Prerequisites: Weapon Finesse, base attack bonus +6.

Benefit: Whenever you declare a full attack, you may choose to forego one attack at your lowest base iterative attack bonus. If you do this, the target of your first melee attack in the sequence must succeed on a Will save (with a DC equal to 10 plus one-half your character level plus your Charisma modifier). If the target fails the Will save, it becomes *shaken*. A shaken creature suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

The shaken condition lasts for as long as you continue to make at least one melee attack per round against the shaken creature on your turn. This means that if you have enough attacks, you can maintain this ability on multiple targets, as long as you continue to attack each of them at least once per round by using the full attack action and splitting up your attacks.

Special: The Will save forced by this feat is treated as a mind-affecting fear ability.

Conscript [Background]

"For King and Country!"

You have served in a canton militia of the nation of Milandir.

Prerequisite: Native of Milandir.

Benefit: You are proficient with the longsword, the halberd, and the heavy crossbow. You are proficient with light armor, medium armor and heavy armor. You gain access to the Military feat category, thanks to your training. You receive a +1 circumstance bonus on all Diplomacy skill checks when dealing with Milandisian citizens because you have gained the respect and trust of your fellow countrymen.

You begin play with the following items in addition to your normal allotment of starting items: a longsword, a halberd, a heavy crossbow, and your choice of one of the following suits of armor: chain shirt, chain mail or splint mail.

Constant Agony [General]

You have been living with the pain of your twisted body for so long that you hardly even notice when something hurts you.

Prerequisites: Gnome; Great Fortitude or Toughness; Concentration 10 ranks.

Benefit: Each time you suffer lethal hit point damage from any source, the first two points of damage are converted from lethal to nonlethal damage. If you are unconscious, this feat has no effect.

Special: This feat is applied after your damage reduction (if any) has already been applied. This feat does not stack with any other abilities that allow you to convert lethal damage into nonlethal damage.

Cooperative Spellcasting [Metamagic]

You may combine your magical might with that of other casters for the casting of a single spell.

Prerequisites: Spellcraft 10 ranks, Concentration 5 ranks.

Benefit: When casting a cooperative spell, the casters involved must all possess this feat. All casters must be of the same type (arcane or divine), and all casters must have prepared (or know in the case of bards and sorcerers) the spell to be cast cooperatively. Magic items, such as scrolls, staves, and wands, may not be used to provide the spells used in the casting of a cooperative spell, nor may cooperative spellcasting be performed as a part of magic item creation.



To begin, the true caster of the spell must be identified (see below) and the spell will go off on that character's initiative count. All other casters must ready their actions to cast at the same time (they may not delay; they must use the ready action). The casting time of the spell is not altered by the use of this feat, except that some of the casters will be vulnerable to disruption during their ready actions. Sorcerers and bards may cast a spell with this metamagic feat without increasing the spell's casting time.

The cooperative spell is cast and resolved according to the following rules:

- The highest DC (inclusive of all appropriate feats and abilities, such as Spell Focus) from among the cooperative casters is used, adding a bonus of +1 for each cooperative caster after the first. (Example: Jonith and Simon are casting a *fireball* using the Cooperative Spellcasting feat. Simon is 8th level and Jonith is 9th level. Of the two, Simon has the higher *fireball* DC at an 18, thanks to his Spell Focus (Evocation) feat. This DC becomes a 19 thanks to the participation of Jonith.)
- The character whose DC was used in the previous step is designated as the "true" caster of the spell. If two or more characters are tied for the highest DC, then they choose one from among their number to be the true caster. In the example above, Simon is the true caster because his DC was the one chosen.
- If the spell deals damage expressed as a number of dice, the number of dice rolled is the normal number for the true caster. Every other cooperative caster's participation increases the damage of the spell by one point of damage per die of damage that the spell deals. In the example above, the *fireball* will deal 8 dice of damage because Simon is the true caster and he is 8th level. Jonith's participation adds one point of damage per die, so the damage dealt by this cooperatively-cast *fireball* will be 8d6+8.
- All cooperative casters are subject to attacks

of opportunity as normal during spellcasting. If some of the spellcasters involved must ready actions in order to match the true caster's initiative count, those characters are considered to be in the act of spellcasting during the entire time they are holding ready actions.

- If any one of the cooperative spellcasters is forced to make a Concentration check for any reason to avoid losing the spell, then every caster involved must attempt the same check. However, all casters gain a bonus on Concentration checks to avoid losing the cooperative spell. This bonus is equal to the total number of casters cooperating. In the example above, Jonith and Simon both gain a bonus of +2 on their Concentration checks made to avoid losing the cooperative spell.
- Any caster failing his or her check is interrupted, loses his or her spell, and "drops out" of the cooperative spell. If every other caster except for the true caster is interrupted during their casting, the true caster may still complete the spell normally on his action, but without any benefits of this feat. If the true caster is interrupted, he loses his spell, but a new true caster may be selected (the character with the highest DC among the remaining casters) and the spell may continue, with its effects recalculated based on the new true caster and the remaining casters.
- At the moment the spell is successfully cast, for every three casters in the circle (round down), the true caster may apply any one metamagic feat, which he chooses from among all of the metamagic feats known by all of the casters involved. This feat does not increase the effective level or the casting time of the spell. The Empower Blood, Heighten Spell, and Quicken Spell feats may not be chosen for this purpose. The same metamagic feat may not be applied more than once. If there are fewer than three casters remaining in the circle at the time the spell goes off, then no bonus metamagic feat may be applied.

Courtesan [Profession]

You have gained an inherent understanding of certain delicate social skills during your exploits.

Prerequisites: Cha 13, 4 ranks in at least one Charisma-based skill, 4 ranks in at least one Dexterity-based skill.

Benefit: You gain Balance, Bluff, Diplomacy, Perform (any one type of your choice), and Sense Motive as class skills.

When you are interacting socially with any individual who is amenable to your seductive techniques, you gain at least a +2 circumstance bonus on all Charisma-based social skill and ability checks made to influence that person, assuming you have a sufficient amount of time to work your wiles. Generally speaking this requires at least a lengthy conversation (such as over dinner or while standing around at a party). At the GM's discretion, this bonus may be higher, depending on the level of enthusiasm with which the individual in question regards you, particularly if you have a past association.

When you are interacting socially with any individual who is aware of your profession and who disapproves of it on moral, religious, or other grounds, you suffer at least a -2 circumstance penalty on all Charisma-based social skill and ability checks made to influence that person. At the GM's discretion, this penalty may be higher, depending on the level of disdain with which the individual in question regards you, particularly if you have a past association.

Any time you spend at least a week to make a Profession (courtesan) check to practice your trade for money, you receive a +10 bonus on the check. This bonus increases the amount of money you earn.

Craft Fetish [Item Creation]

You can create any fetish (animal charm) whose prerequisites you meet.

Prerequisites: Native of the Hinterlands or Shaman; caster level 3rd.

Benefit: Crafting a fetish is a very ritualistic method of creating magical trinkets that range from the simple to the amazing. Though most wizards consider fetishes to be "hedge magic," these items are able to tap into the divine as well as the arcane, a feat that is beyond the power of most spellcasters.

Crafting a fetish takes one day for each 1,000 gold pieces in its market price (round up). To craft a fetish, you must spend 1/25 of the item's market value in experience points and expend incense and spices costing one-third its market price.

The creator must know the recipe for a particular fetish before being able to create it. Unlike most types of magic items, fetishes have specific components that are required to create them, above and beyond the usual prerequisites. These components are listed as part of the item creation information for each individual fetish. The crafter must collect the fetish's components before attempting to create the fetish. These components vary and may range from the simple (feather of a hawk) to the grotesque (entrails of a bound infernal) to the exotic (distilled dreams).

Craft Lesser Fetish [Item Creation]

You have learned to create small fetishes to store spells.

Prerequisite: Caster level 1st.

Benefit: This feat works exactly like the Scribe Scroll feat but utilizes a different medium. All gold piece, experience point, and other costs and restrictions are identical to the Scribe Scroll feat. Non-Shamans trying to activate a fetish must succeed on a successful caster level check (DC equal to the caster level of the fetish).

Creation of a lesser fetish may not be combined with items made through the use of the Craft Fetish feat.

Special: This feat is called Create Gris-Gris in *Nyambe: African Adventures* (from Atlas Games). See that book for details on sample lesser fetishes that may be crafted. Other types of fetishes and their effects are detailed in *The Shaman's Handbook* (from Green Ronin Publishing). The Craft Lesser Fetish feat and the Create Gris-Gris feat are considered identical and interchangeable for all purposes.

Cultural Assimilation [General]

You spent time in a foreign culture and gained an understanding of their mindset and methodologies.

Prerequisite: Half a year (182 days) spent in the culture whose elements the character wishes to assimilate.

Benefit: A character who has assimilated a foreign culture gains access to that culture's classes, feats, and prestige classes. Each level taken of a class or prestige class from a particular culture requires half a year's residence within that culture. During this time, the character is out of play.

Normal: Characters without this feat cannot take feats or levels in classes or prestige classes from other cultures.

Special: This feat may be taken multiple times to incorporate the practices of additional cultures into one's behavior. Each instance of the feat assimilates one culture. This feat cannot be taken at character creation.

Daemonic Appearance [Tainted]

The blood of demons and devils flows in your veins. This Infernal heritage is impossible to disguise, mutating you little by little into a copy of your ancestors. To the layperson, you may very well be a demon walking the world.

Prerequisites: Dark-kin; each individual trait has one additional prerequisite feat.

Benefit: Choose one of the following traits and apply the listed modifier; the exact physical appearance of each trait is left up to you. Each time you take this feat you incur an additional -1 penalty to your Unnatural Aura.

- **Daemon Eyes** – You must have the Infernal Taint (Devil Eyes) feat. As a spell-like ability, you may create a *fear* effect on any one creature within 5 feet. You may create this effect once per day, plus a number of times per day equal to your Charisma modifier (if negative, treat it as a positive number for this purpose). Your caster level is equal to your character level. The DC is equal to 10 plus one-half your character level plus your Charisma modifier (again, treat a negative number as if it were positive).

- **Horns of the Beast** – You must have the Infernal Taint (Massive Horns) feat. Your gore attack now deals 1d8 damage (modified by your Strength). This gore attack counts as a normal attack made with a natural weapon and follows all of the rules for natural weaponry. However, once per encounter you may make a free gore attack in addition to your regular attacks. You also gain a +2 circumstance bonus to all Intimidate checks.

- **Razor Teeth** – You must have the Infernal Taint (Wicked Teeth) feat. Your bite attack now deals 1d6 damage (modified by your Strength). This bite attack counts as a normal attack made with a natural weapon and follows all of the rules for natural weaponry. However, once per encounter you may make a free bite attack in addition to your regular attacks. You also gain a +2 circumstance bonus to all Intimidate checks.

- **Wicked Sting** – You must have the Infernal Taint (Prehensile Tail) feat. Your tail thickens and grows a stinger made of sharpened bone. You gain the ability to use your tail in combat, dealing 1d6 points of piercing damage on a successful sting attack. Your tail has a 5' reach, and you may make attacks of opportunity with it, but it may not be used for trip attacks unless you also have the Tail Attack feat. The sting counts as a normal attack made with a natural weapon and follows all of the rules for natural weaponry. Once per day, immediately following a successful sting, you may inject poison into the wound as a free action. The victim must succeed on a Fortitude save (DC 10 plus one-half your character level plus your Constitution modifier) or suffer Strength damage from the poison (1d4 primary / 2d4 secondary). You are immune to your own poison, but this does not grant you immunity to any other type of poison, including the poison of other dark-kin with this feat. The poison from your stinger cannot be harvested or collected in any way, shape, or fashion. You may not use your sting in combat if you are wearing heavy armor or if your tail is hidden, covered, or otherwise unable to move freely.

- **Wicked Claws** – You must have the Infernal Taint (Sharp Claws) feat. The damage from your claw attacks increases to 1d6. Your claws become especially sharp, and now threaten a critical hit on a roll of 19-20. Your claws are treated as normal natural weapons and follow all of the rules for natural weaponry.

- **Hooves of the Beast** – You must have the Infernal Taint (Cloven Hooves) feat. Thanks to the power of your legs, your charge attacks are particularly devastating. When charging, you gain a +4 bonus to hit instead of the normal +2. If you also possess the Horns of the Beast feat, you may use your gore attack when making a charge; if the gore attack hits, it deals its normal 1d8 damage plus 2d8 points of additional damage (all modified by Strength, as usual). You also gain a +2 stability bonus on all opposed checks made to resist a bull rush or trip attack, as the powerful muscles in your legs make you difficult to move.

Special: This feat may be taken multiple times. Choose a different trait each time you take it. The penalties associated with this feat stack. As with most natural weapons, the weapons described in this feat threaten a critical hit only on a natural 20 and deal double damage on a critical hit, unless otherwise noted.

Deadly Aim [Fighter, General]

You have become an expert marksman, enabling you to strike vulnerable spots with ruthless efficiency.

Prerequisites: Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11.

Benefit: When firing your chosen weapon, your critical multiplier is increased by one (for example, a x3 critical multiplier becomes x4).

Special: This feat may only be chosen with a ranged weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

This effect does not stack with any other effect that increases the critical multiplier of a given weapon, but it does stack with the Improved Critical feat and other effects that increase a weapon's threat range (though such effects still do not stack with each other).

Defensive Fighter [Fighter, General]

You have become an expert at fighting defensively.

Prerequisites: Dex 13, Combat Expertise.

Benefit: When fighting defensively, you only suffer a –2 penalty to your attack rolls.

Normal: When fighting defensively, you suffer a –4 penalty to your attack rolls.

Defensive Spin [Fighter, General]

You have learned to spin in a defensive style that sometimes leaves your enemies open to a counter-attack.

Prerequisites: Riposte, Two-Weapon Defense, Whirlwind Attack.

Benefit: A full attack action is required to initiate this maneuver, but you forfeit all of your attacks for the round, including attacks of opportunity that you might otherwise be entitled to make. While in a defensive spin, you do not threaten an area and may not give or benefit from flanking.

Until your next action, you may make an opposed attack roll versus every character that attempts to strike you in melee combat. If your opponent's attack roll is higher than yours, then the opponent's attack is resolved normally. If your attack roll is higher, then the opponent's attack is negated and your attack roll is treated as if it were a normal attack made against that opponent. Ties go to you. All attacks (yours and your opponents') must still be resolved normally; an attack roll that does not beat its target's AC still does not deal any damage.

If your attacker has greater reach than you do and you win the opposed roll, you do not get to make an attack against the opponent, but your opponent's attack is still negated. If you win the opposed roll but your attacker is attacking you from a square that you cannot normally reach (such as 5' away when you are armed with a 10' reach weapon), you do not get to make an attack against the opponent, but your opponent's attack is still negated (you deflect it with the haft or some other part of your weapon).

There is no limit to the number of attacks that you may oppose in a single round with this feat, and if an opponent attacks you with multiple iterative attacks, you may oppose each of them. You always use your highest iterative attack bonus when making your opposed rolls.



You may declare the use of Power Attack in conjunction with this feat, but you must do so at the beginning of your turn.

You do not get to make any bonus attacks (such as from Cleave) if you drop an opponent with the use of this feat, nor may you substitute special attacks (such as trip or disarm attempts) for normal melee attacks while this feat is active.

Diplomat [Profession]

You have refined your social skills during the course of your career as an expert negotiator.

Prerequisite: Elorii, Val, any race plus the Gentry feat, or any race plus at least one level in the Aristocrat or Patrician class.

Benefit: The following skills are now considered class skills for you: Bluff, Diplomacy, and Sense Motive. You gain a +1 circumstance bonus on all checks with those skills.

Furthermore, when you use the Diplomacy skill to attempt to change the attitude of an NPC that is currently Hostile or Unfriendly towards you, you receive an additional +1 bonus on your check for each one full minute (10 rounds) that the NPC listens to you speak, to a maximum bonus of +5. This does not permit you to use Diplomacy to change the attitudes of NPCs that you could not otherwise influence with the skill. See the table in *Core Rulebook I* for details on using the Diplomacy skill to change NPC attitudes.

Any time you spend at least a week to make a Profession (diplomat) check to practice your trade for money, you receive a +10 bonus on the check. This bonus increases the amount of money you earn.

Divinity's Power [Bloodline]

By calling on your divine heritage, you may increase your physical attributes for a short period of time.

Prerequisite: Val blood rank 4.

Benefit: You may call upon your divine heritage to imbue your body with the power of the Gods. As a free action once per day, you gain a +2 holy bonus to your Strength, Dexterity, and Constitution scores for a number of rounds equal to your blood rank.

Divinity's Presence [Bloodline]

By calling on your divine heritage, you may increase your presence and perceptions for a short time.

Prerequisite: Val blood rank 4.

Benefit: You may call upon your divine heritage to imbue your presence with the power of the Gods. As a free action once per day, you gain a +2 holy bonus to your Charisma, Intelligence, and Wisdom scores for a number of rounds equal to your blood rank.

Divinity's Purpose [Bloodline]

By calling on your divine purpose, you increase your ability to defend humankind.

Prerequisite: Val blood rank 2.

Benefit: When you are defending humans who are in significant danger of dying (GM's discretion; generally, for NPCs this means commoners or other normal humans at any time, but for player characters it means only unconscious or incapacitated characters) you may call upon the Valinoric blood within your veins as a free action.

When this power activates, you become infused with the divine purpose for which the Gods created you. You gain 5 temporary hit points per blood rank, and you receive a +2 holy bonus on your attack rolls, damage rolls, and saving throws for as long as there is a clear threat to the lives of the humans within your sight.

Once the threat to the humans has passed (again, GM's discretion, but generally this occurs at the end of the encounter), you become fatigued (if you successfully saved the humans' lives) or exhausted (if any of the humans died while you were trying to defend them) until you are able to rest for 8 hours.

This power does not activate more than once in any 24-hour period.

Domain Focus [General]

Your domain spells are harder to resist.

Prerequisite: Divine spellcaster with specific selection of domains (such as Cleric or Priest, but not Druid, Ranger, or Paladin).

Benefit: Select one of your domains at the time you gain this feat. You add +1 to the Difficulty Class for all saving throws against spells you cast from the domain you select (even if they are not cast out of your bonus domain spell slot).

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

Domain Focus, Greater [General]

Your domain spells are harder to resist.

Prerequisite: Domain Focus (any domain).

Benefit: Choose one domain for which you have already chosen the Domain Focus feat. Add an additional +1 to the spell save DC of the spells you cast from the chosen domain. This bonus stacks with the bonus granted by the Domain Focus feat.

You may also pray for spells that are on your domain list but not on your regular class list and memorize those spells in your regular spell slots (in addition to the domain slot of each level). You may pray for no more than one additional domain spell of each level per day. Note that this does not give you an increase in the total number of spells per day that you can cast.

FEATS ■ Dragon's Hide [General]

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain for which you have already chosen the Domain Focus feat.

Dragon's Hide [General]

Your hide is thicker and tougher than normal.

Prerequisites: Ss'ressen, Toughness, Con 13.

Benefit: Over the years, you have seen your share of battles, or perhaps you have deliberately allowed others to beat upon your scaly hide. No matter the method, the result is the same: your hide has become as strong as steel. You gain a +1 inherent increase to your existing natural armor.

Special: You may not gain this feat more than once.

Dumb Luck [General]

You are luckier than most. Despite your apparent stupidity and reckless actions, you always manage to avoid most hazards. The Gods must really like you.

Prerequisites: Int and Wis 9 or lower, Cha 13.

Benefit: You gain a +1 luck bonus on all saving throws.

Special: You may gain this feat more than once. Its effects stack.

Dwarven Militia [Background]

You have served with the dwarven military of your home enclave.

Prerequisite: Dwarf.

Benefit: By serving with your kin defending your home enclave, you have gained access to special tactics and abilities not normally available. Therefore, you gain access to the Military feat category. Your militia also permitted you to keep your fighting gear so that you may maintain your readiness in case you are called back up in the future.

You gain a +1 circumstance bonus on all Diplomacy skill checks when dealing with other dwarves from your home enclave, as you have gained the respect of your fellows.

You begin play with one masterwork suit of armor and one masterwork weapon, both of any type listed in *Core Rulebook I*. This equipment is the property of the enclave and must be maintained, improved, or returned – it can never be sold or given away, and if it is ever destroyed, you must pay the full replacement cost at the earliest opportunity.

Earth to Sky [Fighter, General]

You know how to use a charging opponent's momentum against him.

Prerequisites: Improved Unarmed Strike, Meet the Charge.

Benefit: When you use an unarmed strike to hit your opponent during an attack of opportunity in response to his charge attack, you may attempt to use your opponent's momentum and throw him a short distance instead of doing normal damage.

Treat this maneuver as if you were making a bull rush against your opponent. You gain a +2 bonus on your Strength check, as if you were charging, and your opponent does not gain the +2 bonus normally associated with charging. You gain an additional +2 bonus if your attacker is of a larger size category than you. All other standard bull rush modifiers (such as the +4 stability bonus for having many legs) apply normally.

For each two points (rounded down) by which your check beats the opponent, you throw him five feet in the direction of his original charge, as if he had passed through your space and continued moving. The victim suffers 1d6 points of falling damage per 10' thrown (max 5d6) and is knocked prone. The victim may attempt to use the Tumble skill or other relevant abilities as normal to lessen the amount of damage taken from this fall.

Special: At 6th level or any higher level where he gets to choose a bonus feat, a monk may select Earth to Sky as his bonus feat as long as he meets the prerequisite.

Elemental Affinity [Metamagic]

You have learned to change the energy in spells to match your own nature.

Prerequisite: You must have an elemental subtype, such as "Air" or "Water."

Benefit: You may alter spells with an energy descriptor to instead deal damage of an elemental type that matches your own elemental nature. The spell remains unchanged in all other ways, and use of this feat does not increase the spell's level. Spontaneous casters using this metamagic feat do not increase the casting time of the spell. For example, a Kelekene Elorii sorcerer with the Advanced Elorii Bloodline feat (giving him the Fire subtype) may alter a *cone of cold* to do fire damage, in essence creating a *cone of fire*, without changing the spell's casting time or other characteristics.

Energy Type Associated Element

Earth Subtype	Acid
Air Subtype	Electricity
Fire Subtype	Fire
Water Subtype	Cold

Elorii Bloodline [Elorii]

Your blood has granted you additional powers.

Prerequisite: Elorii.

Benefit: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: You gain the spell-like ability to cast *cure light wounds* once per day, with a caster level equal to your character level. You may ignore the normal +5 maximum on bonus healing due to caster level when using this ability (but not when casting *cure light wounds* normally).

For Berokene Elorii: You gain the extraordinary ability to breathe underwater through a pair of gills that sprouts from your neck whenever you are immersed in natural water.

Three times per day, you may attempt to determine the direction of the shortest distance you need to travel to reach the largest body of natural water within one mile (you get a clear sense of failure if there is no body of natural water within one mile). This requires one minute of meditation and a successful DC 10 Concentration check.

For Kelekene Elorii: Once per day, as a free action, you may make one bonus attack at your highest base attack bonus. You may only use this ability on your action and only in a round when you are using an

attack action (standard or full-round). This supernatural ability does not stack with *haste* or similar effects that grant you an extra attack.

For Marokene Elorii: You gain the spell-like ability to cast *earthskin* once per day, with a caster level equal to your character level. You may only cast this spell on yourself. *Earthskin* functions identically to the spell *barkskin* in all respects, but the visual effect is that of stony growths covering your skin.

For Osalikene Elorii: You gain a 10-foot racial bonus to your base land speed. This gives you a base movement rate of 40 feet per round before any reductions due to armor or encumbrance. This bonus stacks with other increases to your base land speed, such as a barbarian's Fast Movement extraordinary ability, as well as with any enhancement bonus to your movement rate.

Elorii Bloodline, Improved [Elorii]

The Elorii blood running in your veins has begun to awaken to its true heritage, and is granting you additional abilities.

Prerequisites: Elorii Bloodline, character level 3rd.

Benefit: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: You gain the spell-like ability to cast *status* once per day, with a caster level equal to your character level.

For Berokene Elorii: Your base swim speed increases to 60 feet. You are beginning the process of transforming into a creature of pure elemental Water, so you also gain cold resistance 5.

For Kelekene Elorii: You gain the spell-like ability to cast *haste* once per day, with a caster level equal to your character level.

For Marokene Elorii: You gain the spell-like ability to cast *bear's endurance* once per day, with a caster level equal to your character level. This spell is automatically treated as if it had been prepared with the Extend Spell feat, meaning that it lasts for a number of minutes equal to twice your character level.

For Osalikene Elorii: You gain the spell-like ability to cast *feather fall* (self only) at will. Unlike the normal spell, there is no verbal component and no limit to the duration of this ability; this essentially means that you will never take falling damage, no matter what height you fall from, as long as you have consciousness and free will to be able to activate this ability (and are not in an anti-magic field).

Elorii Bloodline, Heightened [Elorii]

Prerequisites: Improved Elorii Bloodline, character level 6th.

Benefits: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: You gain the spell-like ability to cast *mass cure light wounds* once per day, with a caster level equal to your character level.

For Berokene Elorii: You gain the spell-like ability to cast *summon monster V* once per day, with a caster level equal to your character level. You always summon a single Large water elemental with this spell. The Berokene Elorii's own blood is considered a sufficient "body of water" for purposes of the ability granted by this feat to summon a water elemental. This benefit of the feat also applies any other time the Berokene casts a *summon monster* spell to summon a water elemental.

For Kelekene Elorii: You gain the spell-like ability to cast *summon monster V* once per day, with a caster level equal to your character level. You always summon a single Large fire elemental with this spell.

For Marokene Elorii: You gain the spell-like ability to cast *summon monster V* once per day, with a caster level equal to your character level. You always summon a single Large earth elemental with this spell.

For Osalikene Elorii: You gain the spell-like ability to cast *summon monster V* once per day, with a caster level equal to your character level. You always summon a single Large air elemental with this spell.

Elorii Bloodline, Awakened [Elorii]

Your blood is awakening to its true heritage, drawing its energies directly from your elemental roots. This has bestowed special powers upon you.

Prerequisites: Heightened Elorii Bloodline, character level 9th.

Benefit: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: You are a creature of life and vitality; as a result, you cannot hide from undead by any means, nor can they conceal their presence from you. You may not be hidden or concealed from undead in any fashion – they can perceive your true location unerringly to the limits of their normal range of vision, regardless of darkness or other sight-obscuring effects.

Undead must have both line of sight and line of effect to your location in order to be able to sense you. For example, you can still use the Move Silently skill to sneak up behind an undead creature that is not looking in your direction, and you can still make use of the Hide skill if you are behind cover, but you cannot make use of the Hide in Plain Sight ability against undead.

Whenever you are attacked by an undead creature, you cannot gain the benefits of a miss chance due to any form of natural or magical concealment, nor can you be hidden from undead by means of an *invisibility*, *greater invisibility*, or *invisibility to undead* spell.

Similar effects apply to you: undead may not benefit from a miss chance due to concealment against your attacks, and they cannot be hidden from your normal senses by means of *invisibility* or other vision-masking effects. You do not gain the ability to detect or sense undead unerringly; however, if a creature is undead, you are always able to perceive its exact location if it is within your normal visual range and is not behind total cover.

Finally, your strong soul resists the touch of undeath. You gain the spell-like ability to use *death ward* (self only) as a sorcerer equal to your character level. You may use the ability a number of times per day equal to your Charisma modifier plus 1 (minimum

1). You may activate this ability as an immediate action; that is to say, if you are struck by a death effect or negative energy effect that would be prevented by *death ward*, you may react and immediately activate this spell-like ability to negate that effect even though it is not your turn. Once this ability has been activated, it continues normally until its duration expires.

Berokene Elorii (Ex): You gain the *Water subtype*. This grants you the ability to breathe water as well as air. Your base swim speed increases to 90 feet. You gain immunity to cold. You gain vulnerability to fire, which means that you suffer half again as much (+50%) damage from fire, regardless of whether a saving throw is allowed or whether the save is a success or failure.

You also gain the spell-like ability to use *freedom of movement* as a cleric of your total character level once per day. This spell-like ability only functions while you are immersed in water and its duration ends immediately if at any point you are no longer immersed in water.

For Kelekene Elorii: You gain the *Fire subtype* (Ex). Your base type does not change. You gain the spell-like ability to use *fire shield* (self only) once per day as a sorcerer of your character level. You may only create the *warm shield* version of this effect. You gain fire immunity. You gain vulnerability to cold, which means that you suffer half again as much (+50%) damage from cold, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

For Marokene Elorii: You gain the *Earth subtype* (Ex). Your base type does not change. You do not gain a burrow speed, nor can you burrow through solid rock, but you gain the spell-like ability to use *stoneskin* (self only) once per day as a sorcerer of your character level. You do not need to pay the spell's material component cost when using this ability. You gain acid immunity. You gain vulnerability to electricity, which means that you suffer half again as much (+50%) damage from electricity, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

For Osalikene Elorii: You gain the *Air subtype* (Ex). Your base type does not change. You do not gain a fly speed, but you gain the spell-like ability to use *overland flight* (self only) once per day as a sorcerer of your character level. You gain electricity immunity. You gain vulnerability to acid, which means that you suffer half again as much (+50%) damage from acid, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Elorii Bloodline, Legendary [Elorii]

Prerequisites: Awakened Elorii Bloodline, character level 15th.

Benefit: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: Your blood beats in tune with the pulse of every living thing. You gain the spell-like abilities to cast *heal* and *regenerate* each once per day, with a caster level equal to your character level.



For Berokene Elorii: Your blood calls to the water that gives life to all living things. You gain the spell-like ability to cast *horrid wilting* once per day, with a caster level equal to your character level. Unlike the normal version of the spell, however, you may choose to have this spell heal water elementals and plant creatures instead of dealing extra damage to them.

For Kelekene Elorii: Your blood calls to the elemental fire that is contained within all things. You gain the spell-like ability to cast *fire storm* once per day, with a caster level equal to your character level.

For Marokene Elorii: Your blood resonates with the rhythms of the very earth. You gain the spell-like ability to cast *iron body* once per day, with a caster level equal to your character level.

For Osalikene Elorii: Your blood sings the endless hymn of the wind as it sweeps across Onara. This wind can carry you and your companions across great distances. You gain the spell-like ability to cast *wind walk* once per day. Your blood also calls out to the

spirits of elemental lightning at the heart of every storm, rousing them to great fury. You gain the spell-like ability to cast *chain lightning* once per day. Your caster level for both of these abilities is equal to your character level.

Elorii Bloodline, Ascendant [Elorii]

Your blood has reached the peak of its connection to its elemental roots, and has bestowed special powers to you.

Prerequisites: Legendary Elorii Bloodline, character level 21st.

Benefit: You gain benefits as detailed under your particular Elorii subrace.

For Ardakene Elorii: You gain the extraordinary fast healing special quality. You heal a number of points of damage each round equal to your Constitution modifier (minimum 1).

Once per day, you may transfer this quality to another character as a standard action. This requires but a touch. You may not use this power on unwilling creatures or on creatures that are damaged by positive energy (such as most undead). The transfer lasts for ten rounds, during which time the recipient gains all of the benefits of your fast healing ability and you lose the benefits. You may not dismiss or rescind the transfer before its entire duration has elapsed. This second use of the power is a Supernatural Ability.

For Berokene Elorii: You may *plane shift* to the Elemental Plane of Water and back to the Prime Material plane once per day as a spell-like ability. Your own blood acts as the planar key needed to activate this ability. Your type changes to Native Outsider.

For Kelekene Elorii: You may *plane shift* to the Elemental Plane of Fire and back to the Prime Material plane once per day as a spell-like ability. Your own blood acts as the planar key needed to activate this ability. Your type changes to Native Outsider.

For Marokene Elorii: You may *plane shift* to the Elemental Plane of Earth and back to the Prime Material plane once per day as a spell-like ability. Your own blood acts as the planar key needed to activate this ability. Your type changes to Native Outsider.

For Osalikene Elorii: You may *plane shift* to the Elemental Plane of Air and back to the Prime Material Plane once per day as a spell-like ability. Your own blood acts as the planar key needed to activate this ability. Your type changes to Native Outsider.

Empower Blood [Metamagic]

You have learned to use your own blood to power your spells.

Prerequisites: Native of Canceri or Encali dwarf; caster level 3rd.

Benefit: Prior to casting a spell, you may inflict a wound upon yourself to feed the energies you are about to unleash. You may only use this feat on a spell that deals damage to one or more targets, a spell that removes damage from one or more targets, or a spell that requires a saving throw to avoid some undesirable effect.

Using this feat requires some time, and it increases the casting time of the spell to one full round (which, just to be clear, is longer than a full-round action and means that the spell can be disrupted more easily). If the casting time of the spell is already at least one full round, then applying this feat adds one additional full round to the casting time. Casting a spell with this feat must be done “on the fly;” in other words, spells may not be prepared with Empower Blood.

The procedure for damaging yourself is part of the full round of casting. Simply roll your normal melee damage as if you had scored a hit with the weapon you are using, and apply the damage to yourself. Only one-handed weapons may be used for this purpose, as one hand must be kept free to cast the spell (unless it has no somatic components, in which case you may use a two-handed weapon to damage yourself). You may not use a weapon that deals only nonlethal damage, and you must deal real damage to yourself, or there is no effect. You may use a flintlock pistol or a light or hand crossbow, as long as the weapon is already loaded and you have it in hand at the time you begin casting. You may not use any other missile weapon.

No attack roll is needed for you to hit yourself, and you may not “pull your punch” when rolling damage. Only the normal base damage of the weapon (plus your Strength modifier) counts for purposes of this spell. Extra damage from static feats, such as Weapon Specialization, does count for purposes of this feat. Extra damage from variable feats, such as Power Attack, or from special weapon qualities, such as *flaming* or *bane*, does not count for purposes of this feat, although you still suffer the full damage from any such sources that are active at the time you damage yourself.

The damage dealt by your weapon is applied to you immediately, when you begin casting the spell. If the damage you inflict on yourself reduces you to unconsciousness, you lose the spell. If the damage reduces you to exactly 0 hit points, you may still complete the spell, whereupon you fall to -1 hp and are dying. If you have damage reduction, apply your damage reduction first and only the damage that gets through (if any) is used for purposes of this feat. There is no chance of a critical hit, since no attack roll is being made, and you may not sneak attack yourself.

Because you are suffering damage during the casting of the spell, a Concentration check (DC 10 + spell level + damage dealt) is necessary to avoid losing the spell. If you succeed on the Concentration check and your spell is not disrupted during casting, the damage you inflicted on yourself is channeled into the spell.

The additional magical power you gain by damaging yourself may be used in one of two ways. It may be added to weaken the target’s resistance to the spell or it may be used to increase the spell’s damage. You must choose which option you will use at the same time you choose the target(s), but before any spell resistance checks, saving throws, or damage dice are rolled.

If you choose to weaken the target’s resistance, the amount of damage you inflict upon yourself is added to the spell save DC or to your caster level check to overcome the target’s spell resistance, whichever you choose.

If you choose to increase the spell's damage, the spell gains a bonus in total damage equal to twice the amount of damage you inflicted upon yourself. The damage-boosting option is applicable only to spells with instantaneous durations that either deal or cure hit point (not ability) damage. The damage added through the use of Empower Blood is added to the total damage of the spell and is treated as if it were created by the spell in all respects (so it is energy damage if the spell has an energy descriptor, a saving throw for half damage includes half of this damage, damage applied to a cure spell increases the number of hit points cured, and so forth). You may not apply this feat to spells that inflict ability damage, ability drain, or negative levels, unless the spell also deals hit point damage, in which case the feat applies only to the hit-point-damaging portion of the spell.

When using this feat on spells like *magic missile* that create multiple sources of damage, you may split up the total additional damage gained by the use of this feat as you wish, but no additional sources of damage may be created by this feat. (For example, if you get three missiles, you may split up the bonus damage among the three missiles any way you like; however, you may not take the bonus damage and apply it by itself as a fourth missile).

No matter what type of weapon you use to activate this feat, the amount of damage you deal to yourself is always 1d6 points plus your Strength modifier, regardless of any bonus damage your weapon does (ie enhancement bonuses). This is not an attack roll, so you may not use power attack to affect the damage.

Eroticist [General]

Though all Larissans are skilled seducers to an extent, those who follow the path of the eroticist are true masters of the art. Trained in the Great Temple of Larissa in Savona, followers of the eroticist path learn how to use every action to seduce and entrance a person.

Prerequisites: Worshipper of Larissa, Cha 13, bardic music ability, Perform 12 ranks.

Benefit: Any creature that you successfully *fascinate* using your bardic music ability must succeed on a second Will save (DC equal to the Perform check that you used to fascinate the creature) or remain attracted to you for a much longer duration, even after the fascination ends. This is an enchantment (compulsion), mind-affecting ability, and is treated exactly as the *charm person* spell cast at your bard level. If some threat or other event forces you to make a second Perform check during the fascination attempt and the target breaks free, then the *charm person* effect does not activate.

Exotic Armor Proficiency [Fighter, General]

Prerequisite: Any other armor proficiency.

Benefit: Select one type of exotic armor, such as the Milandisian cuirass. You are proficient in the use of that type of armor.

Special: This feat may be taken multiple times, but each use must be applied to a different type of exotic armor. See **Chapter 7 – Weapons and Equipment** for information on various types of Onaran exotic armor that are available for use with this feat. This feat may also be applied to other types of exotic armor from other sources, such as dwarven plate from Green Ronin's *Hammer and Helm* sourcebook, if your GM allows it.



Exotic Weapon Proficiency (Blastpowder Siege Weapons) [Military]

Prerequisites: Native of Altheria or Shining Patrol Service; Exotic Weapon Proficiency (any type of flintlock), base attack bonus +2.

Benefit: You have been trained in the use of siege-type blastpowder weapons such as cannons, grenades, and mortars. You may now take ranks in Profession (gunner) as a class skill.

Normal: Siege-type blastpowder weapons may not be used at all by untrained individuals. Such attempts invariably result in the explosion of the weapon and the death of the would-be gunner. Profession (gunner) is not available as a skill without this feat and the appropriate military training.

Exotic Weapon Proficiency (Flintlocks) [Fighter, General]

You are skilled in the use of one type of flintlock weaponry.

Prerequisite: Base attack bonus +1.

Benefit: When you gain this feat, select one of the following categories: flintlock pistols, flintlock rifles, scattergun, or blunderbuss.

You do not suffer the -4 nonproficiency penalty when wielding flintlock weapons of your chosen type. You know how to reload the chosen type of flintlock without any chance of an error, though the time needed to reload is not reduced (see the specific weapon descriptions in **Chapter 7 – Weapons and Equipment** for details on reloading and misfires).

You now have the right to take ranks in the Craft (flintlocks) skill, which is the same regardless of the type of flintlock chosen.

Characters that are native to Altheria have Weapon Familiarity with all flintlock pistols and rifles, which

means that those two types of flintlock weapons are treated as martial instead of exotic for those characters.

Special: You may gain this feat more than once. It applies to a different category of flintlock weapons each time you select it.

Normal: You suffer a -4 nonproficiency penalty on all ranged attack rolls with a flintlock. You may not take Craft (flintlocks) as a skill, and non-proficient characters may not reload these types of weapons without risking a misfire.

Expert Summoning [General]

Your magically summoned allies are more difficult to damage with spell or blow.

Prerequisite: Augment Summoning.

Benefit: Each ally that you conjure with any *summon* spell gains a +2 bonus to Armor Class and a +2 bonus on saving throws for the duration of the spell that summoned it.

Fallen Hero's Soul [General]

You possess a fragment of someone else's soul. The fragment you possess was once a hero who fell from grace. Somehow, you have managed to attune yourself to this small fragment, and it has become an integral part of your character.

Prerequisite: Patchwork Soul (of a good alignment only).

Benefit: You gain a +4 morale bonus on all saving throws against fear effects, and you are immune to the *shaken* condition (though you may still be forced to flee by a failed save against certain fear effects). Allies within 10 feet of you gain a +2 morale bonus on their saving throws against fear effects (but do not gain immunity from becoming shaken). The bonus to your allies' saving throws lasts as long as you are conscious, but it goes away if you are unconscious or dead.

If you have the Leadership feat, you also gain a one-time +2 bonus to your Leadership score.

Special: The character flaw that led to the downfall of the original patchwork soul is now a part of you too. You develop a tendency to blindly trust people once you are convinced of their honesty. Whenever you fail a Sense Motive skill check, all further Sense Motive checks against that same individual are made with a -2 circumstance penalty. This effect stacks with itself with each failed attempt, and it lasts for one day per failed check.

Favor of the Quartermaster [Military]

You know how to work the military supply system to get what you need.

Benefit: As a soldier you know how to call upon the resources of the military. You must locate a military outpost you are familiar with and introduce yourself to the commander. You will always be given free room and board and access to whatever basic medical services are available (NPC spellcasting costs are not reduced, however). Furthermore, if you succeed on a Diplomacy check (DC 5 if you are dealing with your "home" unit, DC 10 if you are dealing with a closely-related unit but not one that you have personally served with, and DC 20 or higher if you are dealing with a unit that is only tangentially related to your area of service) you may requisition any piece of standard equipment that would normally be available at the outpost in question. This equipment must be returned in a timely manner and any equipment destroyed or lost must be replaced at your expense. You may requisition any mundane equipment up to a value of 50 gold pieces per character level.

Special: You must locate an outpost of the military force in which you served to gain the benefits of this feat. Coryani Legionnaires must find a legion base, Cantons from Milandir must find a Milandisian fort, and so on.

Favored Enemy Spell Focus [General]

Your hatred and careful study of a chosen foe gives your spells extra potency.

Prerequisites: Spell Focus (at least one school), Knowledge (geography or history, with an appropriate sub-specialization in the chosen race) 4 ranks, Spellcraft 7 ranks.

Benefit: Chose one race or creature type from **Table 5-2: Favored Enemy Spell Focus List**. Against foes of your chosen type, the saving throw DC of your spells is increased by +1 and you gain a +1 bonus to all appropriate caster level checks (dispel checks, SR penetration checks, and so on). The bonuses granted by this feat stack with other feats and abilities that increase the power of your spells, such as Spell Focus or Spell Penetration.

Special: This feat may be selected more than once, but its effects do not stack. Each time it is selected, it must be applied to a different target race or creature type. You may choose your own race (or subrace), although this is usually done only by characters of evil alignment. Some good-aligned characters may have valid reasons to select their own race or subrace, however.

Table 5-2: Favored Enemy Spell Focus List

Type (Subtype)	Type (Subtype)	Type (Subtype)	Type (Subtype)	Type (Subtype)
Aberration	Animal	Construct	Elemental	Giant
Humanoid (Aquatic)	Humanoid (Dark-Kin)	Humanoid (Dwarf)	Humanoid (Elorii)	Humanoid (Goblinoid)
Humanoid (Gnoll)	Humanoid (Gnome)	Humanoid (Human)	Humanoid (Orc)	Humanoid (Reptilian)
Humanoid (Shapechanger)	Humanoid (Ssethregoran / ss'ressen)	Humanoid (Val)	Magical Beast	Monstrous Humanoid
Ooze	Outsider (Air)	Outsider (Celestial / good)	Outsider (Chaotic)	Outsider (Earth)
Outsider (Fire)	Outsider (Infernal / evil)	Outsider (Lawful)	Outsider (Water)	Plant
Undead	Vermin			

Field Medic [General]

You have learned to treat the injured with great speed, and to defend yourself while doing so.

Prerequisite: Heal 1 rank.

Benefit: You may administer a potion or use the Heal skill to stabilize an unconscious person on the battlefield without provoking an attack of opportunity. You may administer a potion to an unconscious person as a standard action.

Normal: Administering a potion to an unconscious person is a full-round action. Use of the Heal skill in combat or administering a potion to an unconscious character provokes attacks of opportunity.

Fishmonger [Profession]

You are a trained actor.

Prerequisites: Cha 13, Perform (acting) 4 ranks.

Benefit: You gain Bluff, Disguise, Perform Sense Motive as class skills, and you gain a +2 circumstance bonus to all Perform skill checks made in a theatre (or any similar location specifically designed to hold an audience for the sole purpose of hosting performances). You also gain Bard as an additional favored class.

Any time you spend at least a week to make a Perform (acting) check to practice your trade for money, you receive a +10 bonus on the check. This bonus increases the amount of money you earn.

Flowing Sand [Fighter, General]

You have learned to attack several opponents while moving in a straight line.

Prerequisites: Dex 17, Cleave, Whirlwind Attack.

Benefits: When using a full attack action, you may forego all your regular attacks and choose to move up to your base movement rate in a linear path, taking a melee attack against every opponent you are able to reach while moving along that path. You may not attack any single opponent more than once unless the extra attack is a bonus attack (such as from Cleave). These attacks are made at your highest attack bonus. This means that the character must move in a straight, unobstructed line, very similar (but not quite identical) to a charge.

The character chooses a square that will be his ending square (he may move up to his base movement rate, and he must move at least five feet, since if he doesn't move, it's just the same as a regular Whirlwind Attack). The character must be able to move along the shortest possible path between his starting square and the chosen ending square, and the shortest possible path must be a "clear path" as defined in the core rules for charging, or that ending square cannot be chosen.

As with a charge, when using this feat the character may not follow a path that is blocked by obstacles or interrupted by difficult terrain. However, unlike the charge action, this feat may be used as long as there is **at least one** clear path of the shortest possible length. If a chosen ending square has more than one viable path of the same (shortest) length and only one of them is clear, then the character may choose that square but must follow the clear path. If more than one possible clear path has the same (shortest) length, then the character may choose which one of the clear paths to follow.

Once a legal ending square has been identified and a legal clear path has been selected, the character then moves along that path from his starting square

to the ending square, and may make a single melee attack against every opponent that comes within his reach as he moves. The character still provokes attacks of opportunity for his movement and must follow the other conditions and restrictions listed in the feat.

Note that although additional attacks are possible when using Flowing Sand (such as through Cleave) any other abilities which might allow a character to make additional movement (such as a feat that lets a character take a 5-foot step between Cleave attempts when using Great Cleave) cannot be used during a Flowing Sand maneuver. The character must move along the shortest path from his starting square to his destination square. He may not use other abilities to take detours along the way.

Special: This feat does not exempt you from provoking attacks of opportunity as you move, and you may not apply any sneak attack damage dice to these attacks. You may not make special attacks (grapple, trip, disarm) against any of the targets you attack when using this feat.

Gentry [Background]

You were born into a noble household from your homeland.

Prerequisite: Human, or Val.

Benefit: You were born into a family with a high level of prestige and power. You are the equivalent of a noble of your specific nation, with an appropriate rank and title, which will vary depending on the nation you select. For example, a Milandisian noble would hold the rank of Knight at a minimum.

Dark-kin may only take the Gentry feat if they are from Canceri.

You may not be a noble of a nation other than your own heritage and the laws of the particular country would permit; for example, a Coryani could not be a noble from Milandir.

Being a member of the Gentry grants you the following benefits:

- You gain Ride and Diplomacy as class skills, and you receive a +1 bonus on skill checks with these skills.
- Your starting character wealth is increased by 6d8x10 gold pieces.
- You may legally possess an Altherian flintlock. If you are a Val, the monks of Althares give you an Altherian flintlock pistol and 20 shots' worth of blastpowder as part of your starting equipment.

Special: See *Chapter 1 - Nations* for details on what the Gentry feat means in each of the various nations, as well as any nation-specific rights or restrictions that are applicable to this feat.

Characters that take the Aristocrat NPC class from *Core Rulebook II* as their first character level gain a "virtual" Gentry feat which grants them the rights and privileges of nobility in their home nation and which counts as having the feat for purposes of other prerequisites, but they do not gain the material benefits specified in the feat description.

Great Destiny [Background]

You have a destiny to fulfill, whether for good or for evil. You are not one to stand idly by while the world moves around you.



Prerequisite: Good or evil alignment.

Benefit: You are destined for greatness. You gain a +1 sacred bonus to all saving throws if you are of good alignment, or a +1 profane bonus to all saving throws if you are of evil alignment.

Hard Target [Fighter, General]

You have learned to roll to your feet without provoking attacks of opportunity.

Prerequisites: Combat Expertise, base attack bonus +6.

Benefit: When prone, you may roll to your feet as a move-equivalent action without provoking attacks of opportunity. Additionally, with a successful Tumble check (DC 15 plus the number of creatures that threaten you), you may also incorporate a five-foot adjustment with your roll. This adjustment is a free action, and may put you into any square that is legal for you to occupy. This adjustment counts as part of your total movement for the round, but you do not suffer the double movement cost normally associated with the use of the Tumble skill.

Normal: Standing up provokes an attack of opportunity, and you can only stand up in your own square.

Hard to Handle [General]

You have spent most of your life with people trying to throw you out of places they think you don't belong. As a result, you are one wriggly little bugger.

Prerequisites: Gnome, Escape Artist 5 ranks.

Benefit: You gain a +4 bonus to your opposed rolls made to resist being grabbed, grappled, held, or pinned by other creatures. You may use your Dexterity modifier instead of your Strength modifier when making these kinds of grapple checks.

Special: You lose the benefits of this feat during any grapple that you initiate or on any subsequent grapple check made during a grapple that you initiated.

Hawk-Eyed [Fighter, General]

You can see and engage targets well beyond the range of most sharpshooters.

Prerequisites: Native of Altheria, Exotic Weapon Proficiency (any type of flintlock), Far Shot, base attack bonus +8.

Benefit: Your aim with a flintlock is amazing. Whenever you fire a flintlock with which you are proficient, you suffer no range increment penalties on your attack roll out to your maximum range. This feat does not extend the maximum range of your weapon beyond the increase provided by the Far Shot feat.

Heedless Assault [Fighter, General]

You attack opponents with no thought to your own defenses.

Prerequisite: Base attack bonus +1.

Benefit: On your action, before making attack rolls for a round, you can take a penalty of as much as -5 to your Armor Class and add the same number (+5 or less) as a bonus on your melee attack rolls. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action. The bonus on attack rolls granted by this feat applies only to melee attacks.

Special: You may combine the use of this feat with the use of the Power Attack feat, but if you do so the penalties to your Armor Class are doubled. For example, if you use Heedless Assault to increase your attack roll by +3 (which would normally cause you to suffer a -3 penalty to AC) and you also Power Attack (for any amount) on the same turn, you instead suffer a -6 penalty to AC until the start of your next turn.

Heedless Charge [Fighter, General]

During a charge, you cast aside all concern for your own safety.

Prerequisites: Power Attack

Benefit: When you use the charge action, you may take a penalty of up to -5 on your Armor Class and add the same number (+5 or less) as a bonus on the attack roll you make at the end of the charge. This number may not exceed your base attack bonus. The effects of this feat stack with the -2 AC penalty and the +2 attack roll bonus that are part of the charge action. The penalty to Armor Class lasts until the start of your next turn, but the bonus only applies to the single attack that you make as part of the charge. You may not combine the use of this feat with any ability that allows you to make more than a single attack as part of a charge action. The AC penalty applies immediately, even if your charge is interrupted or you are somehow prevented from making the attack at the end of your charge.

Heirloom [General]

You possess an item of great value and prestige that has been in your family for generations.

Prerequisites: Special (see below).

Benefit: Choose one type of weapon or suit of armor of up to 1,500 gold pieces in value (not including greater masterwork costs). You begin play in possession of a greater masterwork version of your chosen item. This is a treasured family heirloom with its own history, and it brings honor to you.

You gain a +2 bonus to all Diplomacy checks made in the presence of people who recognize the

item and its history. You also gain a +1 bonus to your Leadership score if you take a follower from your home nation or extended family, or who understands the history of your heirloom.

Anyone from your native nation (or tribe, or extended family, as appropriate) has a chance to recognize the heirloom you carry by making a Knowledge (History) check (DC 25 minus your character level). Those without the Knowledge (History) skill may make an Intelligence check (DC 35 minus your character level) to recognize the heirloom. If you also have the Gentry feat, the DC for each of the above checks is reduced by 10.

People from other nations may also attempt to recognize the heirloom, though it is more difficult (the DC is 10 higher than for natives of your nation). Bards (and those with similar abilities) may make a Bardic Knowledge check with the same DC as a native of your nation or family, even if the bard is from a different nation or family.

Though you are free to choose any type of weapon or armor, various cultures have specific versions of these items that usually become heirlooms.

Suggested Heirlooms

Altheria: Flintlock weapon.

Coryan: Gladius or lorica segmentata armor.

Canceri: Longsword, greatsword, or full plate armor.

Freeport: Cutlass.

Elorii / Vastwood: Longbow or longsword.

The Hinterlands: Light or heavy warhorse (descended from the bloodline of a famous stallion); rather than being masterwork, an heirloom horse gains +1 hit point per Hit Die and grants its rider a +2 bonus on all Ride checks.

League of Princes: Rapier or Uden knife.

Milandir: Full plate armor, longsword, or halberd; Tralian Hammer if Gentry.

Pureblooded Kio: Kio sword.

Solanos Mor: Dwarven war axe, urgosh, or any type of medium or heavy armor.

Dark-kin and gnomes rarely, if ever, have heirloom items; their heritage, such as it is, lies in their warped bodies and twisted parentage. Ss'ressen of the Black Talon clutch likewise do not possess such heirloom items, as their communal egg-rearing leaves little hope of a lasting connection between individuals of one generation and the generations that follow.

Flintlocks are a restricted heirloom. You must already be allowed to legally possess and carry a flintlock in order to select one as an heirloom.

Should your heirloom ever be lost or destroyed, it will bring great shame to you and your family. You suffer a -1 penalty on attack rolls, Will saving throws, and your Leadership score. You suffer a -2 penalty on all Charisma-based skill checks made in the presence of people from your nation, or those who knew of your heirloom. Use the same rules for Knowledge checks listed above to determine if an NPC or another PC knows about the destruction of the heirloom. These penalties remain in effect for a period of at least one game year, though the stigma of having lost a valuable heirloom may very well remain with you forever.

Of course, there are exceptions. An heirloom weapon destroyed in a climatic battle upon which hang the fates of many does not bring shame to its

owner; on the contrary, it is bound to bring him fame and honor once the story becomes known. Heirlooms destroyed under heroic conditions do not confer any penalties upon the owner. What constitutes "heroic circumstances" is left up to the GM to determine.

If an heirloom is ever destroyed, regardless of the circumstances, it may not be replaced.

You may not include flintlock modifications if you choose a flintlock pistol or rifle as your heirloom item. These modifications are recent innovations and any item worthy of being an heirloom would not include them. This does not preclude you from having the modifications made later, of course.

GMs are encouraged to allow players a reasonable degree of flexibility in choosing the characteristics of the heirloom item. The item could be made of a special material or have other unusual quantities, for example. If there is a particular item that is especially appropriate for your campaign, consider allowing an increase in the price cap (and increase the penalties for the loss or destruction of the item accordingly).

Hero's Heart [General]

Whenever you do something really dangerous, fate seems to intervene on your behalf.

Benefit: Whenever you attempt something extremely dangerous and heroic (like charging alone into a horde of evil infernals or diving off a bridge into raging rapids to save a drowning child) you gain a +2 bonus on all related saving throws and skill checks.

Special: The GM's judgment is always final as to whether or not the bonus from this feat comes into play. Generally speaking, the action being taken should be one in which there is a significant probability that you will be injured or killed by your daring actions.

Honeyed Tongue [General]

You always seem to know just what to say in order to get people to do what you want.

Prerequisite: Cha 13.

Benefit: Choose any two of the skills Bluff, Diplomacy, and Intimidate. You gain a +2 bonus on skill checks made with the two skills that you choose.

I'm Not Gonna Eat That! [General]

You look so unappetizing that nothing wants to put you in its mouth for fear of how you'll taste.

Prerequisite: Gnome.

Benefit: Any living creature trying to bite you suffers a -4 morale penalty on its attack roll. Creatures with the Swallow Whole ability must succeed on a Will save (DC 10 plus one-half your character level plus your Charisma modifier, treating a negative modifier as if it were positive) or they cannot bring themselves to swallow you (although they can still chew on you and deal damage to you).

Imbue with Essence [Item Creation]

You have taken your artisan's craft and honed it to a level that transcends mere workmanship. You have learned how to imbue permanent magic items with a part of your own spiritual essence.

Prerequisites: Wis 13, Craft (armorsmith, ringsmith, or weaponsmith) 12 ranks, no ability to cast arcane or divine spells or manifest psionic powers, no other magic or psionic item creation feats.

Benefit: You can create magical weapons, armor, and rings through the use of the appropriate Craft skill.

The first step is to craft the item that you wish to imbue, following the normal rules and procedures for the Craft skill. For weapons and armor, you must create a masterwork, greater masterwork, or legendary item; items of lesser quality cannot be imbued.

You must then spend one week attuning yourself to the newly-crafted item. The item must remain within 2 feet of you at all times during this period. After the item is attuned to you, you may then begin imbuing it.

Imbuing the item takes two days for every 1,000 gold pieces in its final market price. You must pay an experience point cost equal to 20% of the item's market price and a gold piece cost equal to 50% of the item's market price.

You may imbue weapons and armor with enhancement bonuses and special abilities, just as if you were crafting the item using the Craft Magic Arms and Armor feat. You may forge magical rings just as if you were crafting the item using the Forge Ring feat. You must still meet or provide all the other necessary prerequisites for item creation not supplanted by this feat. Consider your total character level as your caster level for the purposes of determining item creation prerequisites. (Note that this means you must be a 12th-level character to use this feat to imbue a ring.) Spell prerequisites may be met by scrolls, and you may include scrolls in the crafting process even if you are not normally able to activate them.

For example, if you want to imbue a +2 *defending longsword*, you must have 13 ranks in Craft (Weaponsmithing), and craft a masterwork or better longsword. To imbue the sword, you would not need the Craft Magic Arms and Armor feat, as that prerequisite is replaced by this feat, but you would still need to be a minimum character level of 8 (the greater of the two caster level requirements to create this item) and have access to a scroll of either *shield* or *shield of faith*.

Once you have imbued a weapon or suit of armor, you may upgrade it later, following the rules in this feat. Your upgrade costs are calculated based on the difference in the market price between the original item and the upgraded version of the item. You may not remove bonuses or special abilities once you have imbued them into an item, but you may add new ones.

Special: Imbued items are very personal to the crafter and will never be given away, sold, or traded. If an item created with this feat is ever destroyed, the creator of the item must immediately attempt a Fortitude saving throw with a DC equal to 10 plus the item's market price divided by 1,000 (rounded up). Failure means he loses 200 experience points per character level and suffers 4 points of temporary Constitution damage; success reduces these losses by half. A character's experience total can never go below zero as a result of this loss, although he can lose levels. The Constitution damage may kill the character as normal, and heals at the normal rate.

Improved Familiar, Onaran [General]

You can acquire a nonstandard familiar.

Prerequisites: Class ability to summon a familiar, with additional requirements depending on the type of familiar chosen.

Benefit: When you summon a familiar, you may select one of the creatures listed in **Table 5-3: Onaran**

Improved Familiars. You may choose a familiar with an alignment up to one step away from your own on each of the alignment axes (lawful through chaotic, good through evil). Worshipers of Sarish are not bound by these alignment restrictions; their familiars are bound into service through their god, so they follow the will of their master regardless of any alignment conflicts.

Improved familiars use the rules for regular familiars with two exceptions. If the improved familiar's type is something other than Animal, its type does not change. Also, improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate in various languages).

Normal: You may only select a familiar from the list in *Core Rulebook I*.

Table 5-3 : Onaran Improved Familiars

Familiar	Min. Level	Align.	Special
Celestial animal*	1	NG††	Ardakene Elorii, val'Mehan, Conjurer, or cleric of Sarish only
Fiendish animal*	1	NE††	val'Mehan, Conjurer, or cleric of Sarish only
Undead animal*	1	N	val'Mordane, Necromancer, or cleric of Neroth only
Horse, light war	5	N	
Shocker Lizard	5	N	
Stirge	5	N	
Wolf	5	N	
Wolf Lizard**	5	N	
Air Elemental, small	7	N	Osalikene Elorii only
Earth Elemental, small	7	N	Märokene Elorii only
Fire Elemental, small	7	N	Kelekene Elorii only
Homunculus	7	Any†	
Horse, heavy war	7	N	
Igiho**	7	N	
Imp	7	LE††	
Quasit	7	CE††	
Water Elemental, small	7	N	Berokene Elorii only

* Characters may take this feat to add the listed template – Celestial, Fiendish, or Undead Animal (see Appendix) – to their normal familiar. Characters who wish to add one of these templates to an exotic familiar (to obtain, e.g., a Celestial Wolf familiar) must take this feat twice to do so. Only familiars with the Animal type may be modified with these templates.

** See Appendix for statistics on these creatures.

† The homunculus's alignment is the same as its master's.

†† val'Mehan characters or clerics of Sarish may choose these familiars regardless of their alignment; the infernal creatures are bound to serve.

Improved Leadership [General]

You have an exceptional ability to lead others.

Prerequisites: Leadership (minimum Leadership score 12), character level 9th.

Benefit: You gain a second cohort. The second cohort's level may never exceed half the level of your first cohort (rounded down).

Normal: A character may only have one cohort.

Special: You may not gain this feat if you have ever had one of your cohorts die (without the cohort being brought back from the dead). In the LIVING ARCANIS campaign, if the primary PC dies, the player may select either cohort to continue as his new player character. The extra cohort is lost; it does not become the new primary character's cohort.

Improved Mounted Combat [Fighter, General]

You have learned how to more effectively maneuver your mount to avoid being hit in combat.

Prerequisites: Combat Reflexes, Mounted Combat, Ride 7 ranks.

Benefit: In addition to the one attempt per round allowed by Mounted Combat, you may attempt to negate attacks made against your mount a number of additional times per round equal to your Dexterity bonus. With this feat, you may also attempt to negate attacks against your mount while flat-footed.

Normal: You may only use the Mounted Combat feat once per round and may not use the Mounted Combat feat while flat-footed.

Improved Quick Draw [Fighter, General]

Your reflexes have been honed to a deadly edge. You have learned to draw your weapon and attack as a single, swift action.

Prerequisites: Dex 17, Quick Draw, base attack bonus +6

Benefit: Once per encounter, when you use the Quick Draw feat to draw a melee weapon and you also make a melee attack with that weapon on the same turn, you may make one additional attack as part of the attack action. This attack is made at your highest base attack bonus, plus any modifiers appropriate to the situation (such as the use of Power Attack).

The benefit of this feat does not stack with any other ability or effect that grants additional attacks (such as the *haste* spell).

Improved Ride-By Attack [Fighter, General]

You have become an expert at killing opponents from atop your mount.

Prerequisites: Ride-By Attack, Ride 9 ranks.

Benefit: When performing a Ride-By Attack, you gain a +2 bonus on your attack roll and deal an additional 1d6 points of damage if the attack hits.

Improved Snatch [General]

Your quick hands allow you to snatch items from an opponent.

Prerequisites: Dex 15, Combat Reflexes, Lightning Reflexes.

Benefit: You may snatch items from opponents' hands and off their packs and belts. The item you intend to snatch must be in clear view, you must physically be able to carry the item, and you must have at least one hand free. You may not use this feat to snatch a wielded weapon, although you could attempt to snatch a sword



out of its sheath if it is not peace-bonded. You cannot snatch an item out of a locked gauntlet.

Snatching an item is a standard action. You must succeed on a melee touch attack to initiate the snatch, which provokes an attack of opportunity from your opponent unless you have the Improved Unarmed Strike feat. Your snatch attempt automatically fails if your touch attack misses or if the attack of opportunity deals damage to you. A flat-footed target cannot oppose your snatch attempt unless he has the Combat Reflexes feat or he is actually holding the item you are trying to snatch.

To resolve the snatch attempt, you and the target make opposed checks. You must use the Sleight of Hand skill; the target may use either a Reflex save or the Sleight of Hand skill, whichever is better. If your check result exceeds the victim's check result, you have snatched the item.

You suffer a -2 size penalty on your check for each size category smaller than Medium of the targeted item. You suffer a circumstance penalty of -2 on your check if the item is inside of some sort of open container (such as a backpack), and a circumstance penalty of -5 or more (GM's discretion) if the item is connected or attached in some fashion (such as a sword in its sheath). For certain items that are tied or otherwise attached to the victim's clothing, the GM may rule that you either cannot snatch a particular item or that you must also succeed on a Strength check to break whatever bindings are currently attached to it.

You may snatch items from belts, open backpacks, and similar locations at any time, but you may only snatch held items if the target is flat-footed or completely unaware of your presence.

Special: This feat is not a substitute for the use of the Sleight of Hand skill to pick someone's pocket. Only clearly visible, reachable items may be snatched by means of this feat.

Improved Toughness [Fighter, General]

You are much tougher than normal.

Prerequisite: Toughness

Benefit: You gain 6 hit points.

Special: A character may gain this feat up to a total of nine times. Its effects stack with Toughness and with itself. Each subsequent time this feat is chosen, the character gains an additional 3 hit points more than the last time. Therefore, the second time this feat is taken (meaning that including the original selection of Toughness, three feats have been spent on this chain), the character would receive 9 hit points (for a total of $3 + 6 + 9 = 18$ bonus hit points from the combination of the three feats). The third time this feat is taken, the character would receive 12 additional hit points (bringing the total bonus hit points to 30), and so on. A character who started with Toughness and then chose Improved Toughness a total of nine times would have gained a total of 165 additional hit points from the 10 feats that he spent.

Infernal Taint [Tainted, Background]

The taint of the Infernal in your blood is stronger than in most dark-kin, causing daemonic features to develop in you as time goes by. Even though these features make you seem more demonic than most other dark-kin, you can still pass as “normal” for your race if you take steps to hide the evidence of your true heritage.

Prerequisite: Dark-kin.

Benefit: Choose one of the following traits and apply the listed modifier; the exact physical appearance of each trait is left up to you. Each time you take this feat you incur an additional -1 penalty to your Unnatural Aura.

- Devil Eyes – Your eyes have an aspect of the Infernal that cannot be mistaken or forgotten. You gain a +3 circumstance bonus on all Intimidate checks.
- Massive Horns – You sprout thick horns from your skull. They may be hidden by thick hair or by a hat or other covering. You gain the ability to make a gore attack that deals 1d6 points of damage. This gore attack counts as a normal attack, and follows all of the rules for natural weapons.
- Wicked Teeth – Your teeth are sharp and deadly. You gain the ability to make a bite attack that deals 1d3 points of damage. This bite attack counts as a normal attack, and follows all of the rules for natural weapons.
- Prehensile Tail – You gain a small, imp-like prehensile tail with a 5' reach. You can use your tail to pick up and carry unattended items of Fine and Diminutive sizes that weigh no more than 1 pound. Your tail is not strong enough to hold a weapon or to be used in combat in any other way. You may learn to make trip attacks with your tail if you gain the Tail Attack feat, but you suffer a -2 penalty on the opposed check because your tail is not as strong as a weapon.
- Sharp Claws – Your fingernails lengthen and become as sharp as daggers. You gain the ability to make claw attacks that deal 1d3 points of damage. (You must use the full attack action to attack with both claws). Your claws follow all of the rules for natural weapons.
- Cloven Hooves – Your feet crack and split and the soles become as hard as a horse's

hooves. You gain a +3 circumstance bonus on all Balance skill checks.

Special: You must gain your first Infernal Taint at 1st level, or else you may never take any of the feats in this chain at a later time. After first level, you may gain new Infernal Taints or enhance your existing ones with other feats in the chain any time you have a General feat slot available (i.e. every three character levels). Some prestige classes or other organizations may permit you to increase your Infernal Taint at a more rapid rate.

Iron Skin [General]

Your skin is much thicker and tougher than other members of your race, but at the cost of visible and significant disfigurement.

Prerequisites: Callused Skin, base Fortitude save +6.

Benefit: You gain a permanent non-magical +1 increase to your existing natural armor. This increase stacks with the increase provided by the Callused Skin feat, for a total increase in your base natural armor of +2.

Because of the increased thickness and roughness of your skin, along with your many plainly-visible calluses and scars, you suffer a -4 penalty on NPC reaction checks and on social skill checks in any situation where the GM feels that your leathery appearance would cause you to be perceived unfavorably.

Judge of Character [General]

You have an innate ability to judge a person's character and motives.

Prerequisites: Wis 15, Skill Focus (Sense Motive).

Benefit: You may take 10 on Sense Motive skill checks at all times, regardless of whom you are talking to, the circumstances around you, or how long the conversation lasts.

You may assume that you automatically roll a natural 20 on opposed Sense Motive skill checks against an individual character's Bluff attempts once you have had the opportunity to observe that individual in conversation for at least ten continuous minutes (whether you are actively participating in the conversation or just listening is irrelevant). This benefit may not be carried over; if one conversation ends and another begins, the ten-minute interval resets.

You may take 10, but may not take 20, on the special Sense Motive check made to oppose someone's Bluff check in an attempt to feint you in combat (see *Core Rulebook I*).

Normal: Use of the Sense Motive skill normally requires at least one minute. You may not take 10 on Sense Motive checks while threatened or distracted, which would include during combat, and you may never take 20 on Sense Motive checks since they are opposed rolls with a penalty for failure.

Know Terrain [General]

You know how best to use the terrain to your advantage during combat.

Prerequisites: Int 15, Survival 4 ranks.

Benefit: You gain an understanding of the terrain features on any battlefield, provided they are not hidden from your view or magically obscured. You do not gain any special ability to detect illusionary terrain, concealed pits, or other non-obvious hazards.

You can automatically identify squares that will cost extra movement to pass through, evaluate the degree of cover provided by any object or natural obstacle, and determine the shortest path between any two points on the battlefield. Furthermore, your refined understanding of the use of terrain and positioning in combat grants you an additional +1 circumstance bonus on melee attacks you make from higher ground, giving you a total bonus of +2 on such attacks.

You gain a +2 insight bonus on Balance, Climb, and Tumble checks that have been made more difficult because of rubble, wet or icy surfaces, and similar natural obstructions. This does not apply to temporary hazards created by spells; for example, you do not gain the bonus when moving through an area under the effect of a *grease* spell, because that effect has nothing to do with the terrain.

Knowledge of the Past [Elorii]

Your connection to your past incarnations is stronger than normal. You may draw upon these experiences to more easily make your way through this life.

Prerequisites: Elorii, Memories of Lives Past.

Benefit: Pick any three skills. These skills will always be treated as class skills for you. You may attempt a skill check untrained with these skills even if the skill does not normally allow untrained use.

Lay of the Land [General]

Your homeland has always held a special place in your heart. You never seem to get lost within its familiar confines.

Prerequisites: Track, Survival 4 ranks.

Benefit: You gain a +2 bonus on all Survival skill checks when you are within the boundaries of your homeland (GM's discretion). You are also nearly impossible to track when you are on your native soil. The DC for all Survival checks made to track you in your homeland is increased by 10.

Special: "Homeland" should be defined more narrowly than an entire country or region in most circumstances. For example, a PC could not realistically claim the entire Coryani Empire as his homeland, but a single city or perhaps even all of the non-settled areas of a particular province would be reasonable. This feat is only treated as General for characters that are native to the Hinterlands. All other characters treat it as Military.

Legionnaire [Background]

"For Duty and Honor!"

You have served in the legions of the Coryani Empire.

Prerequisite: Native of the Coryani Empire.

Benefit: You have been, or still are, a Legionnaire. You are proficient with light and medium armor, and all shields, including tower shields. You gain Martial Weapon Proficiency (gladius) or if you have a class that grants proficiency with all martial weapons you gain Exotic Weapon Proficiency (gladius) instead. You gain Exotic Armor Proficiency (lorica segmentata) for free. You also gain access to the Military feat category and gain fighter as an additional favored class. You gain a +1 circumstance bonus on all Diplomacy skill checks when dealing with Coryani citizens, as you have gained the respect of your fellow countrymen.



You begin play with a gladius, shortspear, and tower shield in addition to the equipment you purchase with your starting funds.

You have been tattooed with the symbol of your legion, and all Legionnaires can recognize the tattoos of most currently active legions (see *Table 5-4: A Sampling of Known Legions* for a listing of some of the known legions, past and present). You may choose the legion of your service, with certain exceptions. Legion names with a line through them are not eligible choices.

Linguist [General]

Learning new languages is easy for you.

Prerequisite: Int 13.

Benefit: You gain the ability to speak two languages of your choice. Speak Language is a class skill for you. You also gain a +2 insight bonus on Decipher Script skill checks.

Special: You may gain this feat more than once. Each time you do, you learn two additional languages and gain an additional +1 insight bonus on Decipher Script skill checks. The bonuses granted by this feat stack.

Lock Shields [Military]

When working as part of a shield wall, you can lock shields with your companions for better defense against attacks and area spells.

Prerequisite: Shield Wall.

Benefit: When you are using a shield and end your turn adjacent to an ally with the Lock Shields feat who is also using a shield, you gain a +2 bonus to AC that stacks with the bonus from the Shield Wall feat (for a total bonus of +4). You also gain a +1 cover bonus on Reflex saves against area spells or attacks. During a round in which you are part of a Shield Wall and you take the total defense action, the bonus to your armor class from this feat increases to +4 (for a total bonus of +6 including the Shield Wall bonus) and the Reflex save bonus increases to +2.

If you are separated from your adjacent ally at any time during the round (such as you or your ally being

Table 5-4: A Sampling of Known Legions

Legio Anguis Retatus
 Legion of Avenging Thunder
 Legion of Blazing Judgment
 Legion of Broken Shadows
 Legion of Burnished Steel
~~Legion of Chendo's Pride~~
 Legion of Dark Majesty
 Legion of Deliverance
~~Legion of the Doom of Chendo~~
 Legion of Grim Lamentation
 Legion of Heaven's Blade
 Legion of Honorable Accord
 Legion of Indomitable Accord
 Legion of the Iron Guardian
 Legion of Iron Shadow
 Legio Lex Talionis
 Legion of Mighty Toneth
~~Legion of Radiant Glory~~
 Legion of Searing Light
~~Legion of Searing Purity~~
 Legion of Sweet Sorrow
~~Legion of the Black Sun~~
~~Legion of the Crimson Moon~~
 Legion of the Defiant Shield
~~Legion of the Might of the Empire~~
 Legion of the Mighty Oak
 Legion of the Reluctant Warrior
~~Legion of the Rising Phoenix~~
 Legion of the Shinning Pillar
 Legion of the Singers of the Sweet Savona
 Legion of the Storm Lord
 Legion of the Triumphant Rays of the Invisible Sun
 Legion of the Unrepentant Heart
~~Legion of Unyielding Courage~~
 Legion of Vigilance
 Legion of the Watchful Hunter

Note: A Legion whose name is ~~struck through~~ is not currently active, either because it was destroyed in battle, its standard was lost, or its sponsors were thrown down in disgrace and it was disbanded by the Emperor.

knocked prone or pushed back by a bull rush attack), you immediately lose the benefits of the Lock Shields feat until such time as you are able to reestablish your position in the shield wall.

Special: If you are using a tower shield, you do not lose your place in the wall or the benefits of this feat if you are knocked prone, as long as you remain adjacent to your ally.

Martial Weapon Technique [General]

A martial weapon of your choice becomes a monk weapon for you.

Prerequisites: Monk level 8th, Weapon Focus (chosen weapon)

Benefit: A martial or exotic weapon becomes a monk weapon for you. You must already have experience with the weapon (hence the Weapon Focus prerequisite). You may now use your more favorable number of attacks per round when wielding this weapon.

Masquerade Spell [Metamagic]

For fear of the Harvesters of Ymandragore, you have learned to hide your spellcasting within other activities.

Prerequisites: Bluff 2 ranks, Perform (any) 5 ranks, caster level 1st, member of the Sanctorum of the Arcane.

Benefit: You have mastered the art of casting spells inconspicuously, and you can mingle the verbal and somatic components of spells into your performances so skillfully that others may not realize that you are casting at all.

The fact that you are delivering a performance is obvious to everyone in the vicinity, but the fact that you are casting a spell is not obvious. A masqueraded spell cannot be identified through a Spellcraft check unless the person attempting to do so also has the Masquerade Spell feat. Unless the magic spell visibly emanates from you, or observers have some other means of determining its source, they will not know you cast a spell.

Unlike most metamagic feats, casting a masqueraded spell does not increase the spell slot required to cast the spell, nor do spells need to be prepared in advance with this metamagic feat. You may truly use it “on the fly,” but the spell always requires at least one full-round action to cast, even if its casting time is normally shorter, due to the time required for your performance.

You may only use this feat when using Perform (sing) or Perform (oratory) for spells with verbal components. In the case of spells without a verbal component, Perform (dance) or *Perform (any musical instrument) may be used. Because you are trying to maintain the quality of your performance at the same time you are casting the spell, you must succeed on a Perform check (DC 15 + level of the spell you are trying to cast) or the spell fails.*

This feat can be stacked with other metamagic feats, which may result in removing the need for one or more of the spell's components. For example, you may combine the use of this feat with the Silent Spell or Still Spell feats. Regardless of the actual components of the final spell, you must still deliver a performance in some fashion in order to use this feat and disguise the fact that you are casting.

Normal: Without using this feat, spellcasting can usually be recognized by observers, and those who can see or hear the spellcaster can make a Spellcraft check to identify the spell being cast.

Special: If you choose to use this metamagic feat with a Perform skill that involves a musical instrument, the instrument must be present, and you must play the instrument during the spellcasting. You must produce sound for any spells with a verbal component. You must have one hand free to perform gestures for any spells with a somatic component (using a plucked string instrument, such as a harp or lyre, fulfills this requirement), and you must have any required material component or spell focus readily available during your performance.

Master Craftsman [Profession]

You have learned to create remarkable items.

Prerequisite: Skill Focus (any Craft) or dwarf.

Benefit: Choose one Craft skill for which you have chosen the Skill Focus feat. You may now craft greater masterwork items of that type. Dwarf characters who choose their racial Craft skill may now craft legendary items of that type.

See *Chapter 7 – Weapons and Equipment* for details on the game-mechanical effects of greater masterwork and legendary items. See *Chapter 4 – Skills* for details on using the Craft skill to create greater masterwork and legendary items.

Master of the Tops [General]

You have mastered the art of moving safely within the rigging of a large sailing vessel.

Prerequisites: Native of Entaris or the Pirate Isles; Climb 4 ranks, Use Rope 4 ranks.

Benefit: Some say you were born on the ropes. You always feel more at home among the rigging of a ship than on solid ground. When climbing or moving along or through the rigging of a ship, you gain a +10 bonus on all Balance and Climb checks, you retain your Dexterity bonus to your Armor Class, and you climb at your full base movement rate rather than at half speed.

Meet the Charge [Fighter, General]

You react to a charge with deadly efficiency.

Prerequisite: Combat Reflexes.

Benefit: Any opponent that charges you provokes an attack of opportunity if the opponent's attack is made from a square that you can reach with your current weapon. Your attack of opportunity is resolved at the end of the opponent's movement, but before the opponent's attack. This feat does not grant you additional attacks of opportunity beyond the number that you are normally permitted in a round.

This feat does not negate the benefits of the Ride-By Attack feat or the Spring Attack feat. Opponents using those feats do not provoke attacks of opportunity from you.

Normal: An opponent does not provoke an attack of opportunity when charging you unless you have greater than 5' reach and the opponent passes through your threatened area as part of the movement of the charge.

Special: At 3rd level or any higher level where he gets to choose a bonus feat, a monk may select Meet the Charge as his bonus feat as long as he meets the prerequisite.

Memories of Lives Past [General, Elorii]

Your soul remembers something of its past incarnations. You gain knowledge from these memories.

Prerequisite: Elorii.

Benefit: Choose one class to become an additional favored class for you.

Military Service [Fighter, General]

You have spent some time serving with a formal army, order of knights, mercenary company, or other organized militaristic organization.

Prerequisite: Base attack bonus +1.

Benefit: Choose one of the following skills: Balance, Climb, Handle Animal, Heal, Hide, Jump, Knowledge (warfare and tactics), Listen, Move Silently, Profession (sailor), Profession (soldier), Ride, Spot, Survival, or Swim. You gain a +2 bonus on skill checks with that skill. You also gain Examine Martial Technique and Knowledge (warfare and tactics) as class skills, and you gain access to Military feats.



Multifire [Fighter, General]

You may fire two flintlock pistols simultaneously to devastating effect.

Prerequisites: Exotic Weapon Proficiency (flintlock pistols), Two-Weapon Fighting.

Benefit: As a standard action, you may fire two flintlock pistols at a single opponent within one range increment using a single attack roll. You suffer a -2 penalty to your attack roll in addition to the normal penalties associated with two-weapon fighting. If the single attack roll hits, then both rounds hit; if it misses, then both rounds miss. Roll damage separately for the two pistols if the attack hits. Damage reduction and other resistances apply separately against each round fired.

Special: You may only apply precision-based damage (such as sneak attack damage) once. If you score a critical hit, only one of the two rounds (your choice) is treated as a critical hit; the other is treated as a normal hit.

Murderous Precision [Fighter, General]

For you, killing is an art form, and you love practicing it on a helpless canvas.

Prerequisites: Non-good alignment, base attack bonus +5.

Benefit: You may make a coup de grace attack on a helpless opponent as a standard action. You still provoke attacks of opportunity as normal.

Normal: Rendering a coup de grace requires a full-round action.

Natural-Weapon Fighting [General]

You have learned to use your natural weapons with blinding speed, though at a cost in accuracy.

Prerequisites: Ability to use or manifest natural weapon attacks, base attack bonus +2, Int 3 or greater.

Benefit: When you use the full attack action and use only natural weapons, you may make a single additional attack with any of your available natural weapons at your highest base attack bonus, but all of your attacks for the round suffer a -3 penalty. You may not combine manufactured-weapon and natural-weapon attacks when using this feat.

Example: With this feat, a creature that normally makes 2 claw attacks at +9 and a bite attack at +4 with a full attack may instead choose to make either 3 claw attacks at +6 and one bite at +1 or two claw attacks at +6 and two bites at +1. All attacks deal their normal damage regardless of which option is chosen. Note that it is not possible for creatures to change their primary natural weapon when using this feat. (In this example, the creature's primary natural weapon is its claws, not its bite.)

Normal: You do not get iterative attacks with natural weaponry, nor can you benefit from feats such as Two-Weapon Fighting when using natural weapons.

Special: A Psychic Warrior may choose this feat as one of his class bonus feats.

Natural-Weapon Fighting, Improved [General]

You are able to strike more accurately with a flurry of natural weapon attacks.

Prerequisites: Natural-Weapon Fighting, base attack bonus +7, Int 3 or greater.

Benefit: When you use the Natural-Weapon Fighting feat, the -3 penalty to your attack rolls from that feat is reduced to -1.

Special: A Psychic Warrior may choose this feat as one of his class bonus feats.

Natural-Weapon Fighting, Greater [General]

You have become a master at using natural weapons.

Prerequisites: Improved Natural Weapon-Fighting, base attack bonus +12, Int 3 or greater.

Benefit: When you use the Natural-Weapon Fighting feat, the penalty to your attack rolls from that feat is negated. You may also make a second bonus attack with any one of your natural weapons, although this attack is made at a further -5 penalty (just as if it were an iterative attack from a high Base Attack Bonus).

Special: A Psychic Warrior may choose this feat as one of his class bonus feats.

Of the Mundane [General]

Magic does not sparkle in your blood. You readily ignore its effects and are even somewhat oblivious to its presence.

Prerequisites: Human (not human subtype), half-orc, or half-hobgoblin; unable to cast any type of spells, powers, spell-like abilities, or psionic abilities.

Benefit: You gain a +2 bonus on all saving throws against magical spells, effects generated by spells, powers or magic items, and spell-like or psionic abilities.

Offensive Spin [Fighter, General]

You create a deadly whirlwind of steel when wielding multiple weapons.

Prerequisites: Greater Two-Weapon Fighting, Whirlwind Attack.

Benefit: When you perform a Whirlwind Attack, you may make up to two attacks against each opponent within range: one attack with your primary weapon (at its highest attack bonus) and one attack with any one of your secondary weapons (at its highest attack bonus; if you have more than one off-hand weapon, you must choose which one you use at the beginning of this maneuver and may not switch). You still suffer your normal penalties for fighting with multiple weapons. If you cannot reach a particular opponent with both of your chosen weapons, you may still make one attack against that opponent with the weapon that can reach him.

Special: As is normal for a Whirlwind Attack, you forfeit all bonus or extra attacks granted by spells or other abilities (such as the Cleave feat or the *haste* spell).

Normal: You only get to use a single weapon during a Whirlwind Attack.

Olfaction [General]

Ss'ressen are known for their heightened sense of smell, which is accentuated by their reptilian physiology and the fact that the warm springs in their native swamp emit a sulfuric odor. **Prerequisites:** Ss'ressen, base Fortitude save +5.

Benefit: You gain the Scent special quality with a range of 30 feet.

If you already possess the Scent ability, then you instead gain a +4 bonus on Survival checks made when tracking by scent.

Opportune Strike [Fighter, General]

You are particularly skilled at striking people when they are least able to avoid you.

Prerequisites: Dex 17, Combat Expertise, Weapon Finesse.

Benefit: When using Weapon Finesse and attacking an opponent that you flank or who is denied his Dexterity bonus against you, you gain a +1 bonus on your attack roll and a +2 bonus to damage.

Overlooked [General]

People often pay little attention to your presence, or disregard you altogether. You have learned to use this to your advantage.

Prerequisites: Gnome, Cha 11 or lower.

Benefit: You cannot actively use the Intimidate skill to gain any sort of benefit (although you can still attempt to succeed on opposed Intimidate checks forced upon you by others). You gain a +2 bonus on all Hide checks and on Disguise checks that do not require you to be the center of attention (for example, you get the bonus if you are disguised as a servant, but not if you are disguised as someone famous or important). Furthermore, in any situation that relies on your ability to eavesdrop on a conversation or otherwise make yourself inconspicuous in a public or crowded setting, you gain a +4 bonus on all Listen, Move Silently, and Sense Motive checks.

Patchwork Soul [Background]

When Beltine stirred her Cauldron and ladled out the pieces of your soul, one of those pieces was more resilient than the others and maintained a fragment of its old identity. Though the fragment is not truly conscious, it still retains skills, memories, or tidbits of knowledge that might surface over time.

Prerequisite: Any race except Elorii or dwarf.
Benefit: The extra piece of spirit muddies your aura. Choose an alignment other than your own (representing the soul fragment's alignment in its former life). There is a 50% chance that any attempt to read your alignment will return the fragment's alignment instead of your actual alignment. Because the fragment constantly fights to reassert its sentience and independence, your mind is slightly more difficult to read or control, giving you a +1 bonus on Will saves against all mind-affecting spells and effects.

Point of the Blade [Fighter, General]

You are skilled with using your one-handed slashing weapon in an unconventional way.

Prerequisites: Weapon Focus with selected weapon.

Benefit: You learn versatility with a chosen one-handed slashing weapon, learning to use thrusting attacks and the point of the blade to find small gaps in an enemy's defenses. When fighting with your chosen weapon, you may choose to deal piercing damage instead of slashing damage.

Normal: Slashing weapons cannot normally be used to deal piercing damage.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat, it applies to a different one-handed slashing weapon.

Potent Blood [Bloodline]

The blood of the Valinor runs strong in your veins.

Prerequisite: Val blood rank 3.

Prerequisite: Val blood rank 3 or higher.

Benefit: Your blood rank is treated as if it were 2 points higher for all racial benefits that are modified by blood rank and for purposes of all variables in any of your bloodline powers that are based strictly on your blood rank.

This does not increase the number of bloodline powers that you know, nor does it let you choose higher-level bloodline powers without first choosing the appropriate number of lower-level powers (and buying the appropriate number of blood ranks with ability points).

If some other permanent or temporary effect modifies your blood rank, then the bonus from this feat stacks with that effect for purposes of your Val racial abilities and bloodline powers.

This feat increases the duration of bloodline powers that calculate their duration based strictly on your blood rank. It may also increase the number of times per day that a particular power may be used (if the number of uses is based on blood rank and not character level), and in a few cases it may even affect the direct manifestation of the power (such as the number of rays a val'Ishi gets when using the *Return to Your Rest* ability). Examples of calculations that are affected by this feat would include "once per day plus one time per blood rank," "once per day plus one additional time per day for every two blood ranks beyond 1st," "one round per blood rank," etc.

If any part of the calculation of a particular bloodline power's usage or effects is based on any variable other than the character's blood rank, then this feat does not apply to that particular calculation. If the character's blood rank does not enter at all into a calculation (for example, "once per day" or "once per day per five character levels") then this feat does not apply to that calculation.

This feat affects only those Val racial abilities that are based on blood rank (specifically, the bonus psionic power points and the bonus to Diplomacy checks when dealing with other Val). It does not let the Val choose additional bloodline powers or choose higher-level bloodline powers without having the prerequisite number of lower-level bloodline powers.

Prodigy [Background]

You were born with an inherent understanding of some of the powers of the world around you.

Prerequisite: Caster or manifester level 1st.

Benefit: Once per day, you may increase your caster or manifester level by 2 for all purposes relating to a single spell you cast or power you manifest. This does not increase the spell or power's casting time. You may not exceed the normal maximum damage dice of the spell or power by means of this ability.

Pureblood Kio [Background]

Some clans of the original Kio settlers are insular and resist diluting their bloodlines with outsiders. You either have two pureblood Kio parents, or you are a second-generation child of such parents. In either case, the Kio hereditary traits are strong within you.

Prerequisite: Human or val'Sungha.

Benefit: Pureblood Kio characters follow all the guidelines governing their base race, with the following exceptions:

- Pureblood Kio are nimbler than their crossbred kin, but not as powerfully built. Your racial ability traits are adjusted as follows: +2 Dexterity, -2 Strength.
- Pureblood Kio use the half-elf table in *Core Rulebook I* to determine aging effects.
- Pureblood Kio who choose the Heirloom feat may select a Kio sword (see **Chapter 7 – Weapons and Equipment** for details on Kio swords).
- All Pureblood Kio gain Weapon Familiarity (Kio sword). This allows them to treat the Kio sword as a martial weapon.
- Noble Rank: Val Pureblood Kio receive the Gentry feat as a bonus feat at first level. However, they only gain an additional 2d6 x 10 gold pieces as part of their starting funds instead of the usual amount specified by the Gentry feat. Human Pureblood Kio do not receive the Gentry feat for free, but they may still select it as normal.
- A human Pureblood Kio is no longer considered to have mundane blood, and so may take levels in the Sorcerer class. This is an exception to the normal rules for human characters in Arcanis.

Special: This feat may only be gained at first level, and it must be the first feat chosen during character creation.

Quick Hands [General]

You can retrieve anything you need without dropping your guard.

Benefit: You do not provoke attacks of opportunity for retrieving a non-weapon item in a threatened area.

Normal: Retrieving an item (other than drawing a weapon) normally provokes attacks of opportunity.

Quick Reload [Fighter, General]

You have learned to reload your flintlock quickly.

Prerequisites: Exotic Weapon Proficiency and Weapon Focus (any flintlock type).

Benefit: Select one type of flintlock with which you are proficient. You may reload this type of flintlock as a move-equivalent action. This action still provokes attacks of opportunity as normal.

Normal: Reloading a flintlock weapon is a full-round action.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat, choose a different type of flintlock weaponry.

Quick Sheathe [Fighter, General]

You have learned to put items away or snatch them up off the ground in the blink of an eye.

Prerequisites: Dex 13, Quick Draw or Quick Hands.

Benefit: Once per round on your turn, you can sheathe or holster your weapon, or put away a held item, as a free action that does not provoke attacks of opportunity. Once per round on your turn, you may attempt a Reflex save (DC 15) to retrieve a weapon or item from the ground without provoking an attack of opportunity, as long as the item to be retrieved is in your square. If you fail the save, you still retrieve the item, but you suffer attacks of opportunity as normal. Picking an object up still requires a move action.

Normal: Putting away a weapon or object is normally a move-equivalent action and provokes attacks of opportunity.

Reactive Caster [General]

You can counter an opponent's spells with great efficiency and quickness.

Prerequisites: Combat Casting, Improved Counterspell, Spellcraft 10 ranks.

Benefit: Once per round, when you make a successful Spellcraft check to identify a spell being cast, you may counter that spell as an immediate action. You must spend two prepared spells or spell slots of the same level (or higher) as the spell you are counterspelling, but the spells you use to counter do not have to be from the same school as the spell you are countering.

Normal: You must use the ready action to counterspell an opponent's spell.

Restless Wanderer [General]

For members of some races, there is no land in which they are welcomed or readily accepted. Many of them travel, never staying in one place for very long. Because of this, they are exposed to many different skills and traditions.

Prerequisite: Dark-kin, gnome, half-orc, or half-hobgoblin.

Benefit: You may select an additional favored class, or you may select any three skills to forever be treated as class skills for you.

Special: You may gain this feat more than once. Each time you gain this feat, you may select either one additional favored class or three additional skills to be treated as class skills.

You may not select this feat if you are a member of an organization that provides you with living space, or a society that recognizes you as a valued member (for example, if you have the Legionnaire or Gentry feats) or if you have a permanent home in any location to which you regularly return.

Riposte [Fighter, General]

When an opponent misses you with a melee attack, you have been trained to make an immediate counterattack.

Prerequisites: Combat Expertise, Weapon Finesse, base attack bonus +6.

Benefit: When you are fighting defensively, you may choose to make an immediate attack of opportunity against any foe that attacks you in melee and misses your Armor Class by 4 points or more. This attack counts against your total number of attacks of opportunity for the round. If you do not have any attacks of opportunity remaining, then you cannot take advantage of this feat.

You may only use the Riposte feat with a weapon that can also be used with the Weapon Finesse feat.

Although a riposte uses up one of your attacks of opportunity for the round, you may not make more than a single riposte attack against the same foe in the same combat round, even if that foe attacks and misses you by at least 4 points more than once during the round (for example, during a full attack sequence). This does not affect your ability to make additional attacks of opportunity against that foe during that round for other reasons not related to this feat, such as the foe moving through your threatened area.

Sabbatical [General]

While others focus on combat tactics or magical training, you have chosen to focus on improving your skills.

Benefit: You gain 6 skill points. These skill points are treated as bonus skill points, as if they had been included as part of your most recent level gain, and must be spent immediately.

Saddle Warrior [Fighter, General]

You are extremely adept at fighting while mounted.

Prerequisites: Dex 13, Mounted Combat.

Benefit: While fighting mounted, you gain a +2 bonus on all Ride skill checks made to control your mount in battle or stay in the saddle, and a +1 dodge bonus to your Armor Class.

Scholar [General]

You spend all your spare time studying.

Prerequisite: Int 13.

Benefit: All Knowledge skills are class skills for you.

Scholar's Soul [General]

The soul fragment you possess was once a great scholar. Through need or desire, you have gained access to some of the knowledge and skill of this soul fragment.

Prerequisite: Patchwork Soul.

Benefit: All Knowledge skills are class skills for you, and you receive a +1 bonus on all Knowledge skill checks.

Knowledge may be power, but to you it is like a drug. If an opportunity to acquire knowledge presents itself, you find it difficult to resist, regardless of the risk associated with gaining the knowledge. In such a situation, you must make a Will save with a DC that will be set by your GM based on the rarity of the knowledge. If you fail, you will do anything in your power to obtain

the information. Common knowledge (something you could gain by reading a readily-available book or talking to local people) does not require a save. Rare knowledge (DC 20), very rare knowledge (DC 25), and truly forgotten lore (DC 30) do require you to actively resist their lure. However, great danger may slightly dissuade your zeal, giving you a +5 circumstance bonus to your Will save.

Additionally, you have gained the pride of the scholar, which is what eventually led to his downfall. Whenever you fail a Knowledge check by 5 points or less, you remember a half-truth or some other sort of misinformation about the subject at hand, but you remain convinced of your accuracy. For instance, you may fail a Knowledge (nature) check by 3 and believe that Trolls can only be really damaged by certain substances (which is true) but mistakenly believe that those substances are cold and electricity (which is false).

Sculpt Runic Item [Item Creation]

You can carve runes of power into wood or stone objects, from which you can then cast spells.

Prerequisites: Native of the Hinterlands or dwarf; Craft (stonemasonry, woodworking, or metalworking) 5 ranks, caster level 1st.

Benefit: You may sculpt a runic item of any spell you know. Runic items are small pieces of wood, metal, or stone, onto which you are able to carve, sculpt, or otherwise scribe spells. Runic items are activated exactly as if they were scrolls and use all of the same rules and restrictions. The creation times, gold piece costs, and experience point costs for sculpting runic items are exactly the same as those for scrolls, except that you must also succeed on a Craft check (DC 10 plus twice the level of the spell being sculpted) at the conclusion of the creation process or the item is flawed in some way and the spell does not function when the item is activated. Runic items may not contain more than a single spell and are consumed when the spell contained within is released.

Scum [Background]

You were raised in the slums, and it shows.

Prerequisite: You must have been born and raised in a very large, very urban city, such as Grand Coryan, Sicaris, or Freeport.

Benefit: Black Market and Profession (beggar) are class skills for you. You also gain a +2 bonus on Black Market, Gather Information, Knowledge (local), Profession (beggar), Sense Motive, and Spot skill checks whenever you are in your home city.

Secret Lore [General]

The world of Arcanis is rich in history and culture. Those who study the depth and diversity of the world learn more of the secrets of Arcanis than others who are too busy to dig for the truth.

Prerequisites: Bardic Knowledge class ability or Lore class ability.

Benefit: You get a +3 bonus on all checks using your Bardic Knowledge ability and/or your Lore ability.

Shield Wall [Military]

You are skilled at fighting side-by-side with your fellow shield-bearers.

Prerequisite: Shield Proficiency (any).



Benefit: When you are using a shield and end your turn adjacent to an ally with the Shield Wall feat who is also using a shield, you gain a +2 bonus to your armor class. This bonus stacks with those provided by your armor and shield.

If you are separated from your adjacent ally at any time during the round (such as you or your ally being knocked prone or pushed back by a bull rush attack), you immediately lose the benefits of the Shield Wall feat until such time as you are able to reestablish your position in the shield wall.

Special: If you are using a tower shield, you do not lose your place in the wall or the benefits of this feat if you are knocked prone, as long as you remain adjacent to your ally.

Shining Patrol Service [Background]

"When we face the Ssethregoran hordes, we are brothers in arms and in blood."

You have served in the Shining Patrol and have survived.

Benefit: You are proficient with light and medium types of armor and with the scimitar. You gain Weapon Familiarity with all types of flintlocks. This means that all flintlocks are considered martial weapons for you rather than exotic weapons. This does not count as Exotic Weapon Proficiency (Flintlocks) for feats that require that prerequisite, but it means that if you gain a level in a class that grants you proficiency with all martial weapons, you automatically become proficient with all types of flintlocks at the same time.

You gain access to the Craft (flintlock) skill, as well as to the Profession (gunner) skill. You gain access to the Military Feat category and gain ranger as an additional favored class. Shining Patrol veterans also receive a +1 circumstance bonus to Diplomacy skill checks made when dealing with Altherian Citizens.

In addition to your normal starting equipment, you begin play with a scimitar and a traveler's outfit. If you are Altherian, a Val, or possess the Gentry feat, you also begin play with an Altherian flintlock rifle and 10 shots of blast powder. (This is in addition to the pistol and shot that Val gain for taking the Gentry feat.)

Skill Focus, Greater [General]

You have spent a tremendous amount of time and effort on refining your abilities with a single skill.

Prerequisites: At least 10 ranks in the chosen skill, Skill Focus in the chosen skill, and a base ability score of at least 17 in the key ability for the chosen skill.

Benefit: You gain a +5 bonus on all checks involving the chosen skill. This bonus stacks with the bonus from the Skill Focus feat (for a total bonus of +8).

Special: You may not gain this feat more than once.

Slimy [General]

Your habitual coating of gooey filth makes you extremely difficult to catch. Creatures prefer to hold you at arm's length even when they do grab you because of your palpable odor.

Prerequisites: Gnome, Cha 9 or lower.

Benefit: You gain a +2 bonus on Escape Artist checks. When making grapple checks, you may use your Charisma modifier in place of your Strength modifier, treating a Charisma penalty as if it were a bonus for this purpose only. (For example, if you have a 9 Charisma, you may treat it as a +1 bonus for the purpose of making grapple checks.)

Because your pungent odor makes you easier to detect, you suffer a -2 penalty on Hide checks, and creatures with the Scent special quality can detect you from twice as far away as the wind conditions would normally permit.

Special: If you have taken a bath or otherwise been completely submerged in reasonably clean water within the last 24 hours, then you lose the benefits (and drawbacks) of this feat until you have the chance to once again immerse yourself in garbage. Being doused by the *create water* spell or "tidied up" by the *prestidigitation* spell doesn't necessarily do the trick, but getting thrown into a large body of water definitely does.

Soldier of Retribution [Background, Elorii]

"Novaras – never forget!"

You have served with the Elorii military in your home region.

Prerequisite: Elorii.

Benefit: By serving with your kin preparing for the war of retribution, you have gained valuable insight into specialized military tactics and abilities. Therefore, you gain access to the Military Feat category.

As a trained soldier in the Army of Retribution, your kin hold you in high esteem. They have given you a small arrowhead pin made of silver entwined with a jade vine as a sign of this honor. Any Elorii seeing this pin will recognize what it stands for. You receive a +2 circumstance bonus to all Charisma-based skill and ability checks when dealing with other Elorii.

In addition to your starting equipment, you begin play with a longsword, a suit of light armor, and a masterwork bow of your choice (short or long; normal or composite with a +1 Strength modifier).

Special: Certain agents of Man may also recognize the pin of the Soldiers of Retribution. When dealing with such individuals, you suffer a -4 circumstance penalty to all Charisma-related skill checks.

Specialized Spell [Metamagic]

You have created a specialized spell as your trademark.

Prerequisites: Spell Focus (any) or Domain Focus (any); Spellcraft 15 ranks.

Benefit: Choose one spell from a school or domain for which you have the appropriate Spell Focus or Domain Focus feat. You may manipulate that spell on the fly in one of three ways. You may add +1 to each die of damage or healing, you may add +1 to the spell's saving throw DC, or you may cast the spell at +1 caster level. Additionally, you may alter the visual effects of the spell. For example, you may create *magic missiles* that look like screaming skulls. These visual changes do not have any game-mechanical effect, but they should be distinctive enough to allow others to recognize the spell as being somewhat unique. This feat does not make the spell take up a higher slot. However, for spontaneous casters, it does increase the casting time as is typical of metamagic feats.

Special: You may gain this feat more than once, but you must choose a spell from a different school or domain each time. You may not have multiple specialized spells from the same school or domain.

Steel Cloak [Fighter, General]

Your cloak technique has evolved to the point where your cloak should be regarded as a dangerous weapon.

Prerequisite: Cloak Attack.

Benefit: When using the steel cloak technique, you attack exactly as detailed in the Cloak Attack feat except you now deal 1d6 points of lethal (slashing) damage with each hit. Monks often refer to this technique as "steel cloth" and can treat a cloak as if it were a monk weapon when fighting in this manner.

Your cloak may be used to disarm an opponent. You receive a +4 bonus on opposed attack rolls when attempting to disarm someone using your cloak (including the roll to avoid being disarmed if your own disarm attempt fails).

Your cloak may also be used to make trip attacks. If you are tripped during your own trip attempt, you may drop the cloak to avoid being tripped.

Streetwise [Background]

You got your education from the school of hard knocks.

Prerequisite: May not be a member of the Aristocrat or Patrician class, possess the Gentry feat, or be a Val.

Benefit: You gain a +1 bonus on all Black Market, Bluff, Gather Information, and Intimidate skill checks.

Strength of the Coryani Heart [General]

Love of the Empire is etched into your heart and the strength it lends you is astonishing. You become inspired whenever fighting overwhelming numbers of enemies.

Prerequisite: Native of the Coryani Empire.

Benefit: When facing insurmountable odds, you can draw upon the strength of the Empire that burns in your heart. You gain a +2 holy bonus on all saving throws against fear effects. Also, when facing odds of five to one or greater, you gain a +2 holy bonus on all of your attack rolls, damage rolls, and saving throws (giving you a +4 total bonus on saves against fear).

Studious [General]

You learn quickly, and pick up new skills faster than other individuals.

Prerequisite: Int 11.

Benefit: You receive one bonus skill point each time you gain a new level. These bonus skill points are not retroactive.

Special: You may gain this feat more than once. Each time you select this feat, you receive an additional bonus skill point each time you gain a new level.

Style Convergence [General]

You have mastered the ability to mix the abilities of two different combat styles into a single converged style of your own.

Prerequisite: You must have levels in at least two combat style classes. See *Chapter 6 – Prestige Classes* for details on the fighting styles of Onara.

Benefit: Chose two combat styles in which you have gained levels. You no longer suffer the 20% experience point penalty for having levels in those two combat styles.

Special: You may gain this feat more than once. Each time you select this feat, choose a different combination of two combat styles you know.

Superior Critical [Fighter, General]

You have learned how to strike at vital areas, increasing the power of your critical hits.

Prerequisites: Greater Weapon Focus, Improved Critical, and Weapon Specialization with the chosen weapon.

Benefit: On a confirmed critical hit with your chosen weapon, you deal an extra +1d10 points of damage for each point of the weapon's critical multiplier. For example, a weapon with a x2 critical multiplier deals +2d10 points of damage, a weapon with a x3 critical multiplier deals +3d10 points of damage, and so forth. As extra dice of damage, these bonus dice are not themselves multiplied by the critical hit.

Special: This feat may only be chosen with a melee weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

Tactical Awareness [Military]

You are able to help your allies maintain a high level of readiness at all times.

Prerequisites: Int 13, Leadership.

Benefit: At the beginning of combat, as long as you are not surprised, unconscious, or otherwise unable to communicate, each ally within 30 feet who is able to hear and see you gains an insight bonus on initiative equal to your Intelligence modifier. This bonus does not apply to you.

Special: The bonus granted by this feat does not stack with itself (if multiple characters within range have this feat, only the highest bonus applies) but it does stack with other bonuses to initiative that your allies might have, such as the Improved Initiative feat.

Tactical Leadership [Military]

You have learned to share your knowledge of the terrain with your companions.

Prerequisites: Avoidance, Know Terrain.

Benefit: You may share your knowledge of the tactical environment by taking a move action to call out instructions to your allies, who then gain the benefits of the Avoidance and Know Terrain Feats until the beginning of your next turn. Only allies that can hear and understand you gain the benefits.

Tail Attack [General]

You have learned to make attacks with your tail, surprising your opponents with lightning-quick sweeps.

Prerequisites: Ss'ressen.

Benefit: You gain a tail attack and may use it to attack in melee combat. The tail is considered a secondary natural weapon and cannot be disarmed. Your tail has the same reach as your claws (normally 5 feet). Successful tail attacks inflict bludgeoning damage based on your size category: Small 1d4, Medium 1d6, and Large 1d8. If you have monk levels, you may use your monk unarmed damage with your tail attacks instead of the amount listed above.

You gain a +2 bonus on attack rolls and Strength checks made to trip opponents with your tail. (Note that since your tail is a secondary natural weapon, you normally suffer a -5 penalty on your attack rolls when using it, so the +2 bonus partially offsets this penalty when you use your tail to make a trip attack.)

Unlike other natural weapons, the tail attack requires a certain amount of maneuverability to use successfully. Therefore, you may not use your tail attack during a grapple.

Special: The primary natural weapons of all ss'ressen are their claws. See the Natural Weaponry sidebar for more information about natural weapons.

Tandem Fighting [Military]

You have been trained in special combat techniques that enable you to fight more effectively when working alongside similarly-trained companions against a common foe.

Prerequisite: Back-to-Back.

Benefit: When you are adjacent to an ally who also has the Tandem Fighting feat, you gain a +1 bonus on attack and damage rolls against any foe that you and your ally both threaten.

Thief's Soul [General]

The soul fragment you possess was once an unrepentant thief. Through need or desire, you have gained access to some of the knowledge and skill of this soul fragment.

Prerequisite: Patchwork Soul (of a neutral or evil alignment).

Benefit: Sleight of Hand, Disable Device, and Open Lock are class skills for you. Additionally, you receive a +1 insight bonus to Spot, Listen, and Sense Motive checks. You also receive a +1 insight bonus to initiative.

Special: In addition to gaining the skills that your soul fragment retains from its former existence, you have been afflicted with a bit of its paranoia, which is what led to its original downfall. The paranoia of the thief's soul fragment means that any failed Sense Motive check that the GM deems appropriate will give you the worst possible interpretation of the target's motives (generally, that they are plotting against you). Trusting the person in any way will require a Will save (DC 20). Additionally, once per game session, the GM may request that you roll a Spot, Listen, or Sense Motive check (DC 20). Success indicates that you have "noticed" a threat where none exists. Examples include: taking a diplomat's nervousness when recruiting your services in some delicate matter as a sign that he is setting the group up for an ambush, or wrongly interpreting an innocent gesture from a peasant as a threatening gesture or the precursor to an attack.

Natural Weaponry

Natural weapons are weapons that are part of a creature's physiology. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional iterative attacks from a high Base Attack Bonus when using natural weapons. Unless otherwise noted, a natural weapon threatens a critical hit only on a natural 20 and deals double damage on a critical hit.

When a creature has more than one natural weapon, one of them (most often, a pair or set of them, such as a pair of claws) is considered the primary weapon. All the creature's remaining natural weapons are considered to be secondary. The primary weapon is generally the creature's preferred weapon when considering its natural, instinctive attack routines.

All ss'ressen treat their claws as their primary natural weapon. Any other natural weapons gained through feats and such are always treated as secondary weapons. Some of the Tainted feats in this chapter allow a dark-kin to grow natural weaponry, and some of the other spells and abilities elsewhere in this book also allow characters to gain or manifest natural weapons. Such natural weapons follow all the standard rules listed here and in *Core Rulebook III* concerning natural weaponry.

Generally speaking, if a creature has only one natural weapon, then that natural weapon is its primary natural weapon. However, if it has multiple natural weapons, its primary natural weapon should be chosen based on common sense. Generally, a creature with claw or pincer attacks uses those as its primary natural weapon in preference to bite, sting, or tail attacks. When reading a monster entry, the primary natural weapon is always easy to identify, as it is the one that is listed as making attacks using the creature's full base attack bonus.

An attack with a primary natural weapon uses the creature's full base attack bonus. Attacks with secondary natural weapons are less effective. All secondary natural weapon attacks are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat suffer only a –2 penalty on attacks with secondary weapons.) This penalty applies even when the creature makes a single attack with the secondary weapon, whether by using a standard action to make a single attack with the secondary weapon or by using the secondary weapon to make an attack of opportunity.

Tip Cut [Fighter, General]

You have learned to use the tip of piercing melee weapons to inflict slashing damage.

Prerequisites: Weapon Focus with selected weapon.

Benefit: You learn versatility with a single type of one-handed piercing weapon or with the rapier. The weapon's sharp tip can be used to cut instead of pierce. When fighting with your chosen weapon, you may choose to deal slashing damage instead of piercing damage.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat, it applies to a different one-handed piercing weapon (or to the rapier).

Trick Shot [Fighter, General]

You have learned to disarm opponents with well-placed shots.

Prerequisites: Proficiency with any projectile weapon, Precise Shot, base attack bonus +8.

Benefit: When firing any projectile weapon with which you are proficient, you may attempt to disarm an opponent within 30 feet. You may only use this feat with weapons that fire a single projectile per shot; "scatter" weapons such as the Altherian scattergun and the blunderbuss do not allow the level of precision necessary to target a held object.

To initiate the ranged disarm attempt, you must fire your projectile weapon at the character you wish to disarm, which means that you provoke an attack of opportunity from any creature that threatens you, unless you also have the Combat Firing feat or some other ability that allows you to fire a ranged weapon in melee without provoking attacks of opportunity. (You do not provoke an attack of opportunity from the character you are trying to disarm unless you are within that character's threatened area, in which case you provoke two attacks of opportunity from that character – one for firing a ranged weapon in melee and another one for initiating a disarm attempt).

After resolving any attacks of opportunity that you provoked, follow the normal rules for resolving a disarm attempt. All the normal modifiers (such as the +4 bonus for wielding a two-handed weapon) apply. Treat a projectile as if it were a one-handed Medium-size weapon (regardless of your actual size category). Instead of using your Strength score for your opposed attack roll, treat the projectile as if it had a Strength score of 18 (if you are wielding a weapon that only requires one hand to fire, such as a flintlock pistol) or 22 (if you are wielding a weapon that requires both hands to fire, such as a flintlock rifle).

If you win the opposed attack roll, then the outcome is the same as if you had disarmed your opponent with a melee weapon (your opponent drops his weapon in his square). As with any disarm attempt, your attack deals no hit point damage to either your opponent or his weapon regardless of the success or failure of the attempt.

If you have the Improved Disarm feat, then its benefits apply to the ranged disarm attempts you make with this feat.

Tumbling Strike [Fighter, General]

You have learned to incorporate various acrobatic maneuvers into your charge attacks.

Prerequisites: Mobility, Jump 5 ranks, Tumble 5 ranks.

Benefit: There are two ways in which you may use this feat. You may not combine them in a single charge action.

When you declare a charge with a total movement distance of 40 feet or more, you may incorporate a 15-foot running long jump as part of the movement of the charge, requiring a Jump check (DC 15). If you succeed, you gain a +2 bonus on your attack roll. This bonus stacks with the +2 bonus that you normally get when charging (giving you a total bonus of +4). There are no penalties if you fail on this check; you simply were not able to use the momentum of your jump effectively. You still provoke attacks of opportunity as normal for your movement during the entire charge.

Alternatively, when you declare a charge with a maximum total distance of 40 feet or less, you may attempt a Tumble check (DC 20 plus 2 for each five feet of movement you make during the charge). Success means that the Armor Class penalty you suffer for charging is reduced by one (so your AC penalty is -1 instead of -2). Failure means that the AC penalty is increased by one (becoming -3 instead of -2). Note that although you are using the Tumble skill in the charge action, you are not actually “tumbling” as per the standard use of the skill, so the distance you move during the charge itself is unaffected and you still provoke attacks of opportunity as normal if you move through threatened areas while charging.

Special: All of the normal rules for charging apply, regardless of which option you choose. You must have an unobstructed path to the target, you must attack from the nearest legal square, and you cannot Jump or Tumble over or through obstacles. Essentially, the charge action must be legal in and of itself before you may use this feat to try and give yourself an additional advantage.

Unassailable Soul [General]

Prerequisites: Patchwork Soul, Fallen Hero's Soul, base Fortitude save +5.

Benefit: When you suffer any level or ability drain that allows a saving throw, you may re-roll one failed save per save you are allowed to resist or overcome the drain. You must take the result of the second roll unless you have another way to re-roll it. Additionally, your saves after 24 hours to throw off the effects of level drains are made without suffering the normal penalty that results from the number of levels drained.

Note that poisons deal ability damage, not ability drain, so this feat does not apply to your saving throws against the effects of poison (not even poisons that deal permanent ability damage).

Example: Suppose a wight hits you with its slam attack. You gain one negative level (no save allowed). 24 hours later, you are allowed to make a Fortitude save to regain the lost level. You would attempt the save as if you had never lost the level (you do not suffer a negative modifier to your save because of the level drain). If you fail the save, this feat would allow you to re-roll it one time. If you fail the second save, then the level drain becomes permanent.

Uncanny Reaction [General]

You think so quickly on your feet that it almost seems supernatural. You are often in motion before anyone else knows what is happening.

Prerequisites: Alertness, Improved initiative.
Benefit: Whenever you roll initiative, roll two checks instead of one (adding all of your usual modifiers to both rolls). You may then choose which of the two initiative checks you wish to use as your final result. (This does not necessarily have to be the higher roll, as sometimes it is more desirable not to go first, depending on the situation.)

Unfazed [General]

Your keen mind is not easily fooled or distracted from tasks.

Prerequisite: Iron Will.

Benefit: You gain a +2 bonus on Concentration skill checks and a +2 bonus on all Will saving throws. (This stacks with the bonus from the Iron Will feat.)



Unhindered Defense

[Fighter, General]

When unarmored, you are able to make use of your greater mobility to more easily dodge the attacks of opponents in cumbersome armor.

Prerequisites: Combat Expertise, Dodge.

Benefit: Whenever you are unarmored, you gain a +1 dodge bonus to your Armor Class against melee attacks from any opponent wearing medium armor and a +2 dodge bonus to your Armor Class against melee attacks from any opponent wearing heavy armor.

Vengeful Eyes [Elorii]

You can see and engage targets well beyond the range of most of your kin.

Prerequisites: Elorii, Far Shot, Weapon Focus (any bow).

Benefit: Your aim with a bow is amazing. Whenever you engage a target with your chosen bow type, you suffer no range increment penalties to your attack roll out to your maximum range. This does not increase the maximum range of your weapon beyond the increase already provided by the Far Shot feat.

Versatile [General]

You learn skills more readily than your peers.

Prerequisite: Wis 13.

Benefit: Choose any two cross-class skills to become class skills for you.

Special: You may gain this feat more than once. Each time, you select two additional cross-class skills to become class skills for you.

Villainous [General]

You have learned to bully and steal to survive.

Prerequisite: Non-good alignment.

Benefit: You gain a +2 bonus on all Intimidate and Sleight of Hand skill checks.

Visions of Lives Past [Elorii]

Your connection to your past life is stronger than normal. Your soul remembers something of its past existence. You gain knowledge from these memories.

Prerequisites: Elorii

Benefit: Once per day, at the GM's discretion, you may make a memory check to see if you remember anything relevant to the area or situation you are in.

To make a memory check, roll 1d20 and add your character level and your Charisma modifier. This ability is somewhat similar to a bardic knowledge check, although the memories you gain are fragmented and disjointed. These brief visions tend to focus on events and individuals with strong emotional ties to the Elorii people and their history.

Wary [General]

You are ever-vigilant and quick to respond to danger.

Prerequisite: Wis 13.

Benefit: You gain a +2 bonus on Spot checks and initiative checks.

Weapon Grand Master [Fighter, General]

Once a mere extension of your body, your chosen weapon has now become an extension of your mind, and your skill is legendary.

Prerequisites: Weapon Master, base attack bonus +15.

Benefit: When wielding your chosen weapon, you deal damage as if the weapon were one size category larger than normal for that weapon type. Use the tables in *Core Rulebook II* to determine how to advance your weapon's damage. Only the base damage dice of the weapon are advanced. For example, a Medium longsword has a base of 1d8 points of damage. In the hands of a Weapon Grand Master, that weapon instead deals damage as if it were a Large longsword (2d6 points of damage).

If your size (and thus the size of your weapon) are magically increased or decreased, then your weapon damage scales again to match your weapon's current size, always remaining one size category larger than its current actual size category. For example, a normal human (size Medium) wielding a Medium greatsword (base damage 2d6) deals 3d6 points of damage with that weapon if he has the Weapon Grand Master feat. If that same human were then targeted with an *enlarge person* spell, he would grow to size Large, and his greatsword (now Large as well) would deal damage as if it were a Huge greatsword (4d6 points of damage).

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat, choose a different type of weapon.

Weapon Master [Fighter, General]

Your mastery of a single weapon is so complete it is practically an extension of your body.

Prerequisites: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, and Superior Critical (for melee weapons) or Deadly Aim (for ranged weapons) with the chosen weapon.

Benefit: When wielding your chosen weapon, you gain a +10 bonus on your opposed attack rolls to resist disarm and sunder attempts made against you, a +1 bonus on attack rolls, and a +2 damage bonus. (The attack and damage bonuses stack with the benefits of your Greater Weapon Focus and Greater Weapon Specialization feats.)

Special: You may gain this feat more than once. Its benefits do not stack. Each time you take this feat, choose a different weapon for which you meet the prerequisites.

Wings of the Fiend [Tainted]

You have a pair of small bat-like wings protruding from your back.

Prerequisite: Daemonic Appearance (any one type).

Benefit: You grow wings that are 3 feet tall and have a 6-foot wingspan. While not capable of true flight, your wings are useful for jumping and hovering. You gain a +2 bonus on all Balance and Jump skill checks.

You also gain the spell-like ability to hover, which functions as the *levitate* spell except as noted here. You may use this ability once per day, but only when you are not encumbered by more than a light load. Unlike the spell, this effect is personal only (you cannot levitate anything other than yourself, but you can carry objects and even creatures as long as your total encumbrance does not exceed a light load). This effect requires a standard action to activate, a standard action to deactivate, and has a caster level equal to your total character level. The duration is one minute per character level (unless you end the effect sooner).

By taking this feat, you incur an additional -1 penalty to your Unnatural Aura. Armor and clothing fashioned for you costs an extra 50% to create, as you must have the armor fitted to accommodate your wings. This cost increase applies only to the base cost of the item, including craft enhancements such as masterwork or greater masterwork costs. It does not affect special materials costs or magical enhancement costs. Existing items may be retrofitted for you by paying 50% of the base cost.

If you are wearing armor or clothing that has not been modified to allow your wings to pass through, then you do not gain any of the benefits of this feat because your wings do not have the freedom to move and therefore do not work.

Will of the Prophetess [Elorii]

Taking the principles of your religion to an extreme, your spells have been strengthened against the lesser races by the power of your anger.

Prerequisite: Elorii cleric of Belisarda.

Benefits: You add a +1 holy bonus to the saving throw DC for divine spells that you cast against humans and Val. Against reptilian creatures (including ss'ressen and Ssethregoran) and dragons, this bonus increases to +2.

Special: If you ever cast a damaging or harmful spell upon another Elorii, or if you ever cast a beneficial or healing spell on any Val or Ssethregoran, regardless of the reason or circumstances, you lose the benefits of this feat until such time as you receive an *atonement* spell from another cleric of Belisarda.

Wings of the Devil [Tainted]

You have large bat-like wings.

Prerequisites: Wings of the Fiend.

Benefit: Your wings have grown to a larger size, 5 feet tall with a 10-foot wingspan. You gain a fly speed of 40 feet with good maneuverability. This is an extraordinary ability and replaces the *levitate* portion of the Wings of the Fiend feat. By taking this feat, you incur an additional -2 penalty to your Unnatural Aura.

Your wings are quite substantial and cannot easily be hidden, which will no doubt affect your interactions with the superstitious folk of Onara. You have a -10 penalty on Disguise checks to appear as anything except an Infernal.

You cannot wear any armor or clothing that has not been modified to allow your wings to pass through, because they are too bulky. (See the Wings of the Fiend feat for the cost to have armor and clothing made or modified to accommodate your wings.)

Chapter Six

Prestige Classes

The path that each adventurer treads through life is varied and obscured by the gods. Where a character's path leads him, and what abilities he may gain along the way, is as varied as the colors of an autumn forest. Prestige classes are one way of diversifying a character and of representing the knowledge that he has gathered over the course of his adventuring career. Some prestige classes are only suited to those who have certain beliefs, as indicated by the requirement of worshipping a certain god, being a member of a specific secret society, or being an agent of a particular nation or culture. Other prestige classes represent skills that are more widely available throughout the known lands of Arcanis.

Definitions of Terms

Here are definitions of some game terms used in this section.

Base Class: One of the core classes.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Core Prestige Classes in the Lands of Arcanis

Some of the prestige classes presented in Core Rulebook II have entry requirements that are different in Arcanis. Any prestige class not mentioned below is not found in the lands of Onara.

Arcane Archer

Additional Requirements: Only Elorii may become Arcane Archers.

As the Elorii rose in rebellion against their Ssethregoran masters, they quickly saw the need to incorporate the arcane arts into their style of combat. The Arcane Archer dates from the time of this war, thousands of years ago, and still remains a vital component in the Elorii martial tradition.

Arcane Trickster

Additional Requirements: None

There are no formal organizations for Arcane Tricksters, but they can still be found in many locations across Onara. Some make a larcenous living on the streets of Censure, Naeraanth, or Coryan, while others turn their talents to darker purposes within the Troupe of the Final Note.

Archmage

Additional Requirements: None

The flows of magic spread across Onara and can be tapped into by any who care to devote the time

and effort to such study. The Archmage is feared and respected across Onara, and typically, can be found working to further his own earth-shattering arcane knowledge. Some Archmages huddle in their workshops, filling dozens of tomes with their discoveries; others work alongside the Sarishans to bind and banish the Infernal hordes; a precious few use their power to do good works for the betterment of all. However, such folk must always be careful to keep a sharp eye out for the ever-watchful Harvesters who would see all arcane casters in the service of the Sorcerer King.

Assassin

Additional Requirements: None

Political intrigue and Machiavellian manipulations are the lifeblood of the political stage of the human nations of Onara. Assassination is just another such tool to be used, and assassins have always been there to perform the distasteful deed. Assassins are not unknown amongst the Elorii and ss'ressen, although they are often on the job for different reasons.

Blackguard

Additional Requirements: None

Fallen Divine Champions: Divine Champions who become Blackguards follow all the rules for fallen Paladins with the one exception of the Order of the Inner Demon (see *Chapter 3 – Core Classes*). When a member of the Order of the Inner Demon falls from grace and becomes a Blackguard, the result is altogether terrifying. Members of the Order of the Inner Demon gain the following abilities instead of the abilities listed in *Core Rulebook II* for converting their class levels:

7th-8th level: The Fallen Champion may convert any of his prepared Blackguard spells into summoning spells. He may "lose" a prepared spell in order to cast any *summon monster* spell of the same level or lower. The creatures so summoned must be Fiendish or Infernals. Any summoning spell cast in this manner is cast at double the Fallen Champion's caster level.

9th-10th level: The Fallen Champion gains an Infernal servant instead of an Undead one. This Infernal may be either an Imp or a Quasit. (This creature is in addition to the Fiendish servant that all Blackguards gain.)

Duelist

Additional Requirements: None

The ranks of Duelists in Arcanis include diverse members ranging from Freeport ruffians to some of the elite defenders of New Althré. The finest Duelists, however, are either the Kio nobles of the League of Princes (who are commonly conceded to be the originators of the fighting style) or the dandified gentry of Sweet Savona. The Duelist prestige class is considered a combat style for the purposes of multiclassing with other combat styles.

Dwarven Defender

Additional Requirements: None

The purpose of the Penitents of Illiir was to defend all humans, a charge whose neglect caused the cursed state of the dwarves today. The Dwarven Defender is one of the paths followed by those Penitents, dedicating their life to the cause of protecting those in need, as a way of both atoning for past sins and hoping for redemption in the eyes of Illiir.

Eldritch Knight

Additional Requirements: Must be a member of the Hawk or Shield factions.

The Sanctorum of the Arcane has long stood as a bastion against the encroachment of the Ymandragoran threat. Some members of the Sanctorum seem to combine arcane knowledge with prowess in combat, the better to defend others or take the fight back to the Isle of Tears. These men and women are known as Eldritch Knights. Those who take such a path must temper their mastery of the arcane with the ability to defend themselves when the need presents itself. As with all arcane casters, even those who undertake this path are not immune to the depredations of the Sorcerer King of Ymandragore, and must remain ever-vigilant.

Hierophant

Additional Requirements: Dwarves and Gnomes may not choose this prestige class. Only Elorii may become Hierophants of Belisarda.

Prestige Class Alterations: In Arcanis, Hierophants gain “+1 Spell Caster level” every level after the first as they advance.

Religion has long been a mainstay of life in Onara. Some individuals dedicate themselves to serving the gods, and perhaps the gods smile kindly upon this level of dedication. The dwarves and gnomes find it difficult to garner the level of attention from the gods or their servants that this prestige class requires. The Elorii cannot gain such attention from the human pantheon; as such the only Elorii Hierophants venerate Belisarda.

Horizon Walker

Additional Requirements: None

Wanderlust can take hold of anyone’s heart, and every now and then a character will be seized with the unending desire to see beyond countless horizons. Those who follow Anshar are often drawn to this prestige class, using the Portals to travel across the world and even to places beyond the world where few other mortals have dared to tread. However, Horizon Walkers can be drawn from any walk of life, not solely the worship of Anshar. Indeed, in some societies, such as the League of Princes, it is seen as a ritual of passage for young men, and women at times, to go beyond the borders of the League and return with tales of mysteries and intrigue from the lands beyond. There are times that these youth continue to live the life of a wanderer, and eventually take on the mantle of a Horizon Walker.

Loremaster

Additional Requirements: None

The Sanctorum of the Arcane exists under the constant threat of extermination by the servants of the Sorcerer King. The Loremasters of the Sanctorum feed information to both the Hawks, in aid of their attacks, and the Shield, to help plan the most effective defense. In addition, there are a few Loremasters who operate independently, often as sages and mostly hailing from Altheria, dedicated to the pure pursuit of knowledge wherever it may be found. As another example, the Emerald Society’s libraries are watched over and tended to by Loremasters who continually work to increase the knowledge that the Society holds.

Shadowdancer

Additional Requirements: None

Called the *Rhin’anake* in Ancient Kio, the Shadowdancers of the League of Princes train in Whon for their lives of traveling unseen. It is said that in ancient times, the best Shadowdancers would travel between the floating islands of the Sky Kingdoms without the aid of any steeds or vehicles.

Thaumaturgist

Additional Requirements: Must worship Sarish

Prestige Class Alterations/Clarifications: The Planar Cohort ability of a 5th level Thaumaturgist can be used with the Improved Leadership feat to acquire a second cohort. If the Thaumaturge does not have the Improved Leadership feat, any current cohort is immediately dismissed when the Planar Cohort is summoned. Also, The Sarishan Thaumaturgist may use *summon thy own* (see **Chapter 8 – Magic**) instead of *planar ally* to summon a Planar Cohort. Such an Infernal cohort must be a “marked” infernal and is bound to serve its master and abide by the moral code of the Sarishan Thaumaturgist who summoned it. As a summoned creature, a Planar Cohort is subject to all effects that can be targeted at an extraplanar creature, including *dismissal* and other such spells. The requirement that the Thaumaturgist act to “advance the cause” of his Infernal Cohort is waived in this case, as the creature serves at the whim of Sarish, not the other way around.

Sarish, the Binder of Infernals, is the master of summoning. Those who wish to follow the path of the Thaumaturge, and experience the deepest mysteries and intricacies of the art of summoning, may only do so with His consent. The Thaumaturge is a true master summoner. Such individuals are rare. They are typically found in Sarishan temples, or serving in the afterlife as Generals among His numberless armies.

ALTHERIAN SHARPSHOOTER

“The Ssethregoran ambush fell upon our patrol like ravenous beasts. The trogs were each as strong as two men and their primitive stone axes bit through steel as well as flesh. Outnumbered as we were, I resolved myself to face my end in a manner befitting a Coryani. If my life were to end, then at least a dozen of these beasts would be available to provide my introduction to Neroth. Fortunately, my heroic end was not to be that day. Dozens of sharp reports issued from the rise above us as the Altherian guns smashed into the reptilian scum, driving them back. I ran to pursue, but the old centurion stopped me. “Let them run, boy,” he said with a wry smile, “they will only die tired.”

~ “My service in the Legion of Shining Glory” –
Darralin val’Assante

The rough terrain of the Altherian plateau provides many positions from which a handful of well armed soldiers can halt a large number of attackers. Early in the war with Ssethregore, early in the development of the flintlock, the Altherians developed a tradition of marksmanship. Using these weapons and primitive grenades, the Altherians would send out small groups of men to harass the reptiles and to make them pay dearly for every inch they advanced towards New Althre’. A brutal selection process began where only the best of these soldiers survived to fight again. As the guns became more advanced, the Altherians began to equip these elite units with the latest blast powder weapons until they became famous for their ability to turn back an entire army with only a handful of men.

Requirements:

To qualify as an Altherian Sharpshooter, a character must fulfill all the following criteria:

- **Concentration:** 4 ranks.
- **Craft (flintlocks):** 4 ranks.
- **Feats:** Exotic Weapon Proficiency (flintlock rifle), Hawk-Eyed, Point Blank Shot, Precise Shot, and Weapon Focus (flintlock rifle).
- **Other:** Must possess a masterwork Altherian flintlock rifle.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: Altherian Sharpshooters have the following class skills (with the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any, including flintlocks) (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Profession (Wis), Ride (Dex), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Altherian Sharpshooter prestige class.



Weapon and Armor Proficiency: The Altherian Sharpshooter is proficient with all simple weapons and light armor.

Ranged Sneak Attack: When using an Altherian flintlock rifle, the Altherian Sharpshooter gains the ability to fire shots that strike vulnerable areas for extra damage. This ability works exactly like a rogue’s sneak attack, except that the target must be at least 20 feet away and the Sharpshooter’s sneak attack damage is good out to the maximum range specified by this ability (30 feet at 1st level, 60 feet at 2nd level, 90 feet at 3rd level, and 110 feet at 5th level). Gaining this bonus damage requires the Sharpshooter to aim carefully, so he may only make a ranged sneak attack when using the full attack action. This ability may be combined with the Dead Eye ability. The bonus dice of damage from this ability stack with sneak attack damage dice from other classes.

Focused Training: At 2nd level the Altherian Sharpshooter gains Quick Reload (Altherian flintlock rifles only) as a bonus feat. At 4th level the Altherian Sharpshooter gains Weapon Specialization (flintlock rifle) as a bonus feat.

Steady Hands: At 3rd level, when firing an Altherian flintlock rifle, the Sharpshooter ignores penalties incurred from movement and uneven terrain. He also gains the benefits of the Shot on the Run feat.

Deadly Aim: At 4th level, when firing an Altherian flintlock rifle, the Sharpshooter gains the benefits of the Deadly Aim feat.

Table 6-1: Altherian Sharpshooter Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Range Sneak Attack +1d6
2nd	+2	+0	+3	+0	Extended Sneak Attack Range 60ft, Focused Training
3rd	+3	+1	+3	+1	Extended Sneak Attack Range 90ft, Range Sneak Attack +2d6
4th	+4	+1	+4	+1	Steady Hands, Deadly Aim, Focused Training
5th	+5	+2	+4	+2	Extended Sneak Attack Range 110ft, Range Sneak Attack +3d6, Dead Eye



ALTHERIAN TRIGGERMAGE

“It was then that Tigerius drew his flintlocks and began chanting. The Ssethregorans were charging us, and we thought all were lost. Our sharpshooters were picking off a few, but not nearly enough. Then Tigerius fired. The first slammed into a great bull of a Ss’ressen. A single shot, and he was thrown to the ground as if under a hail of bullets. The second imbedded itself into a Troglodyte in the middle of a pack of its fellows. Then it exploded. It was at that moment I believed we might survive the day.”

- From “Memories of Semar,” the personal memoir of Japet val’Abebi

Tigerius val’Abebi served in the Shining Patrol as a battlemage until 1021, when he retired to research and teach in Semar. After 30 years of service alongside countless Altherian Sharpshooters, and having learned to use a flintlock himself, Tigerius spent his retired years researching a symbiotic relationship between flintlocks and the Magical Art. He spent years in seclusion testing and reforming his practices, into what he called the Art of the Pistol. In the year 1026 Tigerius returned from his sojourn and found the Battlemages of the Shining Patrol to be quite skeptical about his claims, until the Ssethregorans attacked. During the Battle of Semar, Tigerius had his first field practice of his art, and many of the Battlemages were astonished. After the city had been saved Tigerius was swamped by Battlemages and clerics who wished to learn all he could teach them about this new art. In the short months since Tigerius’ return he has taught over 30 young Altherians, both wizards and clerics, to utilize this new art in the fight against the lizardfolk.

Though Tigerius had developed this art under the impression that arcane casters would use it, it has been learned in the few short months that divine casters can also utilize this practice. In fact, nearly half of the 30 pupils that Tigerius initially taught were clerics of Althares, these priests who have found immense use not only of the ability to harm their targets, but to heal and empower their allies.

Requirements:

To qualify as an Altherian Triggermage, a character must fulfill the following criteria:

- **Concentration:** 8 ranks.
- **Knowledge (arcana):** 6 ranks.

Dead Eye (Ex): At 5th level, the Sharpshooter may fire his flintlock rifle with deadly accuracy. As a standard action, the Sharpshooter may take a single shot at any target within range. He must succeed on a Concentration check (DC 10 + 5 per range increment beyond the first). If the check fails, then the attack is resolved as a normal attack and deals its normal damage if it hits. If the check succeeds, then the attack is resolved as a ranged touch attack. If the ranged touch attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the ranged touch attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon’s base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

Table 6-2: Altherian Triggermage Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Enrune Flintlock, Rune Gun +1	
2nd	+1	+0	+3	+3	Empower Rune Gun: Ghost	+1 level in existing class
3rd	+2	+1	+3	+3	Rune Gun +2	
4th	+3	+1	+4	+4	Empower Rune Gun: Seeker	+1 level in existing class
5th	+3	+2	+4	+4	Rune Gun +3	
6th	+4	+2	+5	+5	Imbue Bullet, Empower Rune Gun: Fire’s Kiss	+1 level in existing class
7th	+5	+3	+5	+5	Rune Gun +4	
8th	+6	+3	+6	+6	Improved Imbue Bullet, Empower Rune Gun: Magic Bullet	+1 level in existing class
9th	+6	+4	+6	+6	Rune Gun +5	
10th	+7	+4	+7	+7	Imbue Gun	+1 level in existing class

PRESTIGE CLASSES ■ Altherian Triggermage

- **Spellcraft:** 7 ranks.
- **Feats:** Exotic Weapon Proficiency (any flintlock), Point Blank Shot, Precise Shot, Weapon Focus (any flintlock).
- **Other:** Must be able to cast 2nd level arcane or divine spells.
- **Special:** Altherian or have served in the Shining Patrol.

Hit Die: d6

Skill Points: 2 + Intelligence modifier.

Class Skills: The Triggermage's class skills (with the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Spot (Wis).

Class Features:

The following are class features of the Triggermage prestige class.

Weapon and Armor Proficiencies: A Triggermage gains no additional armor or weapon proficiencies.

Spells per Day: A Triggermage continues to advance in spellcasting ability, albeit at a slowed rate. The character gains new spells per day as if she had also gained a level in one of her previous spellcasting classes. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, feats, *wild shape* abilities, and so on). The character must decide upon gaining this level which spellcasting class will be effectively increased and may not change this at a later date.

Enrune Flintlock (Su): At 1st level the Triggermage creates a special bond with his flintlock. By inscribing his flintlock with magical runes and performing a complex ritual the Triggermage develops a magical bond with his weapons, allowing him to imbue it with some of his own essence. A Triggermage may only have such a bond with two flintlocks at a time, in any combination. Performing the ritual and inscribing each flintlock takes 20 days and 500 gp in specially treated components. If for any reason one of the enruned flintlocks are ever lost or destroyed the Triggermage may enrune a new flintlock without restriction, but suffers a -1 circumstance penalty to hit for the next 30 days after enruning the new flintlock as he finds he must get use to the new "feel" of the weapon. Only masterwork, greater masterwork, or legendary Altherian flintlock rifles and pistols may be enruned. If the character forges the flintlocks he is to enrune himself, the cost of the ritual is waived and the Triggermage gains an additional +1 circumstance bonus to hit with his flintlock. The enruning process supercedes any other enchantment which is or might be placed upon the flintlock unless it is an ability provided by this prestige class.

Empower Rune Gun (Sp): By channeling a spell into his Rune Gun slot the Triggermage may empower his flintlock with magical energy causing the weapon's runes to glow with power. As the Triggermage increases in power they learn how to tap new powers in their weapons. Each power remains active for one shot per Triggermage level. Empowering a Run Gun takes a full round action, and only one such power may be active at a time. If the Triggermage tries to Empower an already Empowered Rune Gun, the new power supersedes the old one (which is lost).

Enhance Rune Gun (Su): As the Triggermage advances in level the power of his weapons grow with him, at levels 1, 3, 5, 7, and 9 the Triggermage's enruned Flintlocks gain a +1 enhancement bonus, but only when being used by the Triggermage. In the hands of anyone else (even another Triggermage) these flintlocks are just the equivalent non-magical weapon.

Imbue Bullet (Sp): At 6th level, once per day, a Triggermage may imbue their bullets with magical power. As a full-round action the Triggermage may cast a spell onto a loaded flintlock and fire with that gun. When the gun is fired the spell's effect is centered upon the struck target. This ability allows the Triggermage to use the flintlock's range rather than the spell's range. If the shot misses its target, or the target takes no damage from the bullet, the spell has no effect and is discharged harmlessly.

Improved Imbue Bullet (Sp): As *Imbue Bullet*, except that the Triggermage may now use this spell-like ability as a standard action. In addition, any flintlock fired by the Triggermage is considered magical for purposes of damage reduction, though they have no innate enhancement bonus.

Imbue Gun (Sp): The Triggermage may now use his magical abilities upon his gun, not just his bullets. This ability works as *Improved Imbue Bullet*, except that if the Triggermage misses with his shot the spell remains on the gun, and may be used for the next shot with that flintlock. The spell will remain on the flintlock for a number of rounds equal to the Triggermage's Intelligence modifier (if positive), unless successfully discharged before then. Also, the Triggermage may choose, when making an attack roll, to have the bullet or spell have no effect upon his target, though when choosing to have the bullet deal no damage the Triggermage must still hit his target's full AC in order for the spell to take effect. If the spell has no effect then it is treated as if the shot had missed for purposes of duration of this ability.

Power	Level Gained	Description
Ghost	2 nd	All shots fired by the Empowered Rune Gun gain the <i>ghost touch</i> weapon ability.
Seeker	4 th	All shots fired by the Empowered Rune Gun ignore cover and concealment.
Fire's Kiss	6 th	The flintlock gains the <i>flaming burst</i> weapon ability.
Magic Bullet	8 th	With one shot the Triggermage may gain multiple attacks provided his base attack bonus provides for multiple attacks. Each <i>magic bullet</i> must be fired at the same target.



ANSHARAN GATEKEEPER

Of all the gifts of the Gods, the Portals of Anshar are arguably the most powerful, and certainly the most useful. The vastness of Onara is rendered moot by the use of the vast network of Portals that dot the land, enabling commerce and conquest to reach the ends of the earth. While the val'Inares and clerics of Anshar all have power over the Portals, it is the select few known as the gatekeepers who hold mastery over the power of the Portals.

Evolving out of a desire to master the mysteries of these strange artifacts, gatekeepers devote themselves almost exclusively to the Portals, exploring their secrets, trying to fathom the magic of their construction, and attuning themselves to Portals in locations all across the world. It is the gatekeepers who have the most accurate and expansive map of the network of Portals, setting out day after day in search of undiscovered parts of the web. As such, gatekeepers are tireless travelers who, in addition to being knowledgeable in academic areas, are physically fit enough to set out into the world in search of that elusive heretofore-unknown Portal.

The necessity of being able to activate a Portal of Anshar means that all gatekeepers are either trained as clerics of Anshar, or are members of the val'Inares family. Being a gatekeeper requires an eclectic mix of skills and abilities attainable only through dedication. Clerics and bards make up by far the great majority of gatekeepers, with a small presence of sorcerers and wizards who have a bent for physical adventure. Though few in number, gatekeepers make their presence known across Onara, and are normally found in large centers of Ansharan worship as well as in the major cities of Onara, where gatekeepers gather to rest and exchange information with one another. However, most gatekeepers are found alone or in adventuring parties, wandering the wilderness in search of new Portals of Anshar.

Requirements:

To qualify to become an Ansharan Gatekeeper, a character must fulfill all the following criteria:

- **Religion:** Anshar.
- **Base Will Save:** +4.
- **Knowledge (arcana):** 6 ranks.
- **Knowledge (religion):** 8 ranks.
- **Spellcraft:** 10 ranks.
- **Feats:** Endurance or Great Fortitude, Skill Focus (any of the three required skills).
- **Special:** Must be able to activate a Portal of Anshar. Must be already attuned to 15 or more Portals.

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Ansharan Gatekeeper's class skills (and their key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Listen (Wis), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

Class Features:

All of the following are class features of the Ansharan Gatekeeper prestige class.

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

Spells per Day: Ansharan Gatekeepers continue to advance in spellcasting ability. When a new Ansharan Gatekeeper level is acquired, the character gains new spells per day as if she had also gained a level in the arcane or divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of Ansharan Gatekeeper to the level of her other divine spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one divine spellcasting class before she became an Ansharan Gatekeeper, she must decide to which class she adds her new levels of Ansharan Gatekeeper for purposes of determining spells per day. If a character had no divine spellcasting class before she became an Ansharan Gatekeeper, then these caster levels grant no benefit. If she acquires a level in a divine spellcasting class, she may not retroactively apply Ansharan Gatekeeper casting levels gained before this moment.

Keen Eye (Ex): Ansharan Gatekeepers have a keen eye when it comes to detecting portals of any kind. An Ansharan Gatekeeper 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 the door. In addition, she gains a circumstance bonus equal to her Ansharan Gatekeeper class level to all Search checks when actively searching for any kind of gateway (doors, portals, gates, tunnel holes, etc.).

Gatemaster (Sp): Starting at 2nd level, the Ansharan Gatekeeper can magically open or close doors and gateways as per the *hold portal* and *knock* spells cast at the Ansharan Gatekeeper's total caster level. She may use this spell-like ability a number of times per day equal to her Ansharan Gatekeeper class level plus her Wisdom modifier.

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Dimension Door (Sp): Starting at 4th level, once per day per every two Ansharan Gatekeeper levels, the Ansharan Gatekeeper may cast *dimension door* as a sorcerer. Her caster level is equal to her total character level.

Locate Portal (Ex): Ansharan Gatekeepers are attuned to the network of Portals of Anshar scattered across Onara. They can sense not only active Portals, but also the remnant energies left by Portals long gone. Starting at 5th level, by concentrating for one full round, the Ansharan Gatekeeper becomes aware of any Portals of Anshar in a one-mile radius. She may try to locate a Portal beyond her normal range by making a Spellcraft check with a DC equal to 20 plus one for every mile (or fraction thereof) beyond the one-mile radius. The Ansharan Gatekeeper only learns the geographical location and the distance to the Portal (e.g. 3 miles southwest, 50 meters east, etc.); she does not discover precisely where the Portal lies (e.g. inside a particular building, buried under a pile of rubble, etc.), or if the Portal is still active or not. Upon reaching 9th level, the Ansharan Gatekeeper's normal range extends to a two-mile radius. In addition, she is fully aware of the Portal's exact distance and geographical location (e.g. 5 miles northwest, buried 30 feet under a ruined temple), as well as whether the Portal is active or not.

Teleport (Sp): Once per day, the Ansharan Gatekeeper may *teleport* as per the spell cast by a sorcerer. Her caster level is equal to her total character level. An Ansharan Gatekeeper is always considered to have "Seen Casually" any Portal of Anshar with which she is not attuned, as long as she has located that portal with her Locate Portal ability.

Phase Door (Sp): Starting at 8th level, once per day per every two Ansharan Gatekeeper levels, the Ansharan Gatekeeper may cast *phase door* as a sorcerer. Her caster level is equal to her total character level.

Spontaneous Portal (Su): Starting at 10th level, once per day, the Ansharan Gatekeeper is able to open a temporary Portal that connects to the greater network of Portals of Anshar. In order to open this Portal, the Ansharan Gatekeeper must concentrate uninterrupted for one full round. She may call the Portal to open anywhere within 20 feet of her, and the Portal remains open for one minute, until the Ansharan Gatekeeper has gone through, or until dismissed, whichever occurs first. When using this ability, the Ansharan Gatekeeper may only travel to Portals she has already personally become attuned to.

Creating a spontaneous Portal uses 10 spell level slots. When using this ability, the Ansharan Gatekeeper must sacrifice 10 total spell levels in either prepared (e.g. cleric, wizard) or spontaneous (e.g. bard, sorcerer) spells. If the

Ansharan Gatekeeper does not have enough spell levels to sacrifice, she may substitute temporary Constitution points for spell levels on a one-for-one basis, up to a maximum equal to her Ansharan Gatekeeper class level. Upon arriving at her destination after using a spontaneous Portal, an Ansharan Gatekeeper is fatigued until she rests uninterrupted for one full hour.

Spontaneous Portals leave a trace behind that can be picked up by the Locate Portal ability. This trace lasts for a period in hours equal to the activating Ansharan Gatekeeper's class level, and these traces register as inactive Portals. An Ansharan Gatekeeper may not use her Keen Eye ability on a spontaneous Portal or its inactive trace residue.

BATTELMAGE OF THE CORYANI LEGIONS

"We used to have a legionnaire in our Century. We would put him up on a hill, and no one could get near us. Magic like I'd never seen would rain down on our enemies. Harvesters picked him up en route to Abessios. I wrote a nice letter to his widow, telling her how he saved my life during the rebellion."

- Legionnaire Edicus Marteren, Legion of Radiant Glory

There are an elite few in the Legions of the Coryani Empire who have taken the secrets of arcane magic and adapted them to battle. Traveling as support for Legionnaires, it is the task of these brave men to use their powers to defend the Empire, either by supporting the brave fighters of the Legions, or by raining magical death upon their foes. However, a Battlemage's greatest enemy is not on the field, but off of it, where he is in constant danger of Harvester attacks.

Legionnaires normally come to love their Battlemage and the advantages he brings, and so a good Battlemage will most likely find himself well protected while he is resting to regain spells or while they travel, but even this is not always enough to escape the fingers of the Sorcerer King. A Battlemage truly embraces the strength of the Coryani Heart, putting his own life at risk by exposing his powers in order to turn the tide of battle for his brothers in the Legions.

Requirements:

To qualify as a Battlemage, a character must fulfill all the following criteria.

- **Alignment:** Any lawful.
- **Concentration:** 10 ranks.
- **Knowledge (history):** 5 ranks.
- **Feats:** Legionnaire, Spell Mastery *or* spontaneous casting ability, Armored Caster, Combat Casting.
- **Special:** Must be Coryani.

Table 6-3: Ansharan Gatekeeper Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Keen Eye	+1 divine caster level
2nd	+1	+3	+0	+3	Gatemaster	+1 divine caster level
3rd	+2	+3	+1	+3		+1 divine caster level
4th	+3	+4	+1	+4	Dimension Door	+1 divine caster level
5th	+3	+4	+2	+4	Locate Portal	+1 divine caster level
6th	+4	+5	+2	+5		+1 divine caster level
7th	+5	+5	+3	+5	Teleport	+1 divine caster level
8th	+6	+6	+3	+6	Phase Door	+1 divine caster level
9th	+6	+6	+4	+6		+1 divine caster level
10th	+7	+7	+4	+7	Spontaneous Portal	+1 divine caster level

Battlemage of the Coryani Legions ■ PRESTIGE CLASSES



Hit Die: d6

Skill Points: 2 + Intelligence modifier.

Class Skills: The Battlemage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (all skills) (Int), Heal (Wis), Knowledge (arcana), Knowledge (history) (Int), Profession (all skills) (Wis), Ride (Dex), and Spellcraft (Int).

Class Features:

All of the following are class features of the Battlemage of the Coryani Legions prestige class.

Weapon and Armor Proficiency: The battlemage gains no new weapon or armor proficiencies.

Endurance: Due to his training with the legions, a Battlemage gains the *Endurance* feat.

Hunted: The high profile of being an arcane caster in the Legions of Coryan makes the Battlemage a target for Ymandrake Harvesters. Unfortunately, this means that he cannot directly avail himself of any Sanctum of the Arcane. If a Battlemage is a member of the Hawk or Shield secret societies, it takes him an extra day to acquire

any assistance from the Sanctum by using cut-outs, blind drops, and other obscuring techniques to avoid leading the Harvesters back to the Sanctum.

Strength of the Coryani Heart (Ex): The Battlemage gains Strength of the Coryani Heart as a bonus feat. (See Chapter XXX: Feats for more information.)

Battle Magic (Su): As the Battlemage advances in level, he gains the ability to enhance his boosting spells. When casting certain spells the Battlemage may double the range, area of effect, and number of targets affected of the following spells: *haste* and the *mass* versions of *enlarge*, *bull's strength*, *bear's endurance*, *cat's grace*, *eagle's splendor*, *fox's cunning*, and *owl's wisdom*.

Spell Mastery: At the indicated levels, a Battlemage gains this feat as a bonus feat if she used Spell Mastery to gain entrance to the class. Instead of gaining Spell Mastery and Battle Spell at the indicated levels, a Battlemage who spontaneously casts spells instead adds a new spell to his list of spells known. This may be any spell on his class list of any spell level he can cast at the time he acquires the ability (inclusive of the +1 arcane caster level that he just got from the Battlemage class for going up a level).

Battle Spell (Su): Each time this ability is gained, the Battlemage chooses one spell of that level (or lower) for which he has previously taken Spell Mastery. The Battlemage gains the ability to spontaneously cast this spell by replacing an existing memorized spell of the appropriate level. Metamagic feats may be applied to this spell as normal, but this increases the casting time of the spell to a full-round action (this functions identically to the casting time increase when a sorcerer spontaneously applies a metamagic feat to a spell).

Bonus Feat: At 5th level and again at 9th level, the Battlemage gains a bonus feat. This feat must be chosen from the list of fighter bonus feats, from the list of Military feats, or from the list of Metamagic feats.

Improved Armored Caster (Ex): The Battlemage no longer suffers any chance of arcane spell failure while wearing lorica segmentata.

Stable Casting (Ex): When casting a spell from horseback, the Battlemage gains a +5 competence bonus on all Concentration checks.

Table 6-4: Coryani Battlemage Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Endurance, Hunted, Strength of the Coryani Heart	
2nd	+1	+3	+0	+3	Battle Magic	+1 arcane caster level
3rd	+2	+3	+1	+3	Spell Mastery	+1 arcane caster level
4th	+3	+4	+1	+4	Improved Armored Caster	+1 arcane caster level
5th	+3	+4	+2	+4	Bonus Feat, Stable Casting	+1 arcane caster level
6th	+4	+5	+2	+5	Battle Spell 1	+1 arcane caster level
7th	+5	+5	+3	+5	Spell Mastery	+1 arcane caster level
8th	+6	+6	+3	+6	Battle Spell 2	+1 arcane caster level
9th	+6	+6	+4	+6	Bonus Feat	+1 arcane caster level
10th	+7	+7	+4	+7	Battle Spell 3	+1 arcane caster level

BELTINIAN EXORCIST

"At Kielmun they had us against the wall. Men were going down left and right, and we stuck swords in the oncoming horde and the kept coming with swords stuck in them. My unit was surrounded by the stinking mob of the dead. I thought we were done for. Then the Beltinians broke through, and before you know it, the abominations were running for the hills in complete rout. I still tithe to Beltine's church to this day."

- Memoir of the Heretic Wars

Few clergy possess a hatred of undead on par with that of the Beltinian church. In those rare instances when an undead infestation becomes too dangerous for a normal priest to handle, the Beltinian church has an elite cadre of holy men and women that specialize in banishing undead: The Beltinian Exorcists. Only those especially skilled at turning, detecting, and removing undead are chosen for this training. They first learn how to protect their own souls from undead possession, and then learn how to draw out the spirits that possess others. At higher levels, they gain the knowledge to ward buildings and sometimes whole villages from wandering undead, and at the highest levels they master the secret art of attacking a spirit itself.

Requirements:

To qualify to become a Beltinian Exorcist, a character must fulfill all the following criteria:

- **Religion:** Beltine.
- **Alignment:** Any good.
- **Concentration:** 8 ranks.
- **Knowledge (arcana):** 8 ranks.
- **Knowledge (religion):** 8 ranks.
- **Feats:** Extra Turning.
- **Special:** Must be able to *channel* to turn undead and be able to cast third level *divine* spells..

Hit Die: d8

Skill Points per level: 2 + Intelligence modifier.

Class Skills: The Beltinian Exorcist have the following class skills (with the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Class Features:

All of the following are class features of the Beltinian Exorcist prestige class.

Weapon and Armor Proficiency: The Beltinian Exorcist gains no additional weapon or armor proficiencies.

Turn Undead (Su): Regardless of alignment, the Beltinian Exorcist gains the ability to turn undead. A Beltinian Exorcist may attempt to turn undead a number of times per day equal to 3 plus his Charisma modifier. If the Beltinian Exorcist already possesses turning ability from a previous class (such as cleric) his Beltinian Exorcist levels stack with those levels for the purpose of turning undead.

My Spirit Is My Own (Su): The Beltinian Exorcist is no longer subject to possession or domination from any undead creature. The Spirit is Beltine's province alone, and She does not allow Neroth's accursed children to intrude upon the spirits of Her chosen.



Sanctified Weapon & Holy Symbol (Su): The Beltinian Exorcist may choose one weapon to make his *sanctified weapon*. By casting a rather lengthy ritual upon this chosen weapon, the ritual grants the weapon the *ghost touch* ability for as long as the Exorcist wields it. If the weapon is ever wielded by someone else it must be re-sanctified. The Beltinian Exorcist must also sanctify his chosen holy symbol. This symbol need not be elaborate or even made from expensive materials; in fact, most Beltinian Exorcists sanctify a simple wooden holy symbol carved by children or by a loved one. Being sanctified, no other creature may hold the holy symbol without the permission of the Beltinian Exorcist who sanctified it. Sanctifying a weapon or holy symbol takes an entire day and 200 gp in materials.

To Rip the Spirit from the Flesh (Sp): The Beltinian Exorcist may force a possessing spirit from the body, or release a target from undead possession. By preaching to the victim for a full round the Beltinian Exorcist initiates a battle of wills. The Beltinian Exorcist and the undead who dominated/possessed the victim must make opposed Will saves (the Beltinian Exorcist gains a +2 holy bonus on this roll if he is using his sanctified holy symbol), and if the Exorcist wins this opposed roll, the domination or possession effect is immediately broken. In the case of an exorcism (when the Beltinian Exorcist frees someone from actual possession, as opposed to domination) the possessing spirit is violently expunged from the victim and forced to manifest itself fully (see the entry under Ghosts in the SRD). The spirit must remain fully manifested for one round per Beltinian Exorcist level.

Each use of this ability takes up one of the Beltinian Exorcist's daily undead turning attempts, whether the result of the ritual is a success or a failure.

To Banish the Restless (Sp): The Beltinian Exorcist may banish restless spirits to the Cauldron, but not without risk. The Beltinian Exorcist must first take the spirit into his own form, and then attempt to force it to the Cauldron with the power of his very soul, risking not only his body, but also his sanity.

Banishing a spirit with this ability is a two-part process. The first step is the drawing of an incorporeal undead creature within the body of the Beltinian Exorcist. The undead to be targeted must be within 60 feet. This requires a standard action and requires the Beltinian Exorcist to beat the targeted incorporeal undead creature on an opposed Will save (the Beltinian Exorcist gains a +2 bonus on this roll if he is using his sanctified holy symbol). If the Exorcist wins this opposed roll, the targeted undead is drawn within the Exorcist's body and trapped there by the priest's force of will. The Beltinian Exorcist does not suffer any of the undead's special effects (such as level drain) from containing the trapped spirit. Holding a spirit within him is a taxing process, and the spirit constantly strives to break free. Each round, beginning on the third round of its confinement, the trapped spirit initiates another opposed Will save. The spirit gains a +4 profane bonus on its roll for each additional round after the third (so the spirit's bonus is +4 on the third round of confinement, +8 on the fourth round of confinement, and so on). If the trapped spirit wins this opposed roll, it immediately breaks free, and the Beltinian Exorcist suffers the effects of a failed ritual (see below). The second part of this ritual takes the form of a *banishment* spell. This requires a full-round action. The spell effect is actually provided by the ritual; the Beltinian Exorcist does not need to have prepared the *banishment* spell himself. The Beltinian Exorcist's caster level for this spell is equal to his total character level. If the *banishment* is successful, the incorporeal spirit is bashed to the Cauldron. If it fails, the Exorcist may try again in the next round, but the trapped spirit will again attempt to break free as described above.

If the ritual is a failure, the Beltinian Exorcist suffers a drain upon his soul as the trapped spirit claws its way free. The Exorcist suffers 1d4 points of temporary Wisdom damage as well as suffering the effects of a successful melee attack by the spirit. Even if the ritual is a success, the cleric is left fatigued, requiring 8 hours of rest before he is able to recover.

Each use of this ability takes up two of the Beltinian Exorcist's daily undead turning attempts, whether the result of the ritual is a success or a failure.

Sanctified Ward (Su): At 4th level the Beltinian Exorcist learns how to create a small ward. This ward is normally used to protect a home (or in some extreme cases, very small villages) against the incursion of undead of all types. The Beltinian Exorcist creates a small complex glyph which always incorporates the holy symbol of Beltine as well as the priest's personal sigil. Once the glyph is complete the Beltinian Exorcist then conducts a day-long ritual in which he stores a small amount of positive energy within the ward. If any undead creatures approach within 20

feet of the glyph, it triggers a turning attempt at the effective turning level of the Beltinian Exorcist who created the ward. Once triggered, the ward remains in effect for 24 hours, keeping the turned undead at bay and automatically making new turning attempts against any undead that enter its radius of effect. While it is active, there is no limit to the number of turning attempts that the ward can make (though it makes only one attempt per round).

Creating a Sanctified Ward takes one full day, 50gp worth of raw materials, and requires the Beltinian Exorcist to spend three turning attempts to empower the ward. The ward's duration is one month per Beltinian Exorcist level, provided it is not triggered before then. At the cost of an additional turn attempt, the Beltinian Exorcist may increase the range of the ward by 10 feet for each additional turning attempt channeled into the ward during its creation.

Holy Presence (Sp): Through the strength of her beliefs, the Beltinian Exorcist has learned how to empower and enhance her clerical aura ability. As a *swift* action the Exorcist may *channel* to emanate a *consecrate* effect in a 20-foot radius centered on her. This effect lasts for a number of rounds equal to the amount of turning damage rolled. Unlike the spell, this effect moves with the Exorcist.

Greater Sanctified Ward (Su): At 9th level the Beltinian Exorcist learns how to create a Greater Sanctified Ward. This functions similarly to a Sanctified Ward (see above), but it is more powerful and lasts through multiple activations. Although the two wards are created in a similar way, the complex ritual to create a Greater ward is much more taxing upon the Exorcist. If any undead approach within 50 feet of a Greater Sanctified Ward, it triggers a turning attempt just as described under the Sanctified Ward ability, but a Greater Sanctified Ward makes its turning checks as if it they were empowered (the turning damage is multiplied by 1.5). Unlike the basic ward, a Greater Sanctified Ward may be activated three times before dissipating. Each activation lasts for 24 hours before the ward resets.

Creating a *greater sanctified ward* takes three full days, 1000 gp worth of raw materials, requires the Exorcist to expend 100 XP, and requires the expenditure of a total nine turning attempts (three per day) to empower the ward. The ward's duration is one year per Beltinian Exorcist level provided it is not triggered a total of three times before then. Several Beltinian Exorcists may combine their efforts to extend the range of this effect. Each must have the Greater Sanctified Ward ability and each must spend the full creation cost of 1000 gp, 100 XP, and a total of nine daily turning attempts over a period of three days. After this expenditure, the area of the Greater Sanctified Ward increases by 50 feet for each additional Exorcist who participated in the ritual.

Table 6-5: Beltinian Exorcist Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Turn Undead, My Spirit is My Own	+1 divine caster level
2 nd	+1	+0	+0	+3	Sanctified Weapon & Holy Symbol	+1 divine caster level
3 rd	+2	+1	+1	+3	To Rip the Spirit from the Flesh	+1 divine caster level
4 th	+3	+1	+1	+4	Sanctified Ward	+1 divine caster level
5 th	+3	+2	+2	+4	Banish the Restless	+1 divine caster level
6 th	+4	+2	+2	+5	Extra Turning	+1 divine caster level
7 th	+5	+3	+3	+5	Holy Presence	+1 divine caster level
8 th	+6	+3	+3	+6	Extra Turning	+1 divine caster level
9 th	+6	+4	+4	+6	Greater Sanctified Ward	+1 divine caster level
10 th	+7	+4	+4	+7	Rend the Spirit	+1 divine caster level

Rend the Spirit (Sp): One of the most closely guarded Beltinian secrets is the technique which allows one to strike at the very essence of a target. This ability may be used a number of times per day equal to the Beltinian Exorcist's Charisma modifier (minimum 1). Once per round, the Beltinian Exorcist may declare any normal melee attack to be an *attack upon the spirit*. The use of this ability must be declared before the attack roll is made, and if the attack misses, that usage of the ability is wasted. Note that this is a normal melee attack, not a touch attack.

If it hits, the attack deals damage normally, and the struck opponent also suffers 2d4 temporary negative levels. Undead are treated as living creatures for purpose of this effect, and do not receive any benefits from these special negative levels, as they are created by the divine wrath of Beltine, not by negative energy. A critical hit with an *attack upon the spirit* deals 4d4 negative levels, even to undead. Additionally, if the total number of negative levels inflicted upon a target by this ability exceeds the target's Hit Dice, that creature is instantly destroyed – banished directly to the Cauldron in the case of creatures with souls, and reduced to ashes and irrevocably destroyed in the case of undead. No saving throw is allowed against this ability, and spell resistance does not apply. This ability can permanently destroy even those forms of undead that would normally reform, such as a lich, ghost, or vampire. Negative levels inflicted upon an undead creature by this ability reduce the effective HD of the undead creature for purposes of turning and destroying that creature.

Beltine does not suffer even Her chosen to use this ability lightly. Drawing directly upon the power of the Cauldron, and bypassing the normal barriers between the Sprit and the Intellect, always draws Her attention. The Beltinian Exorcist had better be prepared to justify his actions to a higher power if he uses this ability wantonly.

BLACKCHANTER

A slight breeze whispered through the central chamber. He stood there alone. No, not quite alone. He knew better than that. He would never be alone in the dark halls of his family's estate.

"Please play for me, young master," a raspy voice carried from the darkness. Jerich turned, startled. Caught off guard, he cursed himself for his impulsive assent to his great-uncle's request. But he needed his ancestor's knowledge. Desperately.

"As you wish, Lord," he answered, as he readied his lute. "Do you have a request, dear uncle?"

"Yes." Stone ran over glass. The jarring sound of his voice always grated Jerich's nerves. "Today I want to feel... sadness" It was always sadness. Why would someone wish to cry, even after death?



In the land of Canceri, there is a special tradition of Minstrels. These bards are taught the lineage of the families of the val'Mordane, the history of Canceri, and become well versed in the arts at which the Nerothians excel, especially architecture. Over the years, members of the Order have become known as "blackchanters." The reputation of these Bards has made them highly sought after by many val'Mordane families.

Requirements:

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

- **Alignment:** Any non-chaotic.
- **Base Attack:** +4.
- **Concentration:** 4 ranks.
- **Knowledge (nobility & royalty)** 4 ranks.
- **Knowledge (religion):** 4 ranks.
- **Perform (any):** 8 ranks.
- **Spellcraft:** 4 ranks.
- **Feats:** Iron Will.
- **Special:** Must have the Bardic Music class ability and must be able to cast 3rd level arcane spells.

Hit Die: d6

Skill Points per level: 6 + Intelligence modifier.

Class Skills: The Blackchanter's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Table 6-6: Blackchanter Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Skill Focus	+1 arcane caster level
2nd	+1	+3	+3	+3	Requiem	+1 arcane caster level
3rd	+1	+3	+3	+3	Skill Focus	+1 arcane caster level
4th	+2	+4	+4	+4	Elemental Savant: Positive Energy	+1 arcane caster level
5th	+2	+4	+4	+4	Dance Macabre	+1 arcane caster level

Class Features:

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

Weapon and Armor Proficiency: Blackchanters gain very little in the way of military training; they gain no additional weapon or armor proficiencies.

Spells per Day: Blackchanters continue to advance in spellcasting ability. When a new Blackchanter level is acquired, the character gains new spells per day as if she had also gained a level in the arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have received (improved familiar abilities, Improved Bardic song, etc.). This essentially means that she adds the level of blackchanter to the level of her other arcane spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class before she became an blackchanter, she must decide to which class she adds her new levels of blackchanter for purposes of determining spells per day.

Free Skill Focus (Ex): Blackchanters receive intense schooling in the history and ways of the val'Mordane. Upon reaching 1st and 3rd level Blackchanters gain the Skill Focus as a bonus feat which must be taken in either Knowledge (nobility & royalty) or Knowledge (religion).

Requiem (Su): The Blackchanter's songs seem to take on a strange, yet captivating quality. Bardic music performed by the Blackchanter can now affect undead with an Intelligence score, as well as the living. Note that language is still a barrier.

Elemental Savant (Positive Energy) (Su): The character now gains inner knowledge of the elements and the secrets within each one and how they interact with each other on a very basic level. The Blackchanter now learns how to convert her spells from positive energy to negative energy, just as a cleric converts his spells to *cure* spells. Thus, *cure* spells can be spontaneously converted to *inflict* spells.

Dance Macabre (Sp): At last the Blackchanter learns one of the val'Mordane's greatest secrets, the Dance of the Dead, the Dance Macabre. This Dance starts off slow and seductive and gradually begins to build, becoming ever wilder as the bard becomes a conduit for the spirits of the dead, drawing upon their memories and emotions. The energy of these spirits starts to gather around the Blackchanter, forming a visible whirlwind of haunts whose screams and whispers form an enchanting yet terrifying melody. Then, as the sounds reach their crescendo, the Blackchanter releases all the energy, which explodes outward with amazing effect. All undead within 50' of the caster are affected by either *heroism*, *rage*, or *crushing despair* per the spell as chosen by the blackchanter (Undead within the area of effect receive no saving throw as they are unaccustomed to the emotions somehow being thrust upon them). The Dance Macabre requires a full-round action, during which the Blackchanter may not attack or defend herself. This ability requires the expenditure of two Bardic song uses, and even through this is a mind-affecting power, it only affects undead. Spell effects generated through the use of this power are cast at the Blackchanter's current caster level.

BOWMAN

With the advent of the flintlock, many warriors of Onara predict that the bow will become obsolete, and slowly fade from the arsenals of the world. The Bowman scoffs at this. Making his own bows and arrows, he can achieve a state of kinship with his weapon that is the envy of even the finest of gunmen. Learning to become one with his chosen bow, the Bowman eventually achieves such a phenomenal state of mastery over his weapon that he can send forth a hail of arrows upon his enemies, and even cause his shots to subtly change direction in mid-flight to attack concealed foes.

Many Bowmen are Elorii, as the Elorii focus and almost mystical combat ability translates easily to the way of the bow. Ss'ressen rangers also often become Bowmen, carving their weapons from the trees of their beloved swamps to heighten their connection to their people. These races certainly do not have a monopoly on the training techniques of the Bowman, and these peerless archers can be found throughout Onara. Bowmen are drawn mostly from the ranks of fighters or rangers, though rogues are not unknown to the path, and many monks find the bow a suitable outlet for their discipline and focus.

Requirements:

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

- **Base Attack:** +5.
- **Balance:** 4 ranks
- **Craft (Bowyer/Fletcher):** 4 ranks.
- **Spot:** 4 ranks.
- **Feats:** Iron Will, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (any bow).

Hit Die: d8

Skill Points per level: 2 + Intelligence modifier.

Class Skills: The Bowman's class skills (and the key ability for each skill) are Climb (Str), Craft (Bowyer/Fletcher) (Int), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features:

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

Weapon and Armor Proficiency: The Bowman is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Arrow Stab (Ex): The Bowman gains the ability to use an arrow as a melee weapon without penalty. An arrow is treated as a light weapon of one size category smaller than the bow for which it is sized. Thus, a Medium-sized arrow deals 1d6 points of damage when used as a melee weapon. Standard arrows have zero hardness and 1 hit point each.

Lightning Draw (Ex): At 1st level the Bowman gains Quick Draw as a bonus feat. If the Bowman already possesses Quick Draw, the Bowman instead gains a +2 competence bonus on Initiative checks.

Warrior's Path: Levels in Bowman count as fighter levels toward feat prerequisites, but only when these feats are taken for bows. For example a 6th level fighter / 6th level Bowman qualifies for Greater Weapon Specialization (longbow), which has a prerequisite of a 12th level fighter.

Range Sneak Attack: Starting at 2nd level, and only when using a longbow or shortbow, the Bowman may make a ranged sneak attack. This ability functions exactly like the rogue sneak attack ability, except that all targets must be within 60 feet and no closer than 10 feet. This damage increases to +2d6 at 5th level and +3d6 at 8th level.

Focused Training: At 3rd level the Bowman gains Weapon Specialization (longbow or shortbow) and Combat Firing (only with bows) as bonus feats.

Improved Precise Shot: at 4th level the Bowman gains Improved Precise Shot as a bonus feat.

Inner Focus (Ex): Once per day as a free action, the Bowman may will himself into a trance-like state, giving him a bonus on his ranged attack rolls equal to his base Will save +2. During this trance the Bowman may not move, and loses his Dexterity adjustment to AC and Reflex saving throws. The Bowman may stay in this trance-like state for one round per Bowman level.

Hold the Line (Ex): As a full-round action, the Bowman may nominate a linear series of contiguous 5-foot squares equal to his Dexterity modifier plus his Bowman level. As long as the Bowman does not move, any enemy who moves through any of the designated squares provokes a single attack in response from the Bowman. The chosen squares may not be farther away than the Bowman's normal maximum range, and range increment penalties apply normally to the attacks made using this ability. The Bowman may take no more than his Bowman class level in attacks per round through the use of this ability.

Hail of Arrows (Sp): In lieu of his regular attacks, once per day as a full-round action, a Bowman of 9th level or higher can fire an arrow at each and every target within one range increment, to a maximum of one target for every Bowman level he has earned. Each attack uses the Bowman's primary attack bonus, and each enemy may only be targeted by a single arrow.



The Arrow Knows the Way (Su): The Bowman has finally achieved a state of awareness that is supernatural; the Bowman "knows" where his targets are, as his arrows seem to veer toward each intended target, negating any miss chances that would otherwise apply, such as from concealment and invisibility. The Bowman still has to have a line of effect to the target; his arrows cannot turn corners or do otherwise-impossible things. He still has to aim at the right square when using this ability against invisible creatures. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby. This ability does not negate cover and may not be combined with the Hail of Arrows ability or the Hold the Line ability.

Table 6-7: Bowman Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Arrow Stab, Lightning Draw, Warrior's Path
2nd	+2	+0	+3	+0	Range Sneak Attack +1d6
3rd	+3	+1	+3	+1	Focused Training
4th	+4	+1	+4	+1	Improved Precise Shot
5th	+5	+2	+4	+2	Range Sneak Attack +2d6
6th	+6	+2	+5	+2	Hold the Line
7th	+7	+3	+5	+3	Inner Focus
8th	+8	+3	+6	+3	Range Sneak Attack +3d6
9th	+9	+4	+6	+4	Hail of Arrows
10th	+10	+4	+7	+4	The Arrow Knows the Way

BRETHREN OF THE ORDER OF ST. THEOMUND THE MISSIONARY

Theomund val'Holryn led a most notable life. As a young man, Theomund was intensely interested in knightly pursuits. He traveled the countryside composing love songs to the damsels he would meet and fall instantly in love with. As such, his heart never found its home, and even though he married a young val'Dellenov woman, he was constantly unfaithful. A good friend and traveling companion to Prince Osric, later King Osric III, Theomund was rewarded with many valuable estates in Eastmarch upon the end of the Interregnum. One day, he was composing a ballad in honor of a beautiful damsel he had seen at a tournament, when a vision of a Valinor appeared to him and commanded him to bring the Word of Illiir to the Canceri. Thinking himself addled, he disregarded the vision as the delusions of an unfaithful mind. Yet the vision appeared to Theomund thrice more, and upon this fourth viewing he resolved to convert the Heretics back to the Mother Church.

Theomund provided for his family, sold off the remainder of his estates to finance his expedition, and traveled north into Canceri. At first he preached to the followers of the Scarab. The val'Mordane were surprisingly tolerant of his teachings and he founded several small churches of Illiir near their great cities. These churches taught that death must be just and that even though you may die, your deeds will live on. These small monasteries are called the Confraternity of the Just Death.

Bolstered by this early success, Theomund moved onward, to the lands of the val'Mehan. He sought out the most learned of the Nihang and offered to convert to the Church of the Dark Triumvirate if they could prove their faith to be truer than his. Needless to say, he bested all their arguments and began to convince them with his own. This led to his renunciation by the Dark Apostate, who had Theomund hobbled and sent back to Tralia in a cage.

Though crippled, Theomund was even more determined to see the Heretic brought back into the fold, for if the Dark Apostate saw him as such a threat as to have him banished, then his arguments must have been irrefutable. He traveled back to Canceri in a wagon and entered the lands of the val'Virdan. In the square of their capitol city, Theomund stood in his wagon and declared, "The law of the Mother Church of Coryan is Just and Righteous and the Law of the Heretics of the Dark Triumvirate is Wicked and False. This I can prove!" at which point he was promptly stoned to death by an angry mob.

The Patriarch of Coryan named him St. Theomund the Missionary and approved the founding of a religious order of monks to tend to the converts Theomund had attained during his travels in Canceri. These men taught the Canceri how to be priests of the Mother Church, as well as how to defend themselves with their bare hands. When the Heretic Wars erupted, the Milandisian priests of the Confraternity returned to Milandir to minimize the danger to the churches themselves.

Joining the armies against the Heretic, the Brethren of the Order gained a reputation for valor and upon the end of the Heretic War, with their earlier purpose ended, they found a home in the val'Tensen lands. Young Adolphos val'Tensen provided the order with a castle and lands to maintain it and granted them the right to use the val'Tensen Lion in their coat of arms. To complement the Lion of the val'Tensen and the great Falcon of Illiir, they took upon themselves the symbol of the Griffin. Now, the order guards missionaries and pilgrims traveling the Blessed Lands in the hopes of preventing Theomund's fate from befalling others. Clerics, paladins and monks are most often drawn to be Brethren of the Missionary, but almost any character with the proper faith and resolve could find his or her way into the Order.

Requirements:

- **Alignment:** Any non-chaotic and non-evil.
- **Base Attack:** +4.
- **Knowledge (religion):** 4 ranks.
- **Feats:** Iron Will, Combat Expertise.
- **Special:** Must follow the teachings of the Church of Coryan and must be accepted by the order. Must swear an oath of fealty and faith to the Mother Church.

Hit Die: d8

Skill Points per level: 2 + Intelligence modifier.

Class Skills: Members of the Order have the following class skills (with the key ability for each skill) Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spell Craft (Int), and Swim (Str).

Class Features:

All of the following are class features of the The Brethren of the Order of St. Theomund the Missionary prestige class.

Weapon and Armor Proficiency: The Brethren are well-trained as guardians of missionaries and as a result have proficiency with all types of armor and shields as well as all simple and martial melee weapons.

Spells per Day: Members of the Order of St. Theomund continue to advance in divine spellcasting ability. Starting at 2nd level, and every level thereafter, a Member of the Order of St. Theomund gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before he added the prestige class. He does not; however, gain any other benefit a character of that class would have received. This essentially means that he adds his prestige class level to the level of his other spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a Member of the Order of St. Theomund, he must decide to which class he adds his new levels for purposes of determining spells per day. Levels in this class do not stack for the purposes of familiar advancement.

Table 6-8: The Brethren of the Order of St. Theomund the Missionary Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Bonus Feat, Unshakable Dogma	
2 nd	+1	+3	+0	+3	Divine Stewardship +2	+1 divine caster level
3 rd	+2	+3	+1	+3	Faithful Bodyguard	+1 divine caster level
4 th	+3	+4	+1	+4	Divine Stewardship +4	+1 divine caster level
5 th	+3	+4	+2	+4	Righteous Wrath	+1 divine caster level

PRESTIGE CLASSES ■ Cantenari (Hunter of the Infernal)

Bonus Feat: At 1st level, a Brother of St. Theomund gains a bonus feat selected from the fighter list.

Unshakable Dogma (Ex): The Brother's faith is unshakable and he cannot be dissuaded that his faith is the correct one. Any attempt to do so by any means, mundane or magical, will automatically fail. If the Brother is ever *charmed* or *dominated* and asked to do anything opposed to his faith or opposed to the will of the Mother Church, the character is granted an immediate saving throw with a +10 sacred bonus.

Divine Stewardship (Ex): The truth of the Brother's faith is such that the blasphemies of the Heretic are of little use against his pious soul. The brother gains a sacred bonus to his saving throws (+2 at 2nd level and +4 at 4th level) against any divine spell not cast by a priest of the Mother Church of Coryan.

Faithful Bodyguard (Ex): The Brother is skilled in protecting his charge; the character may assign an ally to be his charge as a move-equivalent action. If within 5 feet of his charge, the Brother may apply his shield bonus, any dodge bonus, and bonus from his use of the Combat Expertise feat, and the *defending* properties of any weapon he is wielding to his charge instead of to himself.

Righteous Wrath (Ex): Those that would assault the charge of a Brother of the Missionary open themselves to retribution. If within 5 feet of his charge, the Brother may make an attack of opportunity against anyone who attacks his charge. The Brother gains a +3 sacred bonus to hit and damage when taking this attack of opportunity. If the Brother's charge is felled (reduced to 0 hit points or less), he flies into a holy rage, gaining a +4 sacred bonus to Strength and Constitution for the next 5 rounds. The Brother may not fly into a holy rage more than once in a single encounter.

CANTENARI (HUNTER OF THE INFERNAL)

"Bind them, use them, but never trust them. And when they break loose, as they ever strive to do, destroy them like the unholy vermin they are."

- Cantenari phrase

The Cantenari are proud to trace their roots back to the founding of the Coryani Empire and the elite warriors who served with the First Emperor in his epic battles against the Infernal Hordes. Proudly they tell how the first Cantenari stayed behind at the Wall of the Gods while the rest of mankind set about returning to Onara's golden age. Indeed, it is the average Cantenari's opinion that were it not for their vigilant policing of the Wall of the Gods, and their swift predation on any Infernals that manage to slip through the barrier, that Onara would have long since slipped into another Time of Terror.

Though most Cantenari are Nierites, they are usually trained by Sarishans, taught the secrets of the Infernals by those who know them best. As they advance in their studies, they learn how to exploit demonic weaknesses, while countering the attacks of their deadly foes. Due to recent events in the far north of Onara, Cantenari recruitment has stepped up, and these brave hunters are more determined than ever to keep mankind safe from the Infernal horde they know is coming.

Requirements:

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

- **Alignment:** Any lawful.
- **Base Attack:** +6.
- **Knowledge (the planes):** 5 ranks
- **Survival:** 5 ranks
- **Feats:** Iron Will, Track.
- **Special:** Favored Enemy (Infernal) and must possess a Sarishan steel weapon.

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Cantenari's class skills (and the key ability for each skill) are Craft (Int), Gather Information (Cha), Hide (Dex), Knowledge (planes) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Search (Int), Sense Motive (Wis), and Survival (Wis).

Class Features:

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

Weapon and Armor Proficiency: The Cantenari is proficient with all simple and martial weapons, light armor, medium armor, and shields (including tower shields).

Spell-Like Abilities: The Cantenari possesses several spell-like abilities. For all spell-like and supernatural abilities the Cantenari's class level is considered his caster level and his saving throw DCs are 10 plus one-half his Cantenari level plus his Charisma modifier.

Infernal Enemy (Ex): At 1st level, a Cantenari improves his favored enemy bonus versus Infernal creatures. Due to his extensive study of Infernal creatures and training in the proper techniques for combating them, the Cantenari gains a +2 bonus to Gather Information, Listen, Sense Motive, Spot, and Survival when using these skills against Infernals. Likewise, he gets the same bonus to weapon damage rolls against Infernals. A Cantenari also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the Cantenari cannot strike with deadly accuracy beyond that range). Further, the Cantenari gains this bonus for all opposed checks to disarm, grapple or trip Infernal creatures. At 4th level and at every three levels thereafter (7th and 10th level), the Cantenari's bonus increases by +1. These modifiers stack with those provided through the ranger's Favored Enemy class ability.

Presence of the Infernal (Sp): At 1st level, the Cantenari gains the ability to detect any Infernals in a 60 ft. radius as a standard action. Infernals with 10 HD or more that are concealing their true forms may attempt a Will save to avoid detection. If the save fails, the Cantenari senses the Infernal's aura in spite of any disguises or magical protections against discovery. The Alien Understanding feat affects this saving throw.

Resilience (Ex): Starting at 2nd level, the Cantenari gains the extraordinary ability to shrug off some amount of injury from each blow or attack from an Infernal creature. Subtract 1 from the damage the Cantenari takes each time the Cantenari is dealt damage from an Infernal source. This ability increases by 1 for every even Cantenari level to a total of 5 at 10th level.



Mark of My Brother (Ex): Starting at 3rd level, the Cantenari can automatically see the *Sigil of Sarish* (See the Sarishan Binder prestige class) on an Infernal from any distance and in any lighting conditions in which he could normally see (including magical means). The Cantenari also gains a +1 sacred bonus to all spell DCs and caster level checks versus any Infernal marked by a *Sigil of Sarish*.

Sarish's Blessing (Su): At 4th level the Cantenari gains a bonus equal to his Charisma modifier (if positive) to all saving throws; against Infernal creatures, this bonus increases by one. This ability does not stack with the Divine

Grace class ability, but if the character does possess Divine Grace from one of his classes, the Cantenari gains an additional +1 bonus on all saves.

Sarish's Binding (Sp): At 5th level, once per day for every two Cantenari levels, a successful attack upon an Infernal creature can trigger this supernatural ability that functions otherwise exactly as the spell *dimensional anchor*. Further, the Will save and SR of the Infernal creature are reduced by the class level of the Cantenari. The effect's duration is 1 minute per Cantenari level.

Infernal Wounding (Ex): Damage dealt to an Infernal by a Cantenari of at least 6th level will not heal by normal or magical means (including any abilities such as fast healing and regeneration) for one hour per class level. This is an extraordinary ability of the Cantenari.

My Mind is My Own (Su): At 6th level the Cantenari gains complete immunity to any charm and compulsion effects from an Infernal source.

Renown (Ex): The Cantenari's fame (or infamy) becomes known across the Infernal realms. Starting at 8th level, the Cantenari gains a +2 circumstance bonus to all Charisma-based skills when dealing with Infernals.

Sarish's Judgment (Sp): Once per day, the 9th level Cantenari may cast *banishment* upon an Infernal creature as per the spell. The Cantenari's Sarishan steel weapon is the focus for this spell and provides a +5 bonus toward overcoming the creature's SR and inflicts a -5 penalty to the creature's Will save.

Spell Resistance (Su): At 10th level the Cantenari gains spell resistance equal to (20 + Cha modifier) when resisting the spells and spell-like abilities of Infernals.

Table 6-9: Cantenari Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Infernal Enemy +2, Presence of the Infernal
2nd	+2	+3	+3	+0	Resilience
3rd	+3	+3	+3	+1	Mark of My Brother
4th	+4	+4	+4	+1	Infernal Enemy+3, Sarish's Blessing
5th	+5	+4	+4	+2	Sarish's Binding
6th	+6	+5	+5	+2	My Mind is My Own
7th	+7	+5	+5	+3	Infernal Enemy +4
8th	+8	+6	+6	+3	Renown
9th	+9	+6	+6	+4	Sarish's Judgment
10th	10	+7	+7	+4	Infernal Enemy +5, Spell Resistance

CENTURION OF THE CORYANI LEGIONS

“Do you know who I am? I am your Centurion. While you sit there steaming in your armor you will learn to see me as the right hand of the gods, come to lay divine command upon your slow and stupid mind. I will be your worst nightmare, and you will love me for it. You spent your whole life thinking that Legionnaires were the ultimate pinnacle of achievement. I will show you, on a daily basis that you are no more than what I say you are, and until further notice I say you are excrement! Now March!”

- Centurion Hagidus Levadius, Legion of Radiant Glory, Speech to New Recruits

The most feared officer in the Legions of the Coryani Empire is the Centurion. Hardened in battle and brutal to the Legionnaires under him, a Centurion is the perfect soldier. Immune to fear, skilled in combat, and a master of discipline, only the best, toughest, hardest, and most wily Legionnaires survive long enough to reach this position.

When granted the rank of Centurion he is rewarded with a vinewood staff. Those of lesser rank who do not succeed at their training soon discover that the Centurion is quick to use this as an instrument of instruction. Though the Centurion can (and does) administer bruises for minor inadequacies that fade after a few days, he is also in charge of meting out stricter punishments for those caught sleeping on duty, committing civil crimes, fleeing battle, or other such breaches of discipline. He is truly master of his Century, and is as tenacious and cruel with his own men as he is with the enemy on the battlefield. Legionnaires soon learn loyalty towards the harshest Centurions, as they discover that the strict discipline learned in the camp will save their lives when they are led into battle. When the time for talk is over and the time for fighting arrives, even the rawest recruit knows beyond any shadow of a doubt that it will be that same strict Centurion leading the charge.



Requirements:

To qualify to become a Centurion of the Coryani Legions, a character must fulfill all the following criteria.

- **Alignment:** Any non-chaotic.
- **Base Attack Bonus:** +5.
- **Concentration:** 2 ranks.
- **Intimidate:** 5 ranks.
- **Knowledge (history):** 5 ranks.
- **Feats:** Leadership, Legionnaire.
- **Special:** Must be Coryani.

Hit Die: d10

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Centurion class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Table 6-10: Centurion of the Coryani Legions Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Strength of the Coryani Heart
2nd	+2	+3	+0	+3	Aura of Courage
3rd	+3	+3	+1	+3	Bonus Feat
4th	+4	+4	+1	+4	Damage Reduction 1/-
5th	+5	+4	+2	+4	Discipline of Steel 1/day
6th	+6	+5	+2	+5	Bonus Feat
7th	+7	+5	+3	+5	Strike the Rod
8th	+8	+6	+3	+6	Damage Reduction 2/-
9th	+9	+6	+4	+6	Bonus Feat, Discipline of Steel 2/day
10th	+10	+7	+4	+7	For the Empire!

Class Features:

All of the following are class features of the Centurion of the Coryani Legions prestige class.

Weapon and Armor Proficiency: The Centurion is proficient with all simple and martial weapons, light armor, medium armor, and shields (including tower shields).

Strength of the Coryani Heart (Ex): A legionnaire who rises to the rank of Centurion has total trust in the Emperor and his own abilities to defend the Empire. The Centurion gains Strength of the Coryani Heart as a bonus feat.

Aura of Courage (Ex): Centurions are picked for their resoluteness and ability to hold legionnaires together as a unit in the face of any threat. Beginning at 2nd level, a Centurion becomes immune to fear (magical or otherwise). Allies within 25 feet of the Centurion gain a +4 morale bonus on saving throws against fear effects. This effect operates constantly while the Centurion is conscious, but not if he is unconscious or dead.

Bonus Feat: The Centurion gains an additional bonus feat at 3rd level and every three levels thereafter. These bonus feats must be drawn from the list of fighter bonus feats. A centurion must still meet all the necessary prerequisites for a feat, including ability score and base attack bonus minimums.

Damage Reduction (Ex): Scarred by years of combat and having been in far too many fights, the Centurion has developed a sixth sense for avoiding the worst of a blow. At 4th level, subtract 1 from the damage the Centurion receives every time he is dealt damage. At 8th level, this damage reduction rises to 2. This damage reduction stacks with similar abilities that are gained from other classes (such as barbarian).

Discipline of Steel (Ex): The Centurion gains the smite power, the extraordinary ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his Centurion level (if the attack hits). The player must declare the smite before making the attack. At 5th level this ability is usable once per day. At 9th level it is usable twice per day. Like any smite ability, it is only usable once per round regardless of the source of the smite power.

Strike the Rod (Ex): As a full-round action, the Centurion may make an Intimidate check to rally allies within 50' that have the Legionnaire feat and have failed a saving throw against any fear effect. The DC is 10 + the DC of the failed fear save (e.g. a failed fear save of DC 18 requires the Centurion to succeed on a DC 28 Intimidate roll to rally allies). This ability does not provoke attacks of opportunity.

For the Empire! (Ex): A centurion leads by example, even into the jaws of death. Once per day, he may inspire those around him for the glory of the Empire. The Centurion and those allies within 50' that have the Legionnaire feat gain a +2 morale bonus to attack, damage, and saving throws, and gain the effects of the Diehard feat. The effects of this ability last for 3 rounds + the Centurion's Charisma modifier (if positive).

COMBAT STYLES OF ONARA

Across the lands of Onara, there are countless fighting styles. Most of these styles are nothing more than particular weapon and armor combinations, but other styles are far more developed, featuring weapon combinations coupled with special maneuvers and techniques. These combat styles are highly effective, but each takes a significant amount of time and dedication to master.

Combat Styles and Multi-Classing

Under normal circumstances it's almost impossible for a character to multiclass into multiple combat styles. Most fighting schools have a healthy rivalry with each other, as each school is always trying to one-up the others through duels and friendly tournaments (tournaments also help to entertain the nobility, which helps the schools in their fund-raising efforts). These rivalries have even crept into the political arena. A character who possesses multiple schools will find it difficult to study another style. Most masters will flat-out refuse to teach such a "dilettante," though some masters may accept such a student for political gain or even because they have taken a genuine liking to the would-be student. Nevertheless, if a student were somehow accepted by a rival school's master, he would certainly find himself no longer able to advance in his old style.

Students with levels in more than one combat style generally find it extremely difficult to mingle the two styles into an effective whole. A character with two fighting styles (or one fighting style and levels in Duelist) suffers a 20% experience point penalty; this penalty stacks with the penalty for uneven multi-classing.

The Basics

To acquire levels in any combat style, the character must become accepted by a dueling school, find a teacher, or join an academy that teaches the desired combat style. Most dueling schools and academies require hefty entrance fees, the passing of elaborate tests, and often a recommendation from or interview with several other students or alumni. Occasionally, itinerant teachers may take on a student during their travels, sometimes for companionship, sometimes because the master sees great potential in the student, and sometimes just because the student is persistent enough to follow the master around the world until he finally gives up and agrees to take the student on.

Requirements:

To qualify to become a student of one of the combat styles of Onara, a character must fulfill all the following criteria:

- **Base Attack Bonus:** +5.
- **Balance:** 5 ranks.
- **Feat:** Combat Expertise.
- **Special:** Must be accepted as a student of the desired school of combat. The character must also fulfill the specific school's requirements, if any, to take levels in this prestige class.

Hit Die:

d8

Skill Points per Level: 4 + Intelligence modifier.

Class Skills:

The general class skills for the combat styles of Onara are Balance (Dex), Climb (Str), Diplomacy (Cha), Examine Martial Technique (Wis), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex). Each combat school may have additional class skills that are appropriate for that particular style.

PRESTIGE CLASSES ■ Combat Style of Onara

If a combat style has a skill requirement as one of its prerequisites, then the followers of that style gain that skill as a class skill. For example, followers of the Flavious Technique (“The Steel Wall”) combat style gain Sense Motive as a class skill, since one must have 5 ranks in that skill before entering the class.

Class Features:

All of the following are general class features of the combat styles of Onara prestige classes. Each combat school has additional class benefits.

Weapon and Armor Proficiency: Unless otherwise noted, the character gains no additional proficiency with any weapon or type of armor or shields.

Advantages & Limitations (Ex): As a student of a school of combat, you quickly learn the limitations as well as the advantages of your chosen style. When fighting someone who has levels in your same style, you gain a +1 insight bonus on all melee attack rolls with the chosen weapon of your combat style. If you beat your opponent in an opposed Examine Martial Technique skill check, which must be made at the beginning of combat, then your bonus increases to +2, while your opponent’s bonus does not.

Combat Style: Upon joining a combat school as a trainee, the character embarks on a tried-and-true path of training in order to learn the secrets of his combat style. Consult the combat style descriptions below to find your combat school’s class abilities as a Trainee, Novice, Adept, Expert, and Master.

Style: Red Sword Fencing School

This style is an adaptation of fencing styles made by Mannulus val’Sheem, who was disgusted by the “gentleman’s club” dueling schools of Savona. Mannulus moved to Old Coryan and began teaching anyone whose skill impressed him, regardless of their status. At first the student is taught how to wield his chosen weapon as an extension of his body, with finesse, grace, and speed. This is taught not by instruction, but in sparring matches with masters and students further along in skill. This method not only refines the dueling technique of the student, it also exposes him to a wide variety of moves, counters, and techniques. Due to the shady backgrounds of many of this school’s students, this method of training leads to a harsh, no-holds-barred style that retains all the finesse of dueling but little of the honor. Such is the skill of the Red Sword masters that the Fellowship of Old Coryan recruits heavily from this school, which is in large part the reason for the Fellowship’s continued supremacy over portions of Old Coryan.

Table 6-11: Combat Styles of Onara Advancement Chart

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Advantages and Limitations, Combat Style – Trainee
2nd	+2	+3	+3	+0	Novice
3rd	+3	+3	+3	+1	Adept
4th	+4	+4	+4	+1	Expert
5th	+5	+4	+4	+2	Master

Additional Requirements:

- **Feats:** Dodge, Power Attack, Mobility, Spring Attack, Whirlwind Attack.
- **Chosen Weapon:** Weapon Focus and Weapon Specialization with one of the following: longsword, shortsword, bastard sword, greatsword, rapier, or gladius
- **Special:** Must beat two beginning students equal to the skill level of the character in a sparring match, and even then the master must be impressed with the applicant’s form, technique, and (most importantly) flair.

Style Features:

Trainee: Canny Defense
Novice: Demi-Volt
Adept: To Meet the Charge, Punto Rivero
Expert: Pressing Attack
Master: Spinning Strike

Style: Flavious Technique of “The Steel Wall”

This style originated in the val’Sheem households of Sweet Savona. Developed by the ex-legionnaire Flavious val’Sheem, the Steel Wall style focuses on almost total defense. At first, the student is taught patience and several purely defensive maneuvers. It is during this stage in the training that most students become frustrated with the style and leave. The students that progress past this phase are taught how to put their patience to good use, to look for the smallest opening in an opponent’s defense. Masters of the Steel Wall become bastions of defense, occasionally striking out with the speed of a snake. Students also learn the weakness of their style, becoming so focused on their own defense that they sometimes stumble when faced with an opponent willing to wait and look for his own opening rather than immediately attacking.

Additional Requirements:

- **Skills:** Sense Motive 5 ranks
- **Feats:** Dodge and Quick Draw.
- **Chosen Weapon:** Weapon Focus with one of the following: longsword, shortsword, bastard sword, greatsword, rapier, or gladius
- **Special:** When attempting to join this school, applications must pass a test in which they are required to do nothing but defend themselves for 10 rounds against two students of the school. Val’Sheem characters are sometimes given more leeway in this test.

Style Features:

Trainee: Canny Defense
Novice: Impeccable Expertise
Adept: Passing the Charge, Parry
Expert: Defensive Perfection
Master: Riposte

Style: Tasavona Style or “The Twin Sting”

Developed by the famed dark-kin duelist Tasavona, this style turns its practitioners into a deadly whirlwind of flashing steel. Students are taught how to mislead their opponents, forcing them to defend one side of the body more than the other, creating openings which the student is taught to take advantage of. But students quickly learn the weaknesses of their fighting style, as the Tasavona style depends upon brash and daring maneuvers which rely more open bravado than skill.

Additional Requirements:

- **Balance:** 5 ranks
- **Feats:** Dodge, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)
- **Special:** The traditional entrance “exam” consists of a night of hearty drinking and eating. This is more a popularity contest than a test of skill and constitution. Most potential students can’t remember anything after the third bar.

Style Features:

Trainee:	Canny Defense
Novice:	Double Lunge
Adept:	Trap and Cut, Balance and Grace
Expert:	A Thousand Cuts
Master:	The Cruellest Cut

Style: “Twin Storms” or “The Way of the Thunder and the Lighting”

One of the few almost exclusively Milandisian styles, the Twin Storms style was developed by Borgus, a Paladin of Hurrian from Ashvan who preferred the double-bladed sword to the twin longswords sported by his brothers. Unable to find a master to teach him, he studied long hours in solitude, developing his style based on the speed capable with a double-bladed sword, spinning the sword rapidly in order to cut as many times with as much force and aggression as possible. After traveling the land for ten years, Borgus returned home just in time to meet the Cancere army there in 803 I.C. He quickly proved to General Augustos val’Tensen the effectiveness of his style, his flawless attacks many times turning the tide of battle.

Though successful, the infrequent use of the double-bladed sword has caused this style to remain rare. Those few Masters that do exist are almost exclusively Milandisian followers of Hurrian, and rarely take students who are not of the same faith. Students are first taught to handle the double-bladed sword with an expert hand, then with greater and greater speed, until the wielder appears to be holding a whirlwind of destruction.

Additional Requirements:

- **Feats:** Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting, Weapon Focus (two-bladed sword)
- **Special:** There are only a handful of masters able to teach this style. They will normally take on any student devoted to Hurrian who can demonstrate basic proficiency with the two-bladed sword.

Style Features:

Trainee:	Impeccable Expertise
Novice:	Cutting Trip
Adept:	Cutting High and Low, Passing the Charge
Expert:	Pressing Attack
Master:	A Thousand Cuts

Style: Haven’s Blade

Originating in Canceri, the Haven’s Blade style was first created by the Nierites that patrolled the Wall of the Gods. One of the most well rounded styles, a practitioner is first taught purely defensive maneuvers, allowing the student to compensate for the loss of a shield. As the student’s skills develop, he learns maneuvers which depend upon the power and strength of the wielder, permitting him to best even the strongest of warriors. Students of the Haven’s Blade school know that their style is less than perfect, as most of its maneuvers leave the practitioner open if even for a split second. For a trained enemy, a split second is sometimes all that is needed.

Additional Requirements:

- **Feats:** Weapon Proficiency (greatsword), Weapon Focus (greatsword), Power Attack, Cleave, Great Cleave
- **Special:** The proposed student is made to fight another student within a circle of fire. The battle may be won by either knocking your opponent outside of the ring of flames, or rendering him unconscious. Death is rare, but does happen occasionally.

Style Features:

Trainee:	Impeccable Expertise
Novice:	To Meet the Charge
Adept:	Flowing Sand
Expert:	Mighty Swing
Master:	Mighty Cleave

Style: Steel Dragon

Originating from Savona, the Steel Dragon is considered one of the most difficult fighting styles to master in all of Onara. This is a style that has often taken the eye and in rare cases the life of a student. This style uses the Steel Whip combined with an off-hand weapon, turning the student into a deadly whirlwind of steel. Like many styles, the Steel Dragon tries to make up for the loss of a shield by focusing upon defense for the early stages of the style; it is in these early stages that most students injure themselves, and many students sport their scars as badges of honor for ‘doing their time’. The style has several weaknesses, the worst of which is the steel whip, which becomes worthless at close range where the student finds himself restricted by the whip’s length. Students of the Steel Dragon quickly learn how to compensate for these limitations.

Additional Requirements:

- **Feats:** Exotic Weapon Proficiency (Steel Whip), Two-Weapon Fighting, Weapon Focus (Steel Whip), Weapon Finesse.
- **Special:** Most schools will take almost anyone for the right price, as most masters know many students will leave of their own volition after a few badly placed whips and strikes. The ones which can endure the pain are quickly molded into dedicated students.

Style Features:

Trainee:	Canny Defense
Novice:	Cutting Trip
Adept:	Spinning Strike
Expert:	Pressing Attack
Master:	Reaping the Whirlwind

Style: “Hand, Blade, and Mind”

Known as a “low” style by the Kio, unlike most Kio styles this one is taught in many small schools and by traveling masters scattered throughout the League of Princes. This is also one of the only Kio fighting styles known to freely accept non-Kio as students. Focusing upon calming “The Storm Within,” this style is as much a belief system as a fighting style, teaching the student to protect their minds as much as their bodies. Unlike most schools, this school is in reality a “prep-school” of sorts, filtering out the most talented students, grooming them for the next step – entrance to the exclusive Sova academy, the home of “the sword that believes.”

Additional Requirements:

- **Feats:** Exotic Weapon Proficiency (Kio sword), Weapon Focus (Kio sword), Quick Draw
- **Skills:** Concentration 4 ranks, Knowledge (psionics) 4 ranks
- **Special:** The student must bring his own Kio sword; simply demonstrating the fact that he has earned the right to bear such an honorable weapon is a large part of the entrance requirements for this school.
- **Special:** Technically, potential students must prove themselves disciplined and dedicated enough to join via a series of psychological and physical tests. In practice, those of Kio blood normally will find themselves accepted without difficulty, while those without Kio blood will have to impress their tester sufficiently to gain entrance.

Style Features:

Trainee:	Canny Defense
Novice:	Parry
Adept:	Improved Quick Draw, Pressing Attack
Expert:	A Thousand Cuts
Master:	Flowing Sand

Style: “The Sword that Believes”

The Sova Academy is one of the most exclusive academies in all of Onara. This is the only Kio academy ever known to accept non-Kio, albeit very rarely and only by invitation. This academy is the only school known to teach one of the rarest styles upon the face of Onara, the style known as “The Sword that Believes.” Shrouded in mystery, most believe this style to be nothing but a fantasy, a legend, a story told at other schools.

Additional Requirements:

- **Race:** Kio or of Kio descent
- **Feats:** Exotic Weapon Proficiency (Kio sword), Weapon Focus (Kio sword), Pureblood Kio, Quick Draw, Improved Quick Draw.
- **Special:** The student must bring his own Kio sword.
- **Special:** Unlike most styles a practitioner of Hand, Blade, and Mind may join this school after achieving the rank of Adept, as most students are groomed in the “lesser” school. This school and the Hand, Blade, and Mind school do not count as opposing styles for purposes of the 20% XP penalty usually associated with taking levels in more than one combat style.
- **Special:** Students within schools of the Hand, Blade and Mind are regularly put through a series of sparring matches with recruiters for this school. These matches

are passed off as a regular part of the training, but each match is designed specifically to test the skills of that particular student. Finally the student is invited to a secret class, where he is put through the final test. The student is placed in a room with two current members of the school, and all three are blindfolded. The match is almost always lost by the novice; in fact, the Masters of this school fully expect the new student to fail. This final match is more of a tradition than anything else; by the time the student is invited to this match he has almost certainly already been accepted.

Style Features:

Trainee:	Blind-Fighting
Novice:	Impeccable Expertise
Adept:	A Thousand Cuts, Instinctual Defense
Expert:	Strike Without Thought
Master:	Flowing Sand, Mighty Swing

Style Maneuvers Descriptions:

Blind-Fighting (Ex): When wielding a Kio sword, you gain the benefits of the Blind-Fight feat from *Core Rulebook I*.

A Thousand Cuts (Ex): When performing a full attack action, you gain an additional attack at your full base attack bonus. This additional attack does not stack with additional attacks gained through the use of *haste* or similar effects.

Balance and Grace (Ex): While wielding dual rapiers, the character may treat the rapier in his off hand as if it was a light weapon for purposes of two-weapon fighting penalties.

Canny Defense (Ex): When not wearing armor or using a shield, and using the style’s chosen weapon or weapon combination, the character adds 1 point of Intelligence bonus (if any) per level the character has gained in her style to her Armor Class. If a character possesses this ability through multiple classes which allow for the use of the same weapon or weapon combination, the bonuses do not stack; the class which provides the highest AC bonus prevails.

Cutting High and Low (Ex): You have learned how to force an opening with your attacks. When executing a full attack action, you may take a -2 penalty to all your attack rolls except your last attack roll, which gains a +5 bonus. For example, if you normally get two attacks at +11/+6, you may instead attack at +9/+11. If you gain an extra attack during the full attack action from some other ability, you may combine that ability with this one. For example, if through the use of A Thousand Cuts you are able to attack at +11/+11/+6, you may instead attack at +9/+9/+11.

Cutting Trip (Ex): If an opponent is flat-footed, the character’s first attack is also considered a trip attack.

Defensive Perfection (Ex): If the character decides to fight defensively he only suffers a -1 penalty on his attack rolls. This ability may be combined with the Duelist’s Elaborate Parry ability.

Demi-Volt (Ex): When performing a charge attack the practitioner may execute a demi-volt, gaining a +4 bonus to attack and damage, but suffering a -4 to AC until his next action. This ability may be used in conjunction with Tumbling

Combat Styles of Onara ■ PRESTIGE CLASSES

Strike in an incredibly difficult maneuver (Tumble check DC 25 plus 2 for each five feet of movement you make during the charge) giving the character a +6 to attack and damage, but only suffering a -3 penalty to AC.

Double Lunge (Ex): When wielding two weapons and executing a charge attack, you may opt to attempt a Double Lunge. You make a single attack roll, using the average melee attack bonus of both weapons (round down). If you hit, roll damage as if you hit with both weapons. Regardless of the success of your lunge, you suffer a -6 penalty to AC the following round. If you roll a critical hit, only one of your two attacks (your choice) is actually the critical hit; the other deals damage normally.

Flowing Sand (Ex): When using his chosen style's weapon or weapon combination, the character is treated as having the Flowing Sand feat (See *Chapter 5 – Feats*), even if he does not have the normal prerequisites for that feat.

Instinctual Defense (Ex): The character can never be flanked or caught flat-footed, except by a rogue of 5 levels higher than the character's total Base Attack Bonus.

Impeccable Expertise (Ex): When using expertise you gain a +4 to AC for every -3 you subtract from your attack rolls.

Mighty Cleave (Ex): As with Great Cleave, except that the character may take one 5-foot adjustment between attacks, with the total number of 5-foot adjustments limited to the character's Dexterity modifier (minimum 1).

Mighty Swing (Ex): This strange but effective maneuver teaches the practitioner to swing a two-handed weapon with but one hand, trusting in the weight and momentum of his swing. As a full-round action, the character may make one attack at his highest base attack bonus. For this attack the, weapon gains five feet of additional reach, and deals an additional +4 points of damage. This attack can be combined with Cleave feats as well as Whirlwind Attack.

Punto Rivero (Ex): During a full attack action, if the character takes a five-foot step between any two of his attacks, he gains a +2 bonus on his attack roll with the attack immediately following the five-foot step.

Parry (Ex): When using the Combat Expertise feat, you gain an AC bonus equal to one-half your Intelligence bonus (rounded down). This bonus does not stack with the Duelist's Canny Defense ability. The bonus gained through this ability stacks with the improved adjustments provided by Impeccable Defense, but only when both abilities are part of the same combat style.

Passing the Charge (Ex): When charged, the character may take an attack of opportunity upon the charging opponent. If this attack of opportunity is successful, deal damage normally, and place the character behind the charging opponent (who remains in whatever square he ended his charge to make an attack). Unless the charging opponent also has Pass the Charge, the charge attack is nullified.

Pressing Attack (Ex): When performing a full attack action, you may choose to force your opponent back. With each attack you make, your opponent is forced to make a Will save DC 10 + your practitioner level + your Charisma bonus. If your opponent fails his save he is immediately forced back 5 feet, after which you are moved into the square he once occupied as a free action. If for any reason moving back would cause the

opponent harm (moving through an occupied space, falling off a cliff, etc.) then your opponent gains a +5 circumstance bonus on his saving throw. This ability only works on Humanoids, Animals, and Beasts of up to Large size.

Reaping the Whirlwind (Ex): This ability is unique to the Steel Dragon school, and it is also the school's most feared offensive maneuver. When using the steel whip, the character may, as a full-round action, make one attack at her highest base attack bonus against every target within the range of the whip (typically 15'). This ability may not be combined with any other special maneuvers, and leaves the character particularly vulnerable, reducing his AC by the number of opponents attacked for the following round.

Riposte: When using his chosen style's weapon or weapon combination, the character is treated as having the Riposte feat (See *Chapter 5 – Feats*), even if he does not have the normal prerequisites for that feat.

Spinning Strike (Ex): When using your chosen style's weapon or weapon combination, and executing a Spring Attack, you may take one additional attack, at your highest base attack bonus, against a different opponent within reach at the moment in time when he make your Spring Attack against the chosen foe. (In other words, this maneuver lets you use the Spring Attack feat and attack twice, but you must attack two different targets, and you must make both attacks at the same time.) The second opponent's ability to make attacks of opportunity against you for your movement is not negated by either the Spring Attack feat or this maneuver.

Strike Without Thought (Ex): You have learned to trust your instincts and strike when needed. Whenever an invisible or otherwise hidden opponent passes through an area you threaten, you may take an attack of opportunity. This attack does count against your normal number of attacks of opportunity for the round, so if you do not have any attacks of opportunity available, you cannot take advantage of this maneuver.

The Cruellest Cut (Ex): When performing a full attack action, if you score two or more critical hits, the critical multiplier for the second critical hit is increased by 1. (For example, if you are wielding a 19-20/x2 weapon and you score two critical hits during the same full attack action, the second critical hit is actually rolled at x3 instead of x2.)

To Meet The Charge (Ex): You may leap into a charge attack. Once per round when charged the practitioner may take a free five-foot foot step toward a charging opponent, and make an attack of opportunity. If the attack is also a confirmed critical then the critical multiplier of the weapon is increased by 1. This maneuver can be combined with the Demi-Volt ability into a risky but devastating attack.

Trap and Cut (Ex): You may attempt to pin your opponent's weapon or shield. To do so you must, with your first attack, succeed on a disarm attempt (which does not provoke an attack of opportunity, and does not force the opponent to drop the disarmed weapon). If successful, your opponent may not use the weapon or shield that you "disarmed" until the beginning of your next turn. Unlike a standard disarm attempt, if you fail to disarm your opponent you cannot be disarmed yourself. Finally, if you succeed in your pin attempt you gain immediate free attack at the same attack bonus as the attack that you used to make the disarm attempt. You may only attempt one Trap and Cut attack per round.

EMERALD SOCIETY ARCHAEOLOGIST

To unearth the past for the benefit of the future: such is the motto of the Emerald Society archaeologist. The cream of the crop within the ranks of the Emerald Society, the archaeologist is equal parts a scientist, an intellectual and an explorer. Taking the task of the Emerald Society to new heights, the archaeologist specializes and dedicates her life to the pursuit of lost lore from bygone ages. Her field research rediscovers the buried legacy from civilizations past, bringing new information to the libraries of the Society for the benefit of all members and the world at large.

Emerald Society Archaeologists are active and always on the hunt for new knowledge, pausing only long enough to collect their findings and report back to the Society. Bards make up the bulk of the ranks due to their innate compatibility of goals, with rogues and loremasters not far behind. Druids, rangers, sorcerers, and wizards bring specific skills to their trade as archaeologists, though it requires that they depart somewhat from their usual courses of training. NPC archaeologists are found mostly out in the wilderness, either on some ongoing dig, exploring a potential site, or in pursuit of some lost piece of knowledge. These individuals are found wherever the Emerald Society keeps a strong presence – performing a variety of tasks, all the while anxiously awaiting the moment they can set out into the world once more.

Requirements:

To qualify to become an Emerald Society Archaeologist, a character must fulfill all the following criteria:

- **Appraise:** 3 ranks
- **Decipher Script:** 3 ranks
- **Disable Device:** 4 ranks
- **Gather Information:** 4 ranks
- **Knowledge (history):** 8 ranks
- **Knowledge (geography):** 5 ranks
- **Knowledge (any other):** 3 ranks
- **Search:** 4 ranks.
- **Feats:** Diligent, Skill Focus (Knowledge: history)
- **Special:** Trapfinding class feature, must possess the Scholar feat or be a member of a recognized archaeological organization (Emerald Society or Followers of the Azure Way), must be literate.

Hit Die: d6

Skill Pointer at each level: 8 + Intelligence modifier.

Class Skills:

The Emerald Society Archaeologist's class skills (and their key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Gather Information



(Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Open Locks (Dex), Profession (Wis), Research (Int), Ride (Dex), Search (Wis), Sense Motive (Wis), Speak Language, Survival (Wis), Swim (Str), Use Magic Device (Cha), and Use Rope (Dex).

Class Features:

All of the following are class features of the Emerald Society Archaeologist prestige class.

Weapon and Armor Proficiency: Emerald Society Archaeologists gain proficiency with any one of the following weapons: gladius, longsword, or whip.

Ancient Lore (Ex): Emerald Society Archaeologists are trained in a variety of subjects to better perform their job in the field. Starting at 1st level, the Archaeologist gains the ability to know ancient historical information regarding notable people, legends, legendary items, and ancient historical topics. She uses this ability by making a lore check with a bonus equal to her Emerald Society Archaeologist class level + her Intelligence modifier. If she already has the bardic knowledge (or similar, e.g. loremaster's lore ability) ability, add the Emerald Society Archaeologist levels to determine the total lore check bonus. (See Bardic Knowledge, under the entry for Bard in *Core Rulebook I*).

Table 6-12: Emerald Society Archaeologist Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Ancient Lore, Subject Specialization
2nd	+1	+3	+3	+0	Investigator
3rd	+2	+3	+3	+1	Find the Past, Subject Specialization, Trap Sense +1
4th	+3	+4	+4	+1	Knowledge Mastery
5th	+3	+4	+4	+2	Researcher, Subject Specialization
6th	+4	+4	+4	+2	Great Lore, Trap Sense +2

Subject Specialization (Ex): At 1st level, the Emerald Society Archaeologist declares one Knowledge skill in which she has at least 4 ranks as a specialization. She now gains a +3 circumstance bonus to all specialization Knowledge skill checks. The Archaeologist chooses a second specialization at 3rd level, and a third specialization at 5th level.

Investigator (Ex): At 2nd level the Emerald Society Archaeologist gains the Investigator feat as a bonus feat.

Find the Past (Ex): The Emerald Society Archaeologist is more than a simple dust-digger; she is a highly trained seeker of the past, capable of locating valuable pieces hidden for centuries. Starting at 3rd level, as a full-round action, the Archaeologist can *locate objects* per the spell. She may do this a number of times per day equal to her Archaeologist class level plus her Intelligence modifier.

Trap Sense (Ex): At 3rd level, the Emerald Society Archaeologist gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. This bonus rises to +2 when the Archaeologist reaches 6th level. Trap sense bonuses gained from multiple classes stack.

Knowledge Mastery (Ex): The Emerald Society Archaeologist is so well versed in her field that she is able to recall varied amounts of information with little trouble. Starting at 4th level, as a free action, the Archaeologist may take 10 on any Knowledge skill check, and may take 20 on any Knowledge skill check with which she has Subject Specialization.

Researcher (Ex): Emerald Society Archaeologists are master researchers, able to glean valuable information from a vast and varied amount of sources. At 5th level the Archaeologist receives a +2 competence bonus on all Gather Information and Knowledge skill checks.

Great Lore (Ex): At 6th level, as a full round action, the Emerald Society Archaeologist gains the ability to *identify* magic items, as the spell, with out need of material components. She may do this once per item examined.

GLADIATOR

“One day only in the Circus Sicaris, the Gladiator Skaar Jhitu will fight the mighty Aldricus Maximus, famous Gladiator of the Coryani Empire! Arrive early for a spectacular display of man versus beast as our trained fighting slaves go up against deadly Lions! Stay late for a chance to speak with the winner of the Jhitu/Maximus match personally, if he can still speak!”
- Bulletin for the Circus Sicaris

In the Coryani Empire and the City of Sicaris they have a reputation that is unmatched by anyone, including the Emperor. They are the celebrities and idols of their era... at least, for as long as they live. They are the Gladiators. Not professional fighters, but instead entertainers and showmen, Gladiators fight in little armor with flashy styles. Their personalities are often as important as their skills, as they are followed about by mobs of worshipful fans. But it is a hard road. A Gladiator begins with nearly nothing, unknown, despised, often with nowhere else to turn. Most will die in their first match. Nearly all of those remaining will die before they gain any measure of fame. Only the best become legends, and even that lasts only as long as the next fight. It is few gladiators who live to retirement, and fewer still who retire wealthy.

Requirements:

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

- **Base Attack:** +3.
- **Feats:** Combat Expertise, Dodge.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Gladiator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Examine Martial Technique (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

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

Weapon and Armor Proficiency: The Gladiator is proficient with all simple and martial weapons, light armor, medium armor, and shields (including tower shields).

Combat Style (Ex): At 1st level, a Gladiator must select one of the following combat styles to master: Samnite, Thracian, Murmillo, Retiarius, Equites, Essedarii, or Andabatae. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. Based on the fighting style selected, the Gladiator gains a bonus feat (even if he does not meet the prerequisites for the listed feat).

Samnite: Weapon Focus (shortsword and shortspear)

Thracian: Weapon Focus (shortsword (Sica))

Murmillo: Weapon Focus (any type of sword, or the shortspear)

Retiarius: Exotic Weapon Proficiency (net) and Weapon Focus (trident)

Sefacci: Two-Weapon Fighting

Andabatae: Improved Unarmed Strike

The benefits of the Gladiator's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor, with the exception of Gladiators who advance in the Samnite style, which allows them to fight normally while wearing medium armor.

Uncanny Dodge: At 2nd level and above, a Gladiator retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 6th level, the Gladiator can no longer be flanked. A Rogue or Gladiator at least four levels higher can still flank the character normally. The Gladiator loses these special abilities when fighting in medium or heavy armor, with the exception of the Gladiators who advance in the Samnite style which allows them to use this ability when in Medium armor.

Endurance: At 3rd level, the Gladiator gains this feat as a bonus feat.

Improved Combat Style (Ex): At 4th level, a Gladiator's aptitude in his chosen combat style improves. The Gladiator gains the listed benefits, which are based on the combat style the Gladiator chose at 1st level. If the fighting style grants a feat, the Gladiator gains it as a bonus feat (even if he does not meet the prerequisites for the listed feat).

Samnite: Armor Optimization: +1

Thracian: Armor Optimization: +1

Murmillo: Armor Optimization: +2

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Retiarius: Improved Trip, Canny Defense ability

Sefacci: Two-Weapon Defense

Andabatae: Blind-Fight, Weapon Focus (unarmed strike)

The benefits of the Gladiator's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor, with the exception of Gladiators who advance in the Samnite style, which allows them to fight normally while wearing medium armor.

Armor Optimization (Ex): When wearing armor with which he is fully proficient and which is permitted by his fighting style, the Gladiator gains the listed value as an increase to the armor bonus provided by the armor. This is not considered an enhancement bonus, but rather is treated as if the armor's own AC bonus were increased by the listed amount. The armor check penalty and maximum Dexterity bonus of the armor do not change.

Idolized by the Mob (Ex): Gladiators, at least the successful ones, have been known to become as famous and as idolized as the richest of nobility. Among the common folk of his homeland the Gladiator's fame is great indeed. The Gladiator now gains a +1 circumstance bonus for every 2 Gladiator levels to all Charisma based skill checks when dealing with the common folk of his homeland. But such fame comes at a cost. The Gladiator will find himself hard-pressed to defend his reputation as young and brash warriors will soon seek out the Gladiator, wishing to make a name for themselves, and the GM is encouraged to make the PC's life difficult should the Gladiator ever wish to be inconspicuous in his homeland.

Signature Weapon: At 5th level the Gladiator gains a signature weapon, a specific weapon (as opposed to weapon type) that the Gladiator is proficient in, and once the Gladiator chooses the weapon, he may never have a different type of weapon as his signature weapon (though the specific weapon may change, as described below, the type of weapon must always remain the same). When wielding his Signature Weapon, the Gladiator gains a +1 bonus to hit and damage with that weapon. If for any reason the Gladiator loses his Signature Weapon or wishes to change it to another one (for example, if his old one is sundered, or if he finds one with better magical properties) he must take 30 days to become accustomed to the balance and feel of the new weapon. The new signature weapon must be of the same type as the previous one.

Amazing Fortitude (Ex): Starting at 6th level, if the gladiator is exposed to any effect that normally allows a character to attempt a Fortitude saving throw for half damage, the Gladiator takes no damage with a successful saving throw. Unlike his combat style abilities, the Gladiator may wear any type of armor when using this ability.

Defensive Roll (Ex): Once per day, when the Gladiator would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or spell-like ability), the Gladiator can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The Gladiator must be aware of the attack and able to react to it in order to execute the defensive roll — if he is denied his Dexterity bonus to AC, the Gladiator can't roll with the attack. The Gladiator loses this special ability when fighting in Medium or Heavy armor.

Diehard: The Gladiator gains this feat as a bonus feat.

Combat Style Mastery (Ex): At 8th level, a Gladiator's aptitude in his chosen combat style improves again. The Gladiator gains the listed benefits, which are based on the combat style the Gladiator chose at 1st level. If the fighting style grants a feat, the Gladiator gains it as a bonus feat (even if he does not meet the prerequisites for the listed feat).

Samnite: Weapon Specialization (shortsword and shortspear)

Thracian: Weapon Specialization (shortsword (Sica))

Murmillio: Weapon Specialization (any type of sword, or the shortspear, depending upon what weapon was chosen at 1st level)

Retiarius: Weapon Focus (net) and Weapon Specialization (trident)

Sefacci: Improved Two-Weapon Fighting

Andabatae: Improved Grapple, Weapon Specialization (unarmed strike)

The benefits of the Gladiator's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor, with the exception of Gladiators who advance in the Samnite style, which allows them to fight normally while wearing medium armor.

Notes on Combat Styles: Gladiators that take Improved Unarmed Strike as a feat (or gain it as a bonus feat) may deal lethal damage, but may choose to deal nonlethal damage instead with no penalty on the attack roll. The Gladiator also has the same choice to deal lethal or nonlethal damage while

Table 6-13: Gladiator Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Combat Style
2nd	+2	+3	+3	+0	Uncanny Dodge (Dex. bonus to AC)
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Improved Combat Style
5th	+5	+4	+4	+1	Idolized by the mob, Signature Weapon
6th	+6	+5	+5	+2	Amazing Fortitude, Uncanny Dodge (cannot be flanked)
7th	+7	+5	+5	+2	Defensive Roll, Diehard
8th	+8	+6	+6	+2	Combat Style Mastery
9th	+9	+6	+6	+3	Legendary Fortitude
10th	+10	+7	+7	+3	As if they were Gods



grappling. A Gladiator's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A Gladiator's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Gladiator may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a Gladiator striking unarmed. A Gladiator may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. A Gladiator also deals more damage with his unarmed strikes than a normal person would, dealing 1d6 points of damage per strike. This damage increases to 1d8 at 10th level. When wielding his combat style's chosen weapon, a Gladiator who also has the Canny Defense class ability gains a +1 dodge bonus to his Armor Class for each level he has attained in his combat style. This ability may only be used when wearing armor of some type or using a shield of some type.

Legendary Fortitude (Ex): As Amazing Fortitude (see above), but now the Gladiator takes only half damage even on a failed Fortitude save.

As if They Were Gods (Ex): At 10th level, The Gladiator's fame has become the stuff of legend, and even in other nations his name is mentioned and the stories of his battles told. The Gladiator now gains a +2 to all Charisma related skill checks outside his own nation. Within his nation his passing does not go unnoticed, as mobs of fans will follow him about, and challenges will also be accompanied with requests for mentorship. If the Gladiator does not have the Leadership feat, he now gains it as a bonus feat, but with a particular twist. All the followers gained from the feat are commoners, experts, and warriors. These NPCs are the character's entourage, and the GM is encouraged to make them as much of a nuisance as an asset. They will always look out for the character's best interest, and at times get involved in fights protecting the character's reputation, but these fans will disperse unless treated well.

GRAND MASTER

Most fighters are adept at wielding a wide variety of weapons, and many of these are considered Masters. But there are a few who train tirelessly and with a narrow focus, adapting their techniques to a single type of weapon, or occasionally even a single particular weapon. These are the Grand Masters.

Members of this prestige class are known as Grand Masters of whatever weapon they specialize in. For instance, a Grand Master who specialized in the longsword would be known as the Grand Master of the Longsword.

The title of Grand Master is highly sought after, but very difficult to attain, for not only must a Grand Master be a paragon of technique with his chosen weapon, he must also be able to teach apprentices and students to attain their own level of skill. Grand Masters often originate new techniques, if not entire schools of thought, and many a young warrior has died to either impress a would-be teacher, or to achieve the fame of killing a Grand Master in a duel.

There are many fighters who find the specialization of the Grand Master too restrictive, and indeed, most Grand Masters do not adventure, but rather train others in academies, royal houses, and dueling schools. But while the occasional adventuring Grand Master may not be as versatile as a more rounded fighter, when given access to his chosen weapon he is a force wise men fear to face.

Requirements:

To qualify to become a Grand Master, a character must fulfill all the following criteria:

- **Craft (weaponsmith):** 4 ranks.
- **Examine Martial Technique:** 6 ranks.
- **Profession (educator):** 2 ranks.
- **Feats:** Combat Expertise, Improved Disarm, Power Attack, Sunder, and all the following with the same melee weapon; Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Grand Master's class skills (and their key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (weaponsmith) (Int), Examine Martial Technique (Wis), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (nobility & royalty) (Int), Profession (educator) (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Class Features

All of the following are class features of the Grand Master prestige class.

Weapon and Armor Proficiency: Grand Masters gains no additional weapon or armor proficiencies.

Master's Edge (Ex): The Grand Master begins to learn how to use his grip upon his weapon with the utmost efficiency, allowing him to twist and manipulate his weapon in ways that baffle most simple warriors. At 1st level, when wielding his chosen weapon, the Grand Master gains a +1 competence bonus to attempt or oppose disarms and sunders. This bonus increases at levels 3, 5, and 7 to a maximum of +4.

Master's Reputation (Ex): A Grand Master's reputation is sometimes enough to cause younger, less experienced warriors to falter, creating openings the Grand Master can quickly take advantage of. When facing an opponent who knows the Grand Master is a Grand Master, the opponent must make a Will save (DC 10 plus the Grand Master's prestige class level plus the Grand Master's Charisma modifier) or be *shaken* (see *Core Rulebook I* for details) for the duration of the combat. If the opponent appears to be winning at any point during the combat, the opponent can attempt a new save, at the GM's discretion. Other Grand Masters are immune to this effect. This ability remains in effect as long as the Grand Master remains in combat.

Master's Intuition (Ex): As the Grand Master advances in his studies he begins to sharpen and trust his intuition, allowing him to react to attacks as if he had a sixth sense about such things. The Grand Master can use an attack roll with his favored weapon in opposition to grapple or trip attempts instead of the usual rolls. The Grand Master also gains the Style Convergence feat as a bonus feat if he does not already have it.

Quickdraw (Ex): At 2nd level the Grand Master gains Quick Draw as a bonus feat.

The Perfect Cut (Ex): The use of this ability is declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

The Grand Master gains additional uses of this ability at 4th, 6th, and 8th levels. Multiple uses of this ability may not be spent on the same attack (in other words, you can't burn two uses to deal triple damage instead of double damage).

Weapon Mastery: at 3rd level the Grand Master gains the Weapon Mastery feat (See *Chapter 5 – Feats*), even if he does not have the normal prerequisites for that feat.

Strike of the Placid Mind (Su): At 4th level, once per day as a full-round action, the Grand Master can calm his mind to a point where he becomes detached from everything other than his enemy and may strike with inhuman precision

Table 6-14: Grand Master Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Master's Edge +1, Master's Reputation
2 nd	+2	+0	+3	+0	Master's Intuition, Quick Draw , The Perfect Cut
3 rd	+3	+1	+3	+1	Master's Edge +2, Weapon Mastery
4 th	+4	+1	+4	+1	Strike of the Placid Mind
5 th	+5	+1	+4	+1	Improved Quick Draw, Master's Edge +3
6 th	+6	+2	+5	+2	Parry, Weapon Grand Mastery
7 th	+7	+2	+5	+2	Master's Edge +4
8 th	+8	+2	+6	+2	Quicken Strike



through his state of calm. While in this state of calm, which lasts for one round per prestige class level, the Grand Master may use the full attack action, but forego his iterative attacks and instead make a single attack, which is treated as a melee touch attack that ignores any degree of concealment. The Grand Master gains an additional use of this ability at 6th and 8th level.

Improved Quick Draw (Ex): At 5th level, the Grand Master gains the Improved Quick Draw feat (See *Chapter 5 – Feats*)

Riposte (Ex): At 6th level the Grand Master gains the Riposte feat (See *Chapter 5 – Feats*), even if he does not have the normal prerequisites for that feat.

Weapons Grand Mastery: At 6th level the Grand Master gains the Weapon Grand Mastery feat (See *Chapter 5 – Feats*) even if he does not have the normal prerequisites for that feat.

Quicken Strike (Ex): The Grand Master has honed his reflexes to a deadly edge; once per round, 4 times per day, as a free action, the Grand Master may make an additional attack at his full base attack bonus with his chosen melee weapon. This ability may be combined with any attack action, including attacks of opportunity.

HURRIANIC AEGIS

In the time before the God's War, before he was known as the Lord of Storms, Hurrian was known as the Reluctant Warrior, the protector of the Gods. While the followers of Hurrian have continued their deity's task of protecting the weak, it is the Hurrianic Aegises that have become the earthly manifestation of their deity's aspect of guardian and protector.

The origin of this order is lost in time, though the group is believed to have originated as a splinter sect within the church of Hurrian that denied the deity's newer aspect as Lord of Storms in favor of his ancient facet. Even if the story is true, Hurrianic Aegises can today be found mixing freely with their brethren without any division. The Aegis fulfills a unique role within the church, and indeed within the pantheon, as simply the best defender and bodyguard there is. Hurrian's favor has been shown by the granting of special powers to the Aegises. These powers allow members of this order to become veritable living fortresses, always ready to lay down their lives to protect others.

Hurrianic Aegises are all clerics of Hurrian, as they must have the special connection with their deity attainable only by a faithful servant. Multiclassed cleric/paladins abound in the ranks of the Aegises, being the most natural partnership of skills and goals, though many Aegises without the calling of paladinhood are multiclassed barbarians, fighters and rangers, utilizing their martial prowess to enhance their function as protectors. A few Aegises have multiclassed training as bards or monks, though they are few and far in between. NPC Aegises can be found wherever the church of Hurrian has a presence, though they are more likely to be found serving as bodyguards to church dignitaries, nobles, politicians, and adventurers. Wherever anyone needs protecting, a Hurrianic Aegis is bound to be nearby.

Requirements:

To qualify to become a Hurrianic Aegis, a character must fulfill all the following criteria:

- **Religion:** Hurrian.
- **Alignment:** Any non-evil.
- **Base Fort Save:** +5.
- **Concentration:** 6 ranks.
- **Knowledge (religion: Hurrian):** 6 ranks.
- **Spellcraft:** 4 ranks.
- **Feats:** Diehard, Domain Focus (Refuge), Endurance.
- **Special:** Must have the Refuge and Protection domains and must be able to cast 3rd level divine spells.

Hit Die: d10

Skill points at each level: 2 + Intelligence modifier.

Class Skills: The Hurrianic Aegis' class skills (and their key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion: Hurrian) (Int), Knowledge: (nature) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Class Features:

All of the following are class features of the Hurrianic Aegis prestige class.

Weapon and Armor Proficiency: Hurrianic Aegises are proficient with all armors, all shields, and the tower shield.

Spells per Day: The Hurrianic Aegis continues to advance in spellcasting ability. Starting at 2nd level, the character gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have received (such as an improved chance of controlling or rebuking undead). This essentially means that he adds the divine caster levels gained from levels of Hurrianic Aegis to the level of his other spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a Hurrianic Aegis, he must decide to which class he adds his new levels of Hurrianic Aegis for purposes of determining spells per day.

AC Bonus (Ex): The Hurrianic Aegis concentrates solely on protection, both personal and of his allies. Starting at 1st level, the Hurrianic Aegis gains a +1 deflection bonus to his Armor Class as the very air around him seems to deflect attacks. This bonus increases by +1 every other level.

Hurrian's Shield (Su): The Hurrianic Aegis is an embodiment of Hurrian's aspect as the noble defender, always ready to protect the weak and the innocent. Starting at 1st level, once per day per Hurrianic Aegis level, the Hurrianic Aegis may designate any creature as a charge to protect. As long as the Hurrianic Aegis is within 10 feet of his charge, whenever his charge is attacked, the Hurrianic Aegis may exchange places with the charge and receive the attack himself. Whenever an attack is declared against the charge, but before an attack roll is rolled, the Hurrianic Aegis takes the place of the charge, and the charge is moved 5 feet behind the Hurrianic Aegis. This movement provokes attacks of opportunity, all of which must be directed at the Aegis instead of at his charge. The original attack against the charge is then resolved as normal.

Changing places with his charge uses all the Hurrianic Aegis' attacks of opportunity for the round, and his move action for the next round. The Hurrianic Aegis may declare the identity of his charge once per combat as a free action. He may not change that decision for the duration of the encounter.

Greater Domain Focus (Refuge) (Ex): The Hurrianic Aegis continues to specialize in protective magic, learning to enhance the effectiveness of his divine spells. The Hurrianic Aegis gains Greater Domain Focus (Refuge) as a bonus feat.

Toughness (Ex): The Hurrianic Aegis must be tough in order to protect those in need to his very last breath. At 2nd level the Hurrianic Aegis gains Toughness as a bonus feat.

Improved Toughness (Ex): At 5th and 8th level, the Hurrianic Aegis gains Improved Toughness as a bonus feat.

Spontaneous Shield Other (Sp): Starting at 3rd level, the Hurrianic Aegis may convert any prepared spell of 2nd level or higher into a *shield other* spell, just as a cleric can convert any spell into a *cure* or *inflict* spell. The Hurrianic Aegis may also ignore the necessary material component (platinum rings) when casting a *shield other* spell.

Hurrian's Wall (Su): The Hurrianic Aegis gains the ability to dissipate damage taken when protecting others. Starting at 4th level, when he suffers hit point damage from

PRESTIGE CLASSES ■ Hurricane Aegis

any source, he may make a Fortitude save (DC 10 + 1 per hit point of damage taken). If successful, he takes only half the amount of damage (rounded down). The Hurrianic Aegis may do this a number of times per day equal to 3 + his Constitution modifier. This power is treated as an immediate action (since the Aegis can activate it even when it is not his turn) and it can be activated in response to taking damage from either the Hurrian's Shield class ability or the *shield other* spell.

Extra Protection Domain Spell (Ex): Starting at 5th level, the Hurrianic Aegis may prepare an extra domain spell per level, as long as this extra spell is from the Protection domain.

Mass Shield Other (Sp): Starting at 6th level, whenever the Hurrianic Aegis casts any of the *shield other* line of spells (*shield other*, as well as the new versions of this spell in **Chapter 8 - Magic**), he may choose to affect one extra adjacent creature per every two Hurrianic Aegis levels.

Hurrian's Fortress (Su): Starting at 7th level, the Hurrianic Aegis can become a virtually impenetrable fortress of defense. Once per day per every two Hurrianic Aegis levels, as a free action, the Hurrianic Aegis may forego all attacks in a round to increase his AC by an amount equal to his base attack bonus, up to a maximum equal to his total caster level. In order to use this ability the Hurrianic Aegis must not have made any attacks during the previous round. If the Hurrianic Aegis has already made any attacks in a round, he may still use this ability and forego all actions on his next turn (he may only take a 5-foot step on his next turn). This ability may only be activated on the Aegis's own turn.

Quickened Shield Other (Ex): Upon reaching 8th level, the Hurrianic Aegis now casts any *shield other* spells as a free action, as if affected by the Quicken Spell feat. This applies to either prepared or spontaneous versions of the spell. One spell of 5th level or higher must be sacrificed to power this effect, and domain spell slots can be used to satisfy this requirement. The spells cast using this ability may be affected by other metamagic feats as normal. If a Hurrianic Aegis does not have enough spell slots to power this ability, he may not use this ability at all.

Mass Shield (Sp): Starting at 9th level, whenever the Hurrianic Aegis casts the *shield* spell, he may choose to cast the spell as normal, or have the spell affect one extra



creature (five-foot space) per every three Hurrianic Aegis levels. All creatures to be affected must be adjacent to the Hurrianic Aegis to benefit from the *shield* spell. Creatures that take up a space larger than 5 feet count as one creature per every 5 feet of space they take up (thus a horse, which takes up 10 feet, would count as two adjacent creatures). All creatures to be affected by the *mass shield* must be affected in their entire space, or they do not benefit from the spell. Thus a 6th level Hurrianic Aegis who casts *shield* to cover himself and two extra creatures (10 feet) could bring his horse under the effects of the *shield* (since the horse takes up 10 feet, the space equivalent of two creatures) but not any creature taking up 15 feet or more, since such a creature would take up more space than he can affect.

Hurrian's Bastion (Su): Upon reaching 10th level, the Hurrianic Aegis becomes a living fortification, able to defend those in his care against almost anything. The Hurrianic Aegis gains damage reduction 5/-.

Table 6-15: Hurrianic Aegis Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Spells per Day
1st	+0	+2	+0	+0	Hurrian's Shield	+1	
2nd	+1	+3	+0	+0	Greater Domain Focus (Refuge), Toughness	+1	+1 divine caster level
3rd	+2	+3	+1	+1	Spontaneous Shield Other	+2	+1 divine caster level
4th	+3	+4	+1	+1	Hurrian's Wall	+2	+1 divine caster level
5th	+3	+4	+2	+2	Extra Protection Domain Spell, Improved Toughness	+3	+1 divine caster level
6th	+4	+5	+2	+2	Mass Shield Other	+3	+1 divine caster level
7th	+5	+5	+3	+3	Hurrian's Fortress	+4	+1 divine caster level
8th	+6	+6	+3	+3	Quickened Shield Other, Improved Toughness	+4	+1 divine caster level
9th	+6	+6	+4	+4	Mass Shield	+5	+1 divine caster level
10th	+7	+7	+4	+4	Hurrian's Bastion	+5	+1 divine caster level

LARISSAN DANCER

Larissa's role as goddess of forbidden pleasures and sensuality has always drawn an eclectic number of followers to her; the Larissan Dancers are a perfect example of this. Emerging in the city of Savona as mere entertainers-for-hire within the church hierarchy, the Larissan Dancers slowly developed into a highly-trained order within the church. The order counts both men and women among its membership (though women overwhelmingly outnumber the men). Larissan Dancers use their bodies and movements to express their devoutness to the Mistress of Forbidden Pleasures.

Larissan Dancers go through a strict and very secret period of training inside the Temple of Larissa in Savona where they not only condition their bodies, but also their spirits and souls, in order to be worthy of receiving Larissa's gifts. Upon graduation, the Dancers rejoin the fold of the faithful, where they enjoy a special amount of individuality to ply their trade. Larissan Dancers also travel a lot, making appearances at nobles' houses all over the country (in public or highly-paid private appearances), as part of bardic troupes, or as members of ambassadorial retinues to other lands; there is hardly a place where a good dancer is unwanted, and few (if any) are better than the Larissan Dancer. It is precisely because of this that Larissan Dancers are reputed to be the perfect spies, second only to the famed courtesans of Savona.

Bards make up all but a handful of Larissan Dancers, this being a natural progression of their abilities. Some Larissan Dancers are multiclassed clerics of Larissa, and others are multiclassed rogues, while a smaller fraction still are either monks or sorcerers. Larissan Dancers joining from the martial or spellcasting classes are almost unheard of. NPC Larissan Dancers are found all over Onara, though by virtue of being their place of origin, the Coryani city of Savona always boasts a higher than normal number of them at any given time. Larissan Dancers like to travel, either for pleasure or business (and to them there is little difference) and they can be found touring the countryside with an adventuring party or a troupe of performers, in any major city, as well as performing in many a noble's villa.

Requirements:

To qualify to become a Larissan Dancer, a character must fulfill all the following criteria:

- **Religion:** Larissa.
- **Alignment:** Any non-lawful.
- **Bluff:** 6 ranks.
- **Diplomacy:** 6 ranks.
- **Perform (dance):** 10 ranks.
- **Feats:** Acrobatic *or* Agile, Skill Focus (Perform [dance])
- **Special:** Must be able to cast *cat's grace*, or have either the Charm or Senses domain.
- **Special:** Because of the relationship between Cadic and Larissa, Cadican bards may apply to become Larissan Dancers without having to renounce their deity. Cadican bards (followers of Cadic with levels as bard) may become Larissan Dancers by meeting all the above requirements plus the following: Knowledge (religion: Larissa) 4 ranks. In addition, a Larissan Dancer of at least 4th level must sponsor the Cadican bard's petition to join. Upon attaining the first level as a Larissan Dancer, the Cadican bard must now honor Larissa in equal status as Cadic (in effect worshipping them as a married couple) and must remain in good standing with the church of Larissa in order to advance

in levels. A Cadican bard/Larissan Dancer who falls out of favor with the church of Larissa may no longer advance in this prestige class. She regains her ability to advance in level if she atones for her violations (see the *atonement* spell description), as appropriate.

Hit Die: d6

Skill Points at Each Level: 6 + Intelligence modifier.

Class Skills: The Larissan Dancer's class skills (and their key ability for each skill) are: Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (art & architecture) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility & royalty), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Tumble (Dex).

Class Features:

All of the following are class features of the Larissan Dancer prestige class.

Weapon and Armor Proficiency: Larissan Dancers gain no additional weapon or armor proficiencies. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, armor check penalties for any armor apply to the Perform check of any of the Larissan Dancer's dances (if any).

Spells: Larissan Dancers continue to advance in spellcasting ability. When a new Larissan Dancer level is acquired, the character gains new spells per day as if she had also gained a level in any spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have received (such as improved chance of controlling or rebuking undead, metamagic or item creation feats, or bardic knowledge). This essentially means that she adds the level of Larissan Dancer to the level of her other spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before she became a Larissan Dancer, she must decide to which class she adds her new levels of Larissan Dancer for purposes of determining spells per day. Levels in this class do not stack for the purposes of familiar advancement.

Larissa's Dance (Ex): The Larissan Dancer learns to create wondrous and magical effects through her dancing. The Larissan Dancer gains the ability to use any of Larissa's dances once per day per level in the Larissan Dancer prestige class. These dance uses per day may be used to perform the dances unique to this prestige class (see below). Unless otherwise noted, all of Larissa's dances have an effective duration of Concentration (as long as the Larissan Dancer dances) plus one more round. If a Larissan Dancer is also a bard, she learns to channel her bardic magic through her dances as well as through song. Dance uses per day stack with bardic music uses per day for purposes of using bardic music. The Larissan Dancer may also use any bardic music effect channeled through dance instead of through song or word as well (without a verbal component). Bardic music uses per day, however, may not be used to perform any of the Larissan Dancer's special dances. The Larissan Dancer may not combine a bardic music effect with any of Larissa's dances while one or the other is in effect. The character may fight while dancing, but may not cast spells or activate magic items by spell completion or

magic word, due to the concentration involved. Larissan Dancers may only use Larissa's dances when wearing light or no armor, and when carrying a light or medium load. If the Larissan Dancer is wearing medium or heavy armor, or is carrying a medium or heavy load, she may not use any of the Larissan Dancer's dances, nor use bardic music effects through dance. In addition, Perform checks made for any of the Larissan Dancer's dances are subject to armor check penalties.

Dance of Steel (Ex): A 1st level Larissan Dancer with at least 10 ranks in Perform (dance) may perform the Dance of Steel. This dance gives the Larissan Dancer a bonus to her Bluff skill when feinting in combat equal to her Larissan Dancer class level. Additionally, while using this dance, light slashing or piercing weapons gain a +1d4 bonus to damage if the opponent is denied their Dexterity bonus. Dance of Steel expends one daily use of Larissa's Dance.

Dance of Protection (Ex): A 2nd level Larissan Dancer with at least 11 ranks in Perform (dance) may perform the Dance of Protection. For one round per Larissan Dancer level, if the Larissan Dancer is fighting defensively, her dodge bonus to AC is doubled (to +4). If she is using total defense, her dodge bonus increases to +8 and she may make a Perform (dance) check in place of a Tumble check to avoid attacks of opportunity if she moves through a threatened area. If the Larissan Dancer has the Combat Expertise feat, she gains a +2 dodge bonus to AC for every +1 of base attack bonus subtracted, to a maximum of +10. Dance of Protection expends one daily use of Larissa's Dance.

Dance of the Veiled Promise (Su): A 3rd level Larissan Dancer with at least 12 ranks in Perform (dance) may perform the Dance of the Veiled Promise, getting her audience to be better disposed towards her. Performing this dance takes at least 10 rounds and all targets must be able to see the Larissan Dancer for the whole duration. For an hour after performing this dance, she gains a +2 competence bonus to all Charisma-based skill checks against those who witnessed the dance. A Will saving throw (DC equal to the Larissan Dancer's Perform (dance) skill check) negates the effect. This is a supernatural mind-affecting ability. Dance of the Veiled Promise expends one daily use of Larissa's Dance.



Dance of the Entranced Soul (Sp): A 4th level Larissan Dancer with at least 12 ranks in Perform (dance) may perform the *Dance of the Entranced Soul*. A Larissan Dancer can perform this dance to charm a single target as if under the effects of the spell *charm monster* cast as a 7th level sorcerer. The target must make a Will save (DC 13 + the Larissan Dancer's Charisma bonus) to negate the effect. *Dance of the Entranced Soul* is a spell-like, mind-affecting charm, and expends one daily use of Larissa's Dance.

Bardic Dancer (Su): Starting at 5th level, a Larissan Dancer may combine any of Larissa's dances with bardic music. This permits the Larissan Dancer to use one of her dances (requiring the expenditure of a daily Larissa's dance use) as well as using her bardic music (requiring the expenditure of a daily bardic music use). For example, a 5th-level bard/5th-level Larissan Dancer could perform a Dance of Steel while inspiring courage in her allies. The

Table 6-16: Larissan Dancer Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Dance of Steel, Larissa's Dance	+1 caster level
2nd	+1	+0	+3	+0	Dance of Protection	+1 caster level
3rd	+1	+1	+3	+1	Dance of the Veiled Promise	+1 caster level
4th	+2	+1	+4	+1	Dance of the Entranced Soul	+1 caster level
5th	+2	+2	+4	+2	Bardic Dancer	+1 caster level
6th	+3	+2	+5	+2	Dance of Portent	+1 caster level
7th	+3	+3	+5	+3	Dance of the Stone Heart	+1 caster level
8th	+4	+3	+6	+3	Acclaim of the Masses	+1 caster level
9th	+4	+4	+6	+4		+1 caster level
10th	+5	+4	+7	+4	Dance of the Stolen Heart	+1 caster level

Larissan Dancer may voluntarily end either her dance or her bardic music effect at any point. The combination of dance and bardic music is incredibly exhausting on the Larissan Dancer, however. Starting on the round after both dance and bardic music are combined, the Larissan Dancer must make a successful Concentration check every round of performance (DC 13 + 1 per subsequent round). The bonus provided by the Endurance feat applies to this Concentration check. If the Larissan Dancer fails a Concentration check, both dance and bardic music end and the Larissan Dancer becomes fatigued. At least an hour of rest is required before she recovers from this fatigue.

Dance of Portent (Sp): A 6th level Larissan Dancer with at least 13 ranks in Perform (dance) may perform the *Dance of Portent*. After dancing for at least one minute, the Larissan Dancer spins herself into a trance, losing herself in prophecy. This dance works as per the *legend lore* spell cast at the Larissan Dancer's caster level. Once the spell duration ends, the Larissan Dancer is fatigued for a number of rounds equal to 5 – her Con modifier (minimum 1 round). *Dance of Portent* expends one daily use of Larissa's Dance.

Dance of the Stone Heart (Sp): A 7th level Larissan Dancer with at least 15 ranks in Perform (dance) may perform the *Dance of the Stone Heart*. With this dance the Larissan Dancer can break the enchantments and charms placed by others (regardless of the source). This dance works as per the *break enchantment* spell, but only for the purposes of breaking any spell with the Charm, Compulsion, or Mind-Affecting descriptors. This dance will not dispel transmutations, curses, or petrification. At 10th level, a Larissan Dancer with 20 or more ranks in Perform (dance) can break a *geas* or *quest*. *Dance of the Stone Heart* expends one daily use of Larissa's Dance. If used to break a *geas* or *quest*, it uses two daily uses of Larissa's Dance.

Acclaim of the Masses (Ex): Upon achieving 8th level, the Larissan Dancer has gained such popularity that she draws to herself a loyal following. The Larissan Dancer gains the Leadership feat as a bonus feat. Her followers are a broad variety of slavishly devoted common folk (broken down as follows: 78% commoners, 10% experts, 2% aristocrats, 10% warriors) while her cohort is a sworn defender (almost always a love-struck admirer), a Larissan Dancer-in-training, or a cleric or monk of Larissa. If the Larissan Dancer already has the Leadership feat, she now determines her number of followers as if she was two levels higher (her followers must conform to the percentage breakdown listed above). Her cohort is still determined as normal.

Dance of the Stolen Heart (Sp): A 10th level Larissan Dancer with at least 20 ranks in Perform (dance) may perform the *Dance of the Stolen Heart*. With this dance, the Larissan Dancer can transfer control of the enchantments and charms placed by others on one target to her. This works as the *Dance of the Stone Heart*, but instead of dispelling the spells, they are now treated as if the Larissan Dancer had cast them. *Dance of the Stolen Heart* expends three daily uses of Larissa's Dance. If used to take control of a *geas* or *quest*, it uses four daily uses of Larissa's Dance.

MAN-AT-ARMS

"I pledge my life, my loyalty, and my strength to the service of my liege lord. I am his trustworthy Man-at-Arms, and I shall obey his orders and bring honor to his name."

- Typical oath of a Man-at-Arms

Since time forgotten, noblemen have hired bodyguards and champions to do their fighting for them. Such high-born people only rarely have the skill to defend themselves in combat, and thus they require loyal warriors to make up for this deficiency. However, during the first Coryani-Khitani war, the Coryani first came up against champions that were not merely brutes and mercenaries for hire, but were highly disciplined, unswervingly loyal servants, fiercely dedicated to their liege-lords. Nobles who witnessed such warriors in action were impressed by the utter tenacity and unflagging spirit such men showed, and became determined to have men of that sort serving them.

Thus the Man-at-Arms was born. Far more than a simple bodyguard or hired champion, the Man-at-Arms swears a pledge of absolute fealty and loyal service to his sponsor, usually a nobleman with control over some measure of land. This forms a bond of trust between the Man-at-Arms and his patron, who awards his loyal servant with a measure of his authority and resources. Because a Man-at-Arms normally serves as a bodyguard, there are few adventuring Men-at-Arms. However, occasionally one will be sent adventuring by his liege lord as a representative of his lord's name, so that fame may be brought to the lord's estate.

Requirements:

To qualify to become a Man-at-Arms, a character must fulfill all the following criteria:

- **Alignment:** Any non-chaotic and non-evil.
- **Base Attack:** +4.
- **Profession (soldier):** 6 ranks.
- **Knowledge (nobility and royalty):** 4 ranks.
- **Knowledge (history):** 4 ranks.
- **Feats:** Alertness, Lightning Reflexes.
- **Special:** Must swear fealty to a Lord or Noble Sponsor. The Man-at-Arms must swear a Sarishan oath to serve this lord and to defend and protect his lord from harm. If the character ever leaves the service of his leader, he is not able to advance in this class until he has returned to the service of his sponsor or been released from the bonds of his oath and gained another lord.

Hit Die: d10

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Man-at-Arms's class skills (and the key ability for each skill) are: Climb (Str), Diplomacy (Cha), Jump (Str), Handle Animals (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility & royalty) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Ride (Dex).

Class Features:

All of the following are class features of the Man-at-Arms prestige class.

Weapon and Armor Proficiency: The Man-at-Arms gains proficiencies in all simple and martial weapons and all armor and shields, including tower shields.

Respected Authority (Ex): As an extension of his lord's will sometimes the Man-at-Arms must defend himself and his master against political and diplomatic weapons. At times the

Man-at-Arms may find himself operating as the word of his lord. For these instances the Man-at-Arms is trained in some of the finer points of negotiation and eavesdropping. The character gains a +2 competence bonus on Diplomacy, Gather Information, and Sense Motive skill checks.

Organize (Ex): The Man-at-Arms becomes adept at organizing small groups of people to perform tasks. Once per day per 3 class levels, the Man-at-Arms may organize his allies to carry out a particular plan. The Man-at-Arms and his allies must spend at least 1 full minute discussing their plan of action. Once the plan is accepted, the Man-at-Arms and his allies gain a bonus while carrying it out. Up to (5 + the Man-at-Arms's Charisma modifier) characters in addition to the Man-at-Arms himself can gain the benefit of this ability. The Man-at-Arms decides which of the following benefits will be gained as a result of his plan: +1 bonus to AC, +1 bonus to attack rolls, +1 bonus to damage rolls, or a +2 bonus on a particular type of saving throw or skill check (which must be specified by the Man-at-Arms). If used outside of combat, then the bonus lasts for 1 hour, or until the plan is successfully carried out (whichever comes first). If used just prior to combat (for example, if the Man-at-Arms and his allies huddle outside a door to discuss the best way to kick down the door and deal with the creatures on the other side) then it lasts for a number of rounds equal to (3 + the Man-at-Arms's Wisdom modifier) once combat begins.

Bonus Feat: At 3rd, 6th, and 9th level the Man-at-Arms gains a bonus feat. These feats must be drawn from the list of fighter bonus feats.

Faithful Bodyguard (Ex): The Man-at-Arms is skilled in protecting his lord or assigned charge. If the character's lord is not present then the character may assign an ally to be his charge as a move action. When the Man-at-Arms is within 5 feet of his charge, he may apply his shield bonus, any armor class bonus he gains from the Combat Expertise feat, and the *defending* properties of any weapon to his charge instead of himself.

Steady (Ex): All allies within 30 feet of the Man-at-Arms gain a +4 morale bonus on saving throws against fear effects. This ability operates constantly while the Man-at-Arms is conscious, but not if he is unconscious or dead. The Man-at-Arms gains a permanent +4 bonus on his saving throws against fear effects and mind-affecting spells.

Uncanny Reaction (Ex): at 5th level the Man-at-Arms



begins to sharpen his reflexes as well as his mind. The character gains a +1 insight bonus on all Initiative checks. This bonus increases to +2 at 8th level and finally to +3 at 10th level.

Faithful Servant (Ex): The Man-at-Arms' loyalty to his sword liege lord has become unshakable. If the Man-at-Arms is ever *charmed* or *dominated* and asked to do anything that he knows is directly opposed to his lord's goals or that would bring harm to his lord (whether through action or inaction), the character is immediately granted a new saving throw with a +5 bonus.

Uncanny Intuition (Ex): Once per day per Man-at-Arms level the character may re-roll any failed Spot or Listen check if failing the check would result in the Man-at-Arms being caught by surprise. The character gains a +4 circumstance bonus to this re-roll if his lord is also in danger from being surprised.

Hero's Sacrifice (Ex): The Man-at-Arms, if within 10 feet of his lord or charge (see Faithful Bodyguard, above), can react to intercept a critical hit that would have struck his charge. This is an immediate action (since the Man-at-Arms is acting out of turn) and does not change the Man-at-Arms's

Table 6-17: Man-at-Arms Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Respected Authority
2nd	+2	+3	+0	+3	Organize
3rd	+3	+3	+1	+3	Bonus Feat, Faithful Bodyguard
4th	+4	+4	+1	+4	Steady
5th	+5	+4	+1	+4	Uncanny Reaction +1
6th	+6	+5	+2	+5	Bonus Feat, Faithful Servant
7th	+7	+5	+2	+5	Uncanny Intuition
8th	+8	+6	+2	+6	Uncanny Reaction +2
9th	+9	+6	+3	+6	Bonus Feat
10th	+10	+7	+3	+7	Hero's Sacrifice, Uncanny Reaction +3

position in the initiative order. The Man-at-Arms suffers the full damage from the attack instead of his charge, and he trades places with his charge. Any movement necessary to accomplish this does not provoke attacks of opportunity. The charge is moved to any adjacent square of the Man-at-Arms's choice. On her next action, and for that action only, the Man-at-Arms's charge gains a +4 bonus on any attack and damage rolls she makes against the opponent whose critical hit was taken by the Man-at-Arms on her behalf. If the Man-at-Arms dies from the critical hit, then his charge gains a +4 bonus on all attack and damage rolls against all opponents for the remainder of the encounter.

MASTER OF THE HOUNDS

"And it was then that the noblemen cried, "Release the hounds," and lo, the baying of the hounds was heard, and led by their Masters they threw themselves upon the ranks of their foes, the dogs about the legs, crippling the enemy soldiers which fell to noble halberds."

- Excerpt from "Defenders of Milandir, a History"

While the nobles of the various nations of Onara disagree on many things, they almost universally share a passion for one thing: the hounds. Regarded as noble companions and faithful comrades, hunting dogs are a staple around noble estates. For most this is simply a social hobby. But for a few, their hound becomes much more: A companion, a friend, a brother in all things. These nobles share a deep bond with these animals, often treating them better than they do themselves, or their families. As this bond strengthens and grows, the Master of the Hounds gains an almost preternatural understanding of his canine cohort's abilities, and so long as the two of them are together, they make a formidable foe indeed.

Requirements:

To qualify to become a Master of the Hounds, a character must fulfill all the following criteria:

- **Base Attack:** +5.
- **Handle Animal:** 5 ranks.
- **Knowledge (nobility and royalty):** 3 ranks.
- **Survival:** 3 ranks.
- **Feats:** Gentry, Track.
- **Special:** The character must either own a dog or wolf that he has taught at least one trick to or have a canine animal companion gained by virtue of a class ability. The character must then spend one month (32 days) strengthening his bond with his animal.

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Master of the Hounds has the following class skills (with the key ability for each skill): Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Int), Jump (Str), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features:

All of the following are class features of the Master of the Hounds prestige class.

Weapon and Armor Proficiency: The Master of the Hounds gains no additional weapon or armor proficiencies.

Spells: The Master of the Hounds can cast a small number of spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + the spell level + the Master of the Hounds's Wisdom modifier. When the table indicates that the Master of the Hounds is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), he gets only the bonus spells that his Wisdom score would allow. The Master of the Hounds prepares and casts spells as a druid does, though he must choose them from his designated spell list. Unlike a druid, a Master of the Hounds may not lose a prepared spell to cast a *summon nature's ally* spell in its place.

Master of the Hounds Spell List:

1st level: *calm animals, charm animal, command, cure light wounds, jump, longstrider, mage armor, magic fang, summon nature's ally I (canines only).*

2nd level: *aid, bear's endurance, bull's strength, cure moderate wounds, daze monster, heroism, hold animal, summon nature's ally II (canines only).*

3rd level: *blink, deep slumber, dominate animal, greater magic fang, haste, summon nature's ally III (canines only).*

4th level: *animal growth, charm monster, cure serious wounds, freedom of movement, mage's faithful hound, summon nature's ally IV (canines only).*

Hound Companion (Ex): The Master of the Hounds gains a dog or wolf (wolfhound) animal companion, which is treated exactly as the druid class ability. Any prior animal companion that is not a canine is lost. Levels of druid and ranger stack with levels of this class for purposes of determining the Master of the Hounds's animal companion's advancement and special abilities. See *Core Rulebook I* for details on advancing animal companions.

Wild Empathy, Canines (Ex): The Master of the Hounds gains Wild Empathy (with canines only) as per the druid ability.

Status (Ex): The Master of the Hounds is admired in the circles of nobility. The Master of the Hounds gains a +2 circumstance bonus on any Charisma related check when dealing with other nobles or characters with the Gentry feat. In addition, the Master of the Hounds receives the High lifestyle for free when adventuring in his home region.

Head of the Pack (Ex): The Master of the Hounds is adept at giving quick commands. Once per round during combat, if his animal companion is within five feet of him and is hit, he may attempt to negate the hit. The hit is negated if his Handle Animal check is greater than the opponent's attack roll. (This ability otherwise functions identically to the Mounted Combat feat. See *Core Rulebook I* for details on this feat and negating attacks.)

Empathic Link (Su): Beginning at 3rd level, the Master of the Hounds has an empathic link with his canine animal companion. The link extends out to a distance of up to 1 mile. The master cannot see through the companion's eyes, but the pair can communicate empathically. Because of the nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of the Master's companion limits what the creature is able to communicate or understand, and that canines see the world differently from humans, so misunderstandings are always possible.

Augment Summoning: Canines Only (Su): The Master of the Hounds gains the benefits of the Augment Summoning feat, but only when summoning canine creatures.

Hamstring (Ex): The Master and his animal companion have learned how to fight together and coordinate their attacks to strike foes where it hurts. When the Master of the Hounds and his animal companion are flanking with each other, they both gain a 1d6 sneak attack. This increases to 2d6 at 10th level. The Master and the Hound only gain this ability when flanking with each other, not when flanking with other creatures.

Unwavering Devotion (Ex): The bond between hound and master becomes even stronger. The animal companion gains a +5 bonus on all Will saves against enchantment spells and effects. This +5 bonus stacks with the +4 bonus provided by the animal companion ability Devotion (see *Core Rulebook I*).

Superior Breed (Ex): Through proper feeding and exercise, the Master's animal companion has become a breed superior to any other. The Master may add a +2 to any one of his animal companion's physical stats.

Pack Tactics (Ex): The Master of the Hound has become so attuned with canines that he has mastered their tactics. When flanking with any creature, the Master of the Hound gains a +4 bonus to hit instead of the normal +2. When the Master is flanking with his animal companion, the animal companion also gains a +4 bonus to hit instead of the normal +2 bonus.

Lone Wolf (Ex): If for any reason either the Master of the Hounds or his animal companion are reduced below 0 hit points in combat, the surviving member gains the effects of the Diehard feat as well as a +4 bonus to all attack and damage rolls for the duration of the combat or until the downed member regains consciousness (whichever comes first).

Shared Senses (Sp): The Master of the Hounds has reached the ultimate bond with his companion. He may now *scent* on his animal companion once per day, as if cast by a cleric of 10th level.

MILANDISIAN CANTON

"A Canton was riding a fine summer day, when he spied twenty ruffians a-blocking his way, he said move along for this would not be right, t'would take twenty more to have a fair fight"

- Milandisian drinking song

Milandir, unlike Coryan, does not maintain massive legions of professional soldiers. It does have its elite knights, but these are only a fraction of the force needed to protect such a nation. When faced with military necessity, Milandisians turn to their own citizens, only rarely nobles or knights. Instead, their craftsmen, tradesmen, farmers, and professionals are called up to serve as cantons while continuing their livelihoods. Every canton is trained in the halberd and the heavy crossbow, and although units rarely show the tight discipline of a Coryani Legion, they nevertheless show extraordinary spirit and resolve, for these are men in defense of their homes and loved ones. Within these forces of makeshift soldiers, there occasionally arises one who has the natural talent to become a military leader, with an instinctual knowledge of tactics and command. These individuals normally rise to lead the cantons within a small town, or a group of them within a larger town, and they are represented by this prestige class.

Requirements:

To qualify as a Milandisian Canton, a character must fulfill all the following criteria:

- **Citizenship:** Milandir.
- **Base Attack:** +2.
- **Craft or Profession (any):** 5 ranks.
- **Feats:** Conscript.
- **Special:** Sum of mental ability bonuses (Intelligence, Wisdom, and Charisma) must be zero or higher, without magical assistance of devices/items.

Hit Die: d10

Skill Points: 2 + Intelligence modifier.

Class Skills: The Milandisian Canton's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Heal (Wis), Jump (Str), Profession (Wis), Swim (Str), and Survival (Wis).

Table 6-18: Master of the Hounds Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1 st	+1	+2	+0	+2	Hound Companion, Wild Empathy (Canines), Status	0			
2 nd	+2	+3	+0	+3	Head of the Pack	1			
3 rd	+3	+3	+1	+3	Empathic Link	1	0		
4 th	+4	+4	+1	+4	Augment Summoning (Canines Only)	2	1		
5 th	+5	+4	+2	+4	Hamstring +1d6	2	1	0	
6 th	+6	+5	+2	+5	Unwavering Devotion	3	2	1	
7 th	+7	+5	+3	+5	Superior Breed	3	2	1	0
8 th	+8	+6	+3	+6	Pack Tactics	4	3	2	1
9 th	+9	+6	+4	+6	Lone Wolf	4	3	2	2
10 th	+10	+7	+4	+7	Shared Senses, Hamstring +2d6	4	4	3	2



Class Features:

All of the following are class features of the Milandisian Canton prestige class.

Weapon and Armor Proficiency: The Milandisian Canton does not gain any additional armor or weapon proficiencies.

Bonus Feats: Milandisian Canton bonus feats are chosen from the list of feats with the Military designation, as well as the following: Weapon Focus (halberd), Weapon Focus (heavy crossbow), Combat Reflexes, Rapid Reload, Weapon Specialization (halberd), Weapon Specialization (heavy crossbow), Great Fortitude, Iron Will, and Lightning Reflexes. The Canton must meet the prerequisites for any bonus feat he chooses, with the exception that he may choose Weapon Specialization (halberd or heavy crossbow) as long as his total Base Attack Bonus is at least +5 even if he does not have four levels of fighter.

Defensive Line (Ex): When allies are flanking the Canton (i.e. in a line formation), he can use their presence to aid his own defense. Both allies must be able to threaten at least one of the Canton's opponents for the Canton to receive a +1, +2 or +3 competence bonus to AC (depending on Canton level).

Always Set (Ex): The Canton gains the bonus feat Meet the Charge even if the Canton does not meet all the feat's prerequisites.

Line Defense (Ex): When flanked by allies (i.e. in a line formation) and the Canton chooses to aid another for purposes of increasing Armor Class, instead of aiding just one of his flanking allies with +2 AC, the Canton may aid both allies flanking him (giving each one a +2 to AC). If the character has any class feature or feat (such as Brothers in Arms) that increases this bonus, it would apply to this ability.

Counter Charge (Ex): When using a halberd, when the Canton takes an attack of opportunity provoked by a charging opponent (through the use of the feat Meet the Charge), the canton is considered to have set his weapon to receive the charge, thus dealing double damage upon a successful attack. This ability may only be used for the first such attack of opportunity the Canton makes in any given round.

Line Attack (Ex): When flanked by allies (i.e. in a line formation) and the Canton chooses to aid another for purposes of increasing his ally's chance to hit, instead of aiding one of his flanking allies with +2 to hit, the Canton may aid both allies flanking him (giving each one a +2 to hit).

Rapid Set (Ex): The Canton is experienced in getting his halberd back into the set position. At 10th level, every attack of opportunity that he makes against a charging opponent is treated as if his halberd had been set to receive a charge (thus dealing double damage).

Table 6-19: Milandisian Canton Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus Feat, Defensive Line +1
2nd	+2	+3	+0	+0	Always Set
3rd	+3	+3	+1	+1	Line Defense
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+2	+2	Defensive Line +2
6th	+6	+5	+2	+2	Counter Charge
7th	+7	+5	+3	+3	Line Attack
8th	+8	+6	+3	+3	Bonus Feat
9th	+9	+6	+4	+4	Defensive Line +3
10th	+10	+7	+4	+4	Rapid Set

MYRMIDON

“Here’s an idea. You plan strategy. I’ll kill the enemy and be back before you’re done.”
- Zaphithas val’Virdan

Across Onara, thousands fight and die for their leaders, causes, and beliefs. For every person who falls in combat there is always another ready to take his place. Many would-be warriors are only simple militiamen, having only the barest training and equipment. Others are professional fighters who have made a full career as a soldier and come from such organized units as the famed Coryani Legions. Such highly dedicated units often make or break the fates of the leaders who field them. The Myrmidon is something else again. More than just a veteran campaigner, he is in many ways the ultimate expression of heavy infantry.

Able to crush lesser foes aside, Myrmidons seek out and eliminate the most formidable opponents in any given battle. Each Myrmidon is unique in his weapon choice and habits, but all are the same in their lifelong dedication to melee combat. They always strive to better themselves and their skills with deadly weapons. Even a small number of Myrmidons can make or break a battle with their prowess in combat, either devastating enemy lines or defending small territories. Fortunate are the commanders who have these mighty warriors on their payroll or pledged to their service.

Unsurprisingly, most Myrmidons usually come from the ranks of fighters, though barbarians, paladins, and psychic warriors are equally effective. A fell group of Myrmidon/Blackguards are reported to take the field for their dark masters. Few other classes combine the weapon and armor training needed to take this prestige class.

Requirements:

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

Base Attack: +5.

Feats: Armor Proficiency (Medium), Cleave, Dodge, Iron Will, Power Attack, Weapon Focus (any melee weapon).

Special: Must be proficient with all martial melee weapons

Hit Die: d10

Skill Points per level: 2 + Intelligence modifier.

Class Skills: The Myrmidon’s class skills (with the key ability for each skill) are: Climb (Str), Craft (Int), Examine Martial Technique (Wis), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str).

Table 6-20: Myrmidon Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Great Cleave
2nd	+2	+3	+0	+0	Aggressive Negotiations, Heedless Assault
3rd	+3	+3	+1	+1	Dedicated Training +1/+2
4th	+4	+4	+1	+1	Relentless 1/-
5th	+5	+4	+2	+2	True Cleaving
6th	+6	+5	+2	+2	Dedicated Training +2/+4
7th	+7	+5	+3	+3	Armor Optimization
8th	+8	+6	+3	+3	Relentless 2/-
9th	+9	+6	+4	+4	Dedicated Training +3/+6
10th	+10	+7	+4	+4	Trail of Bodies

Class Features:

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

Weapon and Armor Proficiency: The Myrmidon is proficient with all simple and martial weapons and all types of armor and shields (except tower shields).

Great Cleave (Ex): Myrmidons are accustomed to hacking their way through wave after wave of their foes. Upon becoming a Myrmidon, a character gains the Great Cleave feat as a bonus feat.

Aggressive Negotiations (Ex): A Myrmidon all but radiates a sense that he is armed, skilled, and has seen more than his fair share of violence. The character gains Aggressive Negotiations as a bonus feat.

Heedless Assault (Ex): A Myrmidon is willing to put himself at great risk if it means incapacitating or killing his foe. The character gains Heedless Assault as a bonus feat.

Dedicated Training (Ex): A Myrmidon of 3rd level or higher has ingrained his or her combat skills to a subconscious level and is subsequently harder to influence in battle. When in melee combat a Myrmidon gains a +1 morale bonus against magical effects with the “mind-affecting” subtype. The Myrmidon receives a +2 morale bonus against all fear effects while in combat. The bonus increases to +2 (+4) at 6th level and +3 (+6) at 9th level.

Relentless (Ex): A Myrmidon begins to shrug off wounds that would fell most men. At 4th level the Myrmidon gains damage reduction of 1/-. At 8th level the Myrmidon’s damage reduction increases to 2/-. This DR stacks with similar abilities granted by other classes (such as barbarian).

True Cleaving (Ex): Once per day per class level, but no more than once a round, a Myrmidon of 5th level or higher may take a single five-foot step to reach a new target after dispatching a foe. He may take this free step either before or after he makes use of his Cleave feat. This free step does not count as movement for any purpose. For example, a Myrmidon using the full attack option could take a five-foot step in order to engage his opponents and still utilize this ability if he drops an opponent and has the opportunity to take a five-foot step and Cleave.



Armor Optimization (Ex): A Myrmidon of 7th level or higher becomes so familiar with the strengths and weaknesses of various types of armor that by adjusting his stance and defensive work, he effectively raises the armor bonus of any suit of armor he is wearing by 1 point. He may also ignore up to 2 points of armor check penalty. This bonus does not physically alter the armor in any way, and it is not counted as an enhancement bonus (so it stacks). Whenever the Myrmidon loses his Dexterity bonus to AC, he loses the benefit of his Armor Optimization as well.

Trail of Bodies (Ex): When using the full attack action, a 10th-level Myrmidon may include a single move (the total distance moved may not exceed his normal, unenhanced base speed). This movement may be mixed in between his iterative attacks. He may also split this movement up between normal attacks and bonus attacks from Cleave or Great Cleave as he sees fit. If he moves, he must move at least 5 feet, and he may not move more than 10 feet in between any pair of attacks.

For example, if the Myrmidon's normal, unenhanced base speed is 20 feet per round and he gets three iterative attacks when using the full attack action, he may move up to 10 feet after his first attack and up to 10 feet more after his second attack. Or, he could have moved only 5 feet after his second attack and he would then be able to again move 5 feet after his third attack. Alternatively, if he drops a foe with his first attack, he may move up to 10 feet and Cleave, then resume with his second iterative attack. After his second attack, he still has 10 feet of movement remaining, which he can use now or save for movement following his third attack.

All movement performed in this fashion is considered normal movement, even if the distance moved at any one time is only five feet, and the Myrmidon does provoke attacks of opportunity for moving through threatened squares.

OBSIDIAN SNIPER

The senator drops to the ground, with an arrow embedded in his neck. For the first time the Cadre of the Unflinching Light is in disarray. They have taken all precautions to form a protective ring around the senator and travel through a sparsely populated marketplace. The legionnaires are trained to spot signs of danger. There is no way for an assailant to get near the senator without raising an alarm. But the senator lies dead without any signs of warning.

"Round up everyone in the marketplace! The assassin must not be far from here." The Centurion shouts. But deep inside he knew it was fruitless. The arrow just suddenly appeared in the senator's neck, without any indication of where it came from. The accuracy of the shot suggests that the assassin must be nearby. But under physical and magical scrutiny, the legionnaires have yet to locate any archers in the marketplace.

Across the marketplace in a stable, the Obsidian Sniper unstrings his short bow and disappears into the streets before the Centurion realizes what happened and barks his command.

While many assassins use their skills to strike at their targets up close, Obsidian Snipers strike at their targets from a distance. An Obsidian Sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range assassin whose arrows sail accurately to the victim's vital spots. Those who worship Cadic join this Order of Obsidian Snipers. Although an Obsidian Sniper can use any projectile weapons to deadly effect, most prefer the shortbow, being Cadic's favored weapon. There are rumors of Altherian snipers who have been initiated into the order, and who make their kills using special silenced flintlocks.

Requirements:

To qualify as an Obsidian Sniper, a character must fulfill the following criteria:

- **Hide:** 8 ranks.
- **Move Silently:** 8 ranks.
- **Spot:** 8 ranks.
- **Feats:** Far Shot, Point Blank Shot, Precise Shot.
- **Special:** +2d6 Sneak Attack

Hit Die: d6

Skill Points at Each Level: 4 + Intelligence modifier.

Class Skills: The Obsidian Sniper's class skills (and the key ability for each skill) are Balance (Dex), Black Market (Wis), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Slight of Hand (Dex), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Class Features

The following are class features of the Obsidian Sniper prestige class.

Weapon and Armor Proficiency: Obsidian Snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Deadly Accuracy (Ex): The Obsidian Sniper is trained to strike a stationary target with deadly accuracy from a distance. The sniper applies bonus damage due to accuracy, such as damage from the Point Blank Shot feat and sneak attack damage, to her attacks if the target is within the deadly accuracy range. The Obsidian Sniper also deals an additional +1d6 points of damage per attack if the target is within the deadly accuracy range, regardless of whether her attack is a sneak attack or not. Sneak attack damage still only applies when the target is denied its Dexterity bonus to AC.

The Obsidian Sniper needs to spend one round to acquire the target before she can use her deadly accuracy ability. Acquiring the target is a full-round action (which provokes attacks of opportunity). If either the target or the Obsidian Sniper moves more than 5 feet in any round, the sniper must reacquire the target, again spending a full-round action to do so.

Ranged Sneak Attack (Ex): Any time the Obsidian Sniper's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the Obsidian Sniper's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every three levels after. In every other way, treat this ability as a rogue's sneak attack. The bonus dice of damage from this ability stack with other sneak attack abilities the character might have from other classes.

Cadic's Strike (Sp): Starting at 2nd level, as a *swift* action, the Obsidian Sniper can call upon Cadic to enchant a single shot to become the perfect assassination tool. The ammunition is treated as if under an *invisibility* spell. The ammunition becomes visible once it hits a target. At 5th level, the ammunition is treated as if under the effect of a *silence* spell; its area of effect is limited to the immediate space around the ammunition. The ammunition remains silent when it is fired and strikes a target. At 9th level, the ammunition is treated as if under the effect of a *greater invisibility* spell. The ammunition remains invisible even when it strikes a target. These spell effects are treated as if cast by a sorcerer of the Obsidian Sniper's class level. This ability is usable once per day every two Obsidian Sniper levels (e.g. once at 2nd, twice at 4th, etc). When using the *greater invisibility* power of the Cadic's Strike ability to snipe at a foe from a concealed position, the Obsidian Sniper does not take the normal -20 penalty to his Hide check unless the target has some specific means to pinpoint the source of the attack (such as the ability to see invisible objects).

Poison Use (Ex): At 3rd level, an Obsidian Sniper can use poison without any chance of accidentally poisoning herself. Good-aligned Obsidian Snipers should only use poison upon truly evil foes.

Quick Aim (Ex): Acquiring a target for the Deadly Accuracy ability now requires only a move-equivalent action. However, the Obsidian Sniper still needs to reacquire her target if either the target or the Obsidian Sniper moves more than 5 feet in any round.

Lethal Aim (Ex): A 9th level the Obsidian Sniper gains the Deadly Aim feat while using her shortbow as a bonus feat, even though the Obsidian Sniper may not have the normal prerequisites for these feats.

Unshakeable Aim (Ex): At 10th level the Obsidian Sniper has mastered her art. Acquiring a target for the Deadly Accuracy ability is a free action. In addition, the Obsidian Sniper can maintain her target even if the Obsidian Sniper or the target moves more than 5 feet in a round. The Obsidian Sniper may not change her target more than once in a single round, however.

ONARAN TEMPLAR

"The Voei raids become worse every day. It has been decided that this outpost will be abandoned, but first we must make sure the relics, all holy in nature, make it to the shrine of Illiir. I do not fool myself. The Voei know we will be taking our chance soon. They will be ready. But I and my brothers will stand tall, and meet force with force. Though I die, the priests and the relics will make it to safety, and I know Illiir will welcome me into his paradise with open arms. All praise Illiir, who controls all. All praise Saluwe', who gives life. All praise Neroth, who takes life away. All praise Beltine, who will see my spirit safe to paradise. Amen."

- Last Journal Entry of Templar Michaeus val'Assante

There are times when the Mother Church's interests cannot be protected with mere diplomacy and prayer. There are times when holy conflict must be waged to ensure that the faith of Onara does not suffer. In these times the Mother Church turns to its own order of warriors, the Onaran Templars. These are fighters who have been raised in the Mother Church, who have been taught the

Table 6-21: Obsidian Sniper Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Deadly Accuracy 40', Ranged Sneak Attack +1d6
2nd	+1	+0	+3	+0	Deadly Accuracy 50', Cadic's Strike
3rd	+2	+1	+3	+1	Deadly Accuracy 60', Poison Use
4th	+3	+1	+4	+1	Deadly Accuracy 70', Ranged Sneak Attack +2d6
5th	+3	+2	+4	+2	Deadly Accuracy 80', Cadic's Strike (Silenced)
6th	+4	+2	+5	+2	Deadly Accuracy 90', Quick Aim
7th	+5	+3	+5	+3	Deadly Accuracy 100', Ranged Sneak Attack +3d6
8th	+6	+3	+6	+3	Deadly Accuracy 110', Cadic's Strike (Greater)
9th	+6	+4	+6	+4	Deadly Accuracy 120', Lethal Aim
10th	+7	+4	+7	+4	Ranged Sneak Attack +4d6, Unshakeable Aim

tenets of faith even as they have been taught the best ways to dispatch the faithless. They are strong in body and skill, yes, but their true strength lies in their devotion to the Gods. The Templar is faithful and unswerving in his loyalty, and though an Onaran Templar is not given to mindless violence as many fighters are, to face one in battle is a fearful thing.

Requirements:

To qualify to become an Onaran Templar, a character must fulfill all the following criteria:

- **Base Attack:** +5.
- **Knowledge (religion):** 4 ranks.
- **Feats:** Iron Will, Church Education, and proficiency in deity's chosen weapon.

Hit Die: d10

Skill Points per level: 2 + Intelligence modifier.

Class Skills: The Templar's class skills (with the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Class Features:

All of the following are class features of the Onaran Templar prestige class.

Weapon and Armor Proficiency: The Onaran Templar is well trained as a temple guardian and as agent of the church and as a result has proficiency with all types of armor and shields (including tower shields) as well as all simple and martial melee weapons.

Spells per Day: An Onaran Templar learns to cast a small number of divine spells. To use a spell, the Onaran Templar must have a Wisdom score of at least 10 + the spell level. The DC for saving throws to resist a Templar's spells is 10 + the spell's level + the Templar's Wisdom modifier. The Templar's number of spells per day is shown on the advancement table. When the table indicates that the Templar gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. A Templar prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A Templar may prepare and cast any spell on the Onaran Templar spell list (below), provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. A Templar's caster level for the spells that he casts is equal to his class level.

Table 6-22: Onaran Templar Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Relentless 1/-	1	-	-	-
2nd	+2	+3	+0	+0	Religious Fury 1/day	1	0	-	-
3rd	+3	+3	+1	+1	Strength of the Spirit	1	1	-	-
4th	+4	+4	+1	+1	Unshakable dogma, War Domain	1	1	0	-
5th	+5	+4	+2	+2	Relentless 2/-	2	1	1	-
6th	+6	+5	+2	+2	Religious Fury 2/day	2	2	1	0
7th	+7	+5	+3	+3	Weapon Specialization	3	2	1	1
8th	+8	+6	+3	+3		3	3	2	2
9th	+9	+6	+4	+4	Zealot	4	3	2	2
10th	+10	+7	+4	+4	Voice of the Gods	4	4	2	2

Onaran Templar Spell List:

1st level: *bless, bless weapon, cure light wounds, divine favor, lesser restoration, magic weapon*

2nd level: *aid, bull's strength, bear's endurance, cat's grace*

3rd level: *cure moderate wounds, dispel magic, greater magic weapon, prayer*

4th level: *Beltine's blessed strike†, death ward, divine smite†, restoration, sword of faith†*

† - Indicates a new spell found in **Chapter 8 - Magic** of this book.

Relentless (Ex): A Templar begins to shrug off wounds that would fell a lesser warrior. At 1st level, the Templar gains damage reduction 1/-. At 5th level the Templar's damage reduction increases to 2/-. This DR stacks with similar abilities granted by other classes (such as barbarian).

Religious Fury (Ex): Starting at 2nd level, once per day the Templar may send himself into a religious fury, during which the Templar gains a +2 divine bonus to Strength and Constitution for a number of rounds equal 3 plus his Charisma modifier. At 6th level the Templar gains an additional use of Religious Fury per day.

Strength of the Spirit (Ex): The Templar is immune to fear (magical or otherwise), as well as gaining a +4 divine bonus on saves to resist all ability and level-drain effects (including spells that deal ability damage or inflict negative levels).

Unshakable Dogma (Ex): The Templar's faith is unshakable and he cannot be dissuaded that his faith is the correct one. Any attempt to do so by any means, mundane or magical, will automatically fail. If the Templar is ever the subject of a charm or compulsion effect and asked to do anything opposed to his faith or opposed to the will of the Mother Church, he is immediately granted a new saving throw with a +10 divine bonus.

War Domain: At 4th level the Templar gains access to the War Domain, even if it is not one of the domains normally granted by his God.

Weapon Specialization: At 7th level, the Onaran Templar gains Weapon Specialization in his god's chosen weapon, even if he does not meet the prerequisites.

Zealot (Su): His fanatical devotion to his church or sect gives the Templar the faith and the will to continue when others may falter. The Templar gains the Diehard feat, as well as the Fast Healing 1 special quality.

PRESTIGE CLASSES ■ Order of the Still Heart

Voice of the Gods (Sp): Through intense study and devotion, the Templar begins to delve into the true power of scripture and the holy lore of his order. Once per day, as a standard action, the Templar may speak with the Voice of the Gods. He chooses which of his alignment components (Chaos, Evil, Good, or Law) he will use for this ability, which is treated as a *divine word* using the chosen component. For example, a lawful good Templar could use either *word of law* or *word of good*, while a neutral evil templar could use only *word of evil*. (See **Chapter 8 - Magic** for information on spells that are based on the caster's alignment descriptor.) Unlike most spell-like abilities, the Templar utilizes both his mind and his force of personality, so the DC for the saving throw against this spell-like ability is equal to 17 plus both the Templar's Wisdom and Charisma modifiers.

ORDER OF THE STILL HEART

"What? Oh yes, I do worship Neroth. Oh no, no, I'm not dead yet. I will be soon, I suppose. I really have to die, if I want to advance to the next circle of my order. Oh, don't mind me. After all, against the grand scheme of eternity, you won't be discomforted by life much longer either, will you?"
- Havic val'Mordane, Order of the Still Heart

Within the church of Neroth there is an Order, not even spoken of outside of Canceri, and even then only in whispers, known to outsiders as the Order of the Still Heart. To those within, they call it the Blessed Path of Neroth. To most Nerothians, Neroth's gift is to be sought after, and treasured if it is given. To these ambitious people, however, unlife is not a gift to be given, but a secret to be discovered, and taken. Once a willing soul is taken through the rituals to begin this process, there is no stopping it – he will become an undead creature, dying and rising again.

This transformation is not without price, however. To steal the gifts of the gods is not for the faint, or virtuous, of heart. It is a known fact that nearly all members of the Order of the Still Heart become hopelessly twisted and evil upon their rebirth. If one seeks to avoid this fate, he must be of unusually stout mind and strong will. Even if he manages to maintain his virtue, he will inevitably find the cares of life slowly slipping into the uncaring void of unlife. He will also be repulsive to those around him, an object of fear and horror; and he will find them repulsive as well, for he will see them as nothing more than pathetic, mewling weaklings, clad in sacks of flesh and blood. Members of the Order laugh at this, and say that there is no price too great to follow the Blessed Path of Neroth.

TABLE 6-23: ORDER OF THE STILL HEART

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells / Powers
1 st	+0	+2	+0	+2	The Path Taken (-2 Con), Morbidity, Toughness	
2 nd	+1	+3	+0	+3	The Path Taken (-5 ft. move), Lure of Darkness, Tireless	+1 level of existing class
3 rd	+2	+3	+1	+3	The Path Taken (-2 Con), My Kin Feed Elsewhere, Improved Toughness	+1 level of existing class
4 th	+3	+4	+1	+4	The Path Taken (-5 ft. move), Fast Healing	
5 th	+3	+4	+1	+4	Daughter of Death, Improved Toughness	+1 level of existing class
6 th	+4	+5	+2	+5	Death and Rebirth	+1 level of existing class
7 th	+5	+5	+2	+5		
8 th	+6	+6	+2	+6	Improved Toughness	+1 level of existing class
9 th	+6	+6	+3	+6		+1 level of existing class
10 th	+7	+7	+3	+7	Angel of Death, Improved Toughness	+1 level of existing class

Requirements:

To qualify to walk the Blessed Path of Neroth, a character must fulfill all the following criteria:

- **Religion:** Must worship Neroth.
- **Base Attack:** +4.
- **Concentration:** 8 ranks.
- **Knowledge (religion):** 8 ranks.
- **Feats:** Iron Will
- **Special:** Must be a member in good standing of the Order and must pass the tests and perform the necromantic rituals necessary to gain admittance into the prestige class.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Order of the Still Heart's class skills (and the key ability for each skill) are Concentration, Craft (any), Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Profession (any), and Spellcraft.

Class Features

The following are class features of the Order of the Still Heart prestige class.

Weapon and Armor Proficiency: A member of the Order of the Still Heart gains no additional weapon or armor proficiencies.

Spells per Day: A member of the Order of the Still Heart continues to advance in his psionic or spellcasting abilities, if he possessed any prior to taking this prestige class, but this advancement slows as the soul departs from the body. At every level, except 1st 4th and 7th, the character gains one caster or manifester level, which he may apply to any other psionic or spellcasting class he has. The character does not, however, gain any other benefit a character of that class would have gained (such as improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). If a character had more than one psionic or spellcasting class before he became a member of the order, he must decide to which class he adds each new level for purposes of determining powers or spells per day when she adds the new level. If the character did not possess levels in any psionic or spellcasting class before joining the prestige class, then he gains no benefit from this class feature.

The Path Taken: Once a character starts down the path of the Order of the Still Heart, there is no turning back. The character may not take levels in any other class, and must advance in this prestige class until he reaches 10th level.

and masters his new undead form (or achieves final death in trying). At the indicated levels on the advancement chart, he loses some of the characteristics of his mortal form, preparing him for his eventual transformation. At 1st and 3rd level, he loses 2 points from his Constitution score. At 2nd level and 4th level he loses five feet from his base movement rate.

Morbidity (Su): Members of the Order of the Still Heart radiate an aura of death. Any living creature who approaches within 30' of the character suffers a -1 morale penalty on all saves against fear effects. When dealing with living creatures, a member of the Order suffers a -5 penalty on all Diplomacy checks, but enjoys a +5 bonus on all Intimidate checks. Val'Mordane are immune to these effects.

Lure of Darkness (Su): Beginning at 2nd level and every level thereafter, the character must resist the draw of the darkness of his soul (Will save, DC 10 + his level in this prestige class). If the save fails, the character's alignment moves one step closer to Neutral Evil. This roll is made each time the character gains a level in The Order of the Still Heart. The first roll is made at a +2 bonus, and if failed it has no effect, simply serving as a warning of the horrors to come. Each roll failed thereafter moves the character one "step" towards Neutral Evil. At first he loses his Chaotic or Lawful nature, and then the rest of his alignment slips towards Evil. An *atonement* spell cast by a member of the Order who has gained the Angel of Death ability (see below) grants the character an additional saving throw to return to his previous alignment. Usually, the casting of this spell must be accompanied with some great act of service on behalf of the Order, such as a quest to recover a powerful Nerothian artifact.

Tireless (Ex): You have become as tireless and relentless as the dead. Your vigil never ends and your gaze shall never again succumb to the call of sleep. From 2nd level on you need not rest. Spellcasting PCs only need to meditate for four uninterrupted hours before preparing spells each morning.

My Kin Feed Elsewhere (Su): The character gains immunity to all level and ability draining effects of any undead creature.

Fast Healing (Ex): At 4th level the character gains the Fast Healing special quality. He recovers 2 hit points per round, provided that he is not within an area of positive energy (such as the area of a *consecrate* or *hallow* spell).

Daughter of Death (Su): At 5th level the character finds his body has become resistant to the healing powers of positive energy. He gains spell resistance equal to 10 plus his class level against all *cure* / *mass cure* spells and the *heal* / *mass heal* spell. The character may not suppress this SR by any means.

Death and Rebirth: When the character reaches enough experience to gain 6th level in the Order, he dies (but does *not* lose a level). This death cannot be stopped short of a *wish* or *miracle*. If the character does circumvent this death in some fashion, he may not progress any further in this or any other class. Assuming the character allows his death to overtake him, the next morning, after the warming rays of Illiir illuminate his corpse, the true blessing of Neroth takes hold. The character rises as a free-willed undead. His type changes to Undead and he gains all of the undead characteristics (see *Core Rulebook III* for the characteristics of this type). He loses the characteristics of his original type. He gains

Light Sensitivity, suffering a -1 penalty on all attacks, saving throws, and skill checks when within an area of bright light. He regains the movement rate he lost previously (returning him to his original base movement rate) and he no longer has a Constitution score.

Upon becoming undead, a member of the Order of the Still Heart gains all the features of the Undead type and loses the features of his previous type (which is generally Humanoid, in which case there's not very much to lose). The character's Hit Dice change to d12s, but do not recalculate his base attack bonus or base saving throw bonuses. Members of the Order of the Still Heart gain their undead powers from negative energy, not from positive energy; they are treated as any other negative-energy-based undead for most purposes. See the **Appendix** for a list of common traits that are shared by undead player characters in Arcanis, including members of the Order of the Still Heart who have passed through their death and rebirth.

The Light Sensitivity that members of the Order suffer from after their transformation into undead does not mean that they are "particularly vulnerable to sunlight" for purposes of spells and effects (such as *searing light*) whose effects are increased against such creatures.

Having undead in the party can pose some interesting problems for other party members. Remember that abilities that affect undead (such as clerical turning) do not distinguish between "allies" and "enemies." It is entirely possible for an undead PC to be turned or rebuked by another PC if he is within range.

Improved Toughness (Ex): At 5th, 8th, and 10th level, the character gains Improved Toughness as a bonus feat.

Angel of Death (Su): At 10th level, the character has truly become the Blessed of Neroth. He has braved the path of the still heart and stayed true where others faltered. He no longer feels the pull of darkness upon his intellect, as he has achieved a state of inner peace. This has fortified his body and given him the greatest gift of all. The character gains damage reduction 10/magic, and gains Turn Resistance +4. He receives a +5 bonus on all saving throws against spells that use or manipulate positive energy. His undead apotheosis is now complete.

ORDER OF THE THUNDERING STORM

"My Lord Hurrian, first I pray thee to deliver me from battle, for I do not wish blood on my hands. And if blood be on my hands, I pray thee let it be to the wounding, and not to the death. And if it be to the death, I pray thee let an innocent be saved by the shedding. And if an innocent not be saved, I pray that it be my blood shed, instead of another."

- Daily prayer of the Order of the Thundering Storm

Many warriors honor Hurrian, and seek to walk the way of the reluctant warrior, but few have the conviction to fully embrace the way of the Storm Lord. For those few who awaken every day with devotion to Hurrian first on their mind, there lies the path of the Storm Knight, an ordained warrior of The Noble Champion. The Storm Knight learns first the value of defense, and that combat should be avoided unless there are innocents that need defending. The Knight then continues his training, until he is a paragon of defense, able to stand alone and face off against a horde of enemies, his longsword flashing like lightning itself in the ultimate tribute to Hurrian's might.

PRESTIGE CLASSES ■ Order of the Thundering Storm

Requirements:

To qualify to become member of the Order of the Thundering Storm, a character must fulfill all the following criteria:

- **Religion:** Hurrian.
- **Base Will Save:** +6.
- **Knowledge (religion):** 5 ranks.
- **Feats:** Combat Expertise, Dodge, Spring Attack, Weapon Focus (longsword), Whirlwind Attack.

Hit Die: d10

Skill Points at Each Level: 2 + Intelligence modifier.

Class Skills: The Order of the Thundering Storm's class skills (and their key ability for each skill) are: Craft (Int), Diplomacy (Cha), Handle Animals (Cha), Intimidate (Cha), Knowledge (religion) (Int), Ride (Dex), and Tumble (Dex).

Class Features:

All of the following are class features of the Order of the Thundering Storm prestige class.

Weapons and Armor Proficiency: The Knight gains no new weapon or armor proficiencies.

The Reluctant Warrior (Su): The Storm Knight is first taught the art of defense, for one can frustrate an opponent intent upon battle by refusing to provide a target. When fighting defensively, the character gains an additional +2 AC bonus, and while using the total defense action, the Knight gains an additional +4 AC bonus.

Lay on Hands (Su): As a defender of the helpless, Hurrian grants his ordained warriors the ability to heal those who have been wounded. This works exactly like the paladin ability, and levels in this prestige class stack with paladin levels to determine the amount of damage that the character can heal in a day.

Way of the Wind (Ex): The Knight learns to move with the wind, learning to shift with even the most forceful blow. The Knight gains an additional +1 dodge bonus to his AC when he uses his Dodge feat.

Force of the Storm (Su): The character can call upon the power of the storm to deliver a devastating blow against an opponent. As a full-round action, the character can deliver a forceful blow, making a single melee attack at his highest base attack bonus. If the attack hits, it deals an additional



+2d8 points of damage, and this bonus damage is multiplied if a critical hit is scored. The Knight can perform this ability once per day at 4th level, and 2 times per day at 8th level.

The Tempest (Ex): The Knight has learned to move like the fury of the storm when driven to battle. He may now use the Whirlwind Attack feat as a standard action when using a longsword.

Sword Mastery (Ex): With hard work and long hours, the character gains mastery with the longsword. The character gains a +1 bonus to all attack rolls when using a longsword. This bonus stacks with everything.

Eye of the Storm Lord (Su): The fury of the Reluctant Warrior unleashed is a force to be feared by any enemy. At 7th level, the Knight begins to display some of the fury of the Storm Lord, bringing to his eyes the intensity of the tempest, leaving enemies to realize that they have awoken a slumbering storm. As a move action, the Knight can focus his gaze upon one enemy, who must make a Will save (DC 10 plus the Knight's class level plus the Knight's Charisma modifier) or become shaken (see *Core Rulebook I*) for the remainder of the combat.

Table 6-24: Order of the Thundering Storm Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	The Reluctant Warrior
2 nd	+2	+3	+0	+3	Lay on Hands
3 rd	+3	+3	+1	+3	Way of the Wind
4 th	+4	+4	+1	+4	Force of the Storm (1/day)
5 th	+5	+4	+2	+4	The Tempest
6 th	+6	+5	+2	+5	Sword Mastery
7 th	+7	+5	+3	+5	Eye of the Storm Lord
8 th	+8	+6	+3	+6	Force of the Storm (2/day)
9 th	+9	+6	+4	+6	Fury of the Storm Lord
10 th	+10	+7	+4	+7	Storm's Fury



Fury of the Storm Lord (Sp): At 9th level, Hurrian grants the ordained Knight the ability to call upon the power of the Storm Lord to strike his enemies. Once per week, the Knight can use the spell *call lightning* with a caster level equal to his character level. Once activated, the character can call upon a bolt of lightning as a move action each round.

Storm's Fury (Ex): The Knight learns to incorporate movement into the deadly dance of the whirlwind. When using the Whirlwind Attack feat and wielding a longsword, the Knight is considered to have five feet of additional reach with his longsword, allowing him to attack opponents further away with the Whirlwind Attack. This can be done a number of times per day equal to the Knight's Constitution modifier.

PISTOLEER

Life is cheap in Freeport. A man's life could be had for pouch of gold. The half-orc Slayer that charged the docks had his pay, and his target. Thick orcish muscles bulged out like a taunt jib halyard as he charged the Altherian Privateer Captain, swinging a heavy spiked chain overhead.

The Altherian flashed a death dealing grin as the thug came closer to him, just shy of the spiked chain's reach. Unbuttoning his long sea-blue coat, he revealed twin bracers

of flintlocks set in bandoliers on his chest. "Only a lubber brings a chain to a gunfight."

Like a flash the pistols were out, and the Altherian's thumbs caressed and cocked the hammers in a smooth, well rehearsed motion. Momentary thunder, and twin clouds of smoke formed from the spitting Kolter Dragons. One shot took the slaver in the heart, the other shooting off vitals below the belt. Quick as lightning, the Kolters dropped to the dock and a pair of small Privateer pistols slid out of wrist sheaths, to spit fire in unison and send twin balls of lead into the chest of the falling half-orc. All within six seconds.

Requirements:

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

- **Base Attack:** +5.
- **Concentration:** 5 ranks.
- **Craft (flintlocks):** 5 ranks.
- **Feats:** Exotic Weapon Proficiency (flintlock pistol), Point Blank Shot, Two-Weapon Fighting, Weapon Focus (flintlock pistol).

Hit Die: d8

Skill Points: 2 + Intelligence modifier.

Class Skills: The Pistoleer's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (flintlocks) (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

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

Weapon and Armor Proficiency: The Pistoleer is proficient with all simple and martial weapons, light armor, medium armor, and shields (but not tower shields).

Two-Handed Quickdraw (Ex): At first level the Pistoleer gains the ability to draw two pistols, one with each hand, as a free action.

Focused Training (Ex): At 2nd level the Pistoleer gains Weapon Specialization (flintlock pistol) and Combat Firing (pistols only) as bonus feats even through she may not meet all the normal prerequisites.

Steady Hands (Ex): At 3rd level, when firing a pistol, the Pistoleer ignores penalties incurred from movement and uneven terrain, (e.g. firing when mounted, firing on uneven ground).

Lightning Hands (Ex): At 3rd level the Pistoleer may discard a pistol and draw another pistol as a free action. In addition the Pistoleer may draw an equipped pistol from another friendly character within reach as a free action,

Table 6-25: Pistoleer Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Two-Handed Quickdraw
2nd	+2	+0	+3	+0	Focused Training
3rd	+3	+1	+3	+1	Lightning Hands, Steady Hand
4th	+4	+1	+4	+1	Dead Shot
5th	+5	+2	+4	+2	Fire Reflexively

though this does draw an attack of opportunity from any adjacent enemies. The Pistoleer may not draw a pistol being wielded or a pistol she is unaware of.

Dead Shot (Ex): At 4th level, once per round, the Pistoleer may declare an attack with a flintlock pistol that he makes against a flat-footed opponent as a Dead Shot. If the attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Fire Reflexively (Ex): At 5th level, while armed with a pistol, a Pistoleer may always fire first at the beginning of combat if she so desires (unless faced by another Pistoleer). She is still considered flat-footed (unless a class ability or spell provides otherwise) until her normal initiative comes up, and she can take no other actions other than firing one or more pistols. When firing reflexively, the Pistoleer can only get off one shot per point of Dexterity bonus (provided she has a sufficient number of ready and available pistols). Any pistol to be used in conjunction with this ability must be able to be retrieved by a free, *immediate* or *swift* action.

ROYAL MARINE OF MILANDIR

"Their ships are faster, they're powered by demons, they have more protective spells to ward them than anything else on the seas. But once you get on their deck, they're all just a bunch of unarmored old fools. And that, my boy, is why Ymandragore will never invade Milandir by sea."

- Royal Marine Janth val'Tensen

With the constant threat of the Sorcerer King of Ymandragore hovering just off shore, the nation of Milandir requires a powerful navy to keep its shores safe from incursion. Yet Milandir does not have the ship-building potential of Entaris or Altheria, nor the powerful mages used by the fleet of Ymandragore. So Milandir developed the Royal Marines. Royal Marines are daring soldiers, who cross over to enemy ships in dangerous boarding operations. They are skilled in fighting hand-to-hand, where the well-trained Milandisian troops have a clear advantage. Wielding their tridents and trained to move quickly and strike with force, the Royal Marines are the finest defense against attacks from the sea, and along with the Knight Defenders of Milandir hold the most prestige in the Kingdom.



Requirements:

To qualify to become a Royal Marine, a character must fulfill all the following criteria:

- **Alignment:** Any lawful.
- **Nation:** Milandir.
- **Base Attack:** +7.
- **Diplomacy:** 4 ranks.
- **Swim:** 8 ranks.
- **Feats:** Armor Proficiency (Heavy), Improved Bull Rush, Iron Will, Weapon Proficiency (trident).
- **Special:** Must be an officer in the Royal Navy.

Hit Die: d10

Skill Points per level: 2 + Intelligence modifier.

Class Skills: The Royal Marine's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (geography) (Int), Profession (any) (Wis), Swim (Str), and Use Rope (Dex).

Class Features:

All of the following are class features of the Royal Marine prestige class.

Weapon and Armor Proficiency: The Royal Marine is proficient with all simple and martial weapons, and with all types of armor and shields (but not with tower shields).

Table 6-26: Royal Marine Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Distinction +2, Weapon Focus (Trident)
2 nd	+2	+3	+0	+0	Shake Off Armor, Superior Bull Rush
3 rd	+3	+3	+1	+1	Pillar of Courage
4 th	+4	+4	+1	+1	Armor Mobility, Distinction +3
5 th	+5	+4	+2	+2	Martyr's Heart, Weapon Specialization (Trident)

Distinction (Ex): The Royal Marines are Milandir's most renowned and dedicated soldiers. At 1st level the Marine receives a +2 circumstance bonus to all Charisma-based skills when dealing with any citizen of Milandir. This bonus increases to +3 at 4th level. The Royal Marine suffers an equal penalty to all Charisma-based skills when dealing with any citizen of Ymandragore.

Weapon Focus (Trident): Royal Marines gain the Weapon Focus feat with the trident, their traditional weapon, at 1st level.

Shake off Armor (Ex): Most observers feel that the Royal Marines' heavy armor is a death sentence if their ship should sink, but it is not a sentence that the Marines willingly accept. Beginning at 2nd level, the Royal Marine can remove their armor in half the normal time (rounded down). If the character is willing to destroy his armor in the process (by cutting through straps, etc.), he can remove it in one-quarter of the normal time (rounded down). The minimum time required to remove armor is one round (six seconds).

Superior Bull Rush (Ex): At 2nd level and above, the Royal Marine receives a +4 competence bonus to the opposed Strength checks made as part of a bull rush. The Marines specialize in boarding actions, and are constantly drilled in the techniques to cross and clear boarding planks efficiently.

Pillar of Courage (Su): All allies of the Royal Marine gain a +4 morale bonus on saves versus fear effects when within 10 feet of a Royal Marine of 3rd level or higher. If the Marine is held, unconscious or otherwise rendered helpless, his allies lose this bonus. This is a supernatural, mind-affecting ability.

Armor Mobility (Ex): Beginning at 4th level, the Royal Marine treats all armor as though it were one class lighter for purposes of movement rate only (including run speed). Royal Marines also ignore one-half the armor check penalty (rounded down) of any armor with which they are proficient.

Martyr's Heart (Ex): A Royal Marine will sacrifice anything to accomplish his country's goals, even his own life. At 5th level, the Royal Marine gains Diehard as a bonus feat.

Weapon Specialization (Trident): The Royal Marine gains the Weapon Specialization feat with the trident at 5th level.

SARISHAN BINDER

"Do you dare to bargain with me? Let me tell you something, little whelp. I sit here as gatekeeper only because this mark on my forehead was placed by someone far more powerful than YOU. One day, even that shall not hold me, and on that day his blood shall spill into the earth by my hands. And then, little whelp, I will hunt down each and every one who has dared insult me as I guard this gate, beginning with your ugly hide!"

- E'kin'uzz, bound demon, guardian of the Library of Tombs

All Sarishans have at least some knowledge of Infernals and binding techniques. Some train in it, learning well the way of the demon-binder. But some of the Sarishan clergy specialize in it, making it their goal and passion. These powerful priests are the Sarishan Binders. The fiends of the blackest pits of evil are toys to these men and women, toys to be bound up and made to serve their whims. But it is a dangerous game that the Binders play, marking demons with their personal sigils. For if a demon ever shakes off his bindings, it will be free to do as it wishes, and these wishes almost always begin with the death of the one impudent enough to try and place those bindings in the first place.

Requirements:

To qualify to become a Sarishan Binder, a character must fulfill all the following criteria:

- **Alignment:** Any lawful.
- **Religion:** Must worship Sarish.
- **Knowledge (the planes):** 13 ranks.
- **Knowledge (religion):** 13 ranks.
- **Feats:** Alien Understanding, Cast Out the Damned.
- **Special:** Must be able to cast *dismissal*.

Hit Die: d8

Skill points at each level: 4 + Intelligence modifier.

Class Skills: The Sarishan Binder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Alchemy) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis) and Spellcraft (Int).

Class Features:

All of the following are class features of the Sarishan Binder prestige class.

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

Spells per Day: Sarishan Binders continue to advance in spellcasting ability. Every level the Sarishan Binder gains new spells per day as if he had also gained a level in any spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have received (such as improved chance of controlling or rebuking undead, metamagic or item creation feats, or bardic knowledge). This essentially means that he adds the level of Sarishan Binder to the level of his other spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a Sarishan Binder, he must decide to which class he adds his new levels of Sarishan Binder for purposes of determining spells per day. Levels in this class do not stack for the purposes of familiar advancement.

Focused Turning (Su): Starting at 1st level, the Sarishan Binder gains the ability to turn or rebuke Infernals as a cleric turns or rebukes undead, regardless of alignment restrictions. Levels in the Sarishan Binder class stack with cleric (or appropriate class) levels in order to determine turning or rebuking ability. A Sarishan Binder may still turn or rebuke undead or creatures other than Infernals if prior classes grant him the ability, but he only uses his cleric (or appropriate class) levels for these checks. If a Sarishan Binder gains further turning attempts per day (Extra Turning feat, etc.) after becoming a Sarishan Binder, these extra turning attempts apply only to Infernals. Extra turning attempts per day gained prior to becoming a Sarishan Binder are unaffected by this and may be used as the character sees fit.

Binding Domain

Granted Power: You cast all Binding domain spells at +1 Caster level

1. Protection from Evil
2. Magic Circle against Evil
3. Dimensional Anchor
4. Lesser Planar Binding
5. Summon Thy Own (Lesser)
6. Planar Binding
7. Summon Thy Own
8. Binding
9. Summon Thy Own (Greater)

Prestige Domain: Upon becoming a Sarishan Binder the character gains the Binding prestige domain. An arcane caster gains the granted power and adds the domain spells to his class spell list. (He must still scribe them into his spell book or select them as his known spells following the usual rules for his class, however.) An arcane caster does not gain an additional domain spell slot per day.

The Sigil of Sarish (Su): Starting at 2nd level, a Sarishan Binder may ‘mark’ an Infernal with the Sigil of Sarish. Marking an Infernal is a risky and lengthy proposition that takes three full rounds to accomplish. To mark an Infernal the Sarishan Binder and the Infernal must be within 10 feet of each other with absolutely nothing in between them. No other creature may assist or be within 30 feet of the Infernal or the Sarishan Binder during the ritual.

To successfully mark an Infernal the Sarishan Binder and the Infernal enter into a contest of wills. Both the Sarishan Binder and the Infernal make an opposed Will save, with the Sarishan Binder adding his Charisma modifier (if positive) and the Infernal adding either his Strength or Charisma modifier (whichever is greater). The Alien Understanding feat does affect this saving throw. Marking an Infernal is seen as a rite of

passage amongst the Sarishan priests. As the priest progresses in levels, he attempts to bind higher-powered Infernals to his service. This task does not come without its risks. The Sarishan Binder may cast as many preparation spells as he would like prior to summoning the Infernal with *lesser planar binding*. The Infernal may be summoned anywhere within the range of the spell but can only be marked once the priest and the Infernal are within 10 feet of each other.

The Sigil of Sarish

The Sigil of Sarish can take many forms and shapes, though it always incorporates either the glyph or name of Sarish in arcane runes, along with some sort of identification for the creature who placed the mark. All Sarishan Binders (as well as high-level clerics and arcanists) have signature runes that are used as part of the Mark.

Sarishan Binders may only mark unmarked Infernals. If an Infernal has been marked by another Sarishan Binder, or any other creature capable of using the Sigil of Sarish, the Sarishan Binder may not mark that Infernal, though he may still affect it with anything else in his arsenal. In order to see a mark on an Infernal, any Sarishan must succeed at both a Spot check (DC 15) and Knowledge (religion) check (DC 15).

Sarishan marks are, in a way, like truenames—one can only identify them after having encountered them once before.

If someone interferes with the Sarishan Binder in his task of marking the Infernal, then the Infernal automatically succeeds on the opposed Will save and presumably attacks the Sarishan Binder.

If the Sarishan Binder successfully defeats the Infernal on the opposed Will save, then the Infernal is marked upon the brow (or equivalent area for Infernals that lack a brow) with a *Sigil of Sarish* personalized for the Sarishan Binder. A marked Infernal no longer receives saving throws or spell resistance checks versus spells from the Binding domain cast by the Sarishan Binder who marked the Infernal. If the Infernal succeeds and avoids being marked, the Infernal breaks free from the Sarishan Binder’s control (effectively ending any effect used to control or bind the Infernal, whether extraordinary, magical, supernatural, or spell-like). All abjuration spells active within 60 feet of the Infernal are subjected to a *greater dispel magic* with a caster level equal to the HD of the Infernal + 5. All *magic circles* and protection spells (such as *protection from evil*) are automatically dispelled without a roll. The Infernal is now immune to any turning or rebuking attempts from the Sarishan Binder and gains SR 15 (or +15 if the Infernal already has SR) against *all* spells cast by the Sarishan Binder for a period in years equal to 11 - the Sarishan Binder’s class level.

Table 6-27: Sarishan Binder Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Focused Turning, Prestige Domain	+1 caster level
2nd	+1	+0	+0	+3	The Sigil of Sarish	+1 caster level
3rd	+2	+1	+1	+3	Sigil Of My Brother, Presence Of the Infernal	+1 caster level
4th	+3	+1	+1	+4	Infernal Guide	+1 caster level
5th	+3	+2	+2	+4	Renown, Take What is Now Mine	+1 caster level
6th	+4	+2	+2	+5	Sarishan Focus	+1 caster level
7th	+5	+3	+3	+5	Thaumaturgic Circle	+1 caster level
8th	+6	+3	+3	+6	Spontaneous Dismissal	+1 caster level
9th	+6	+4	+4	+6	Word of Sarish	+1 caster level
10th	+7	+4	+4	+7	Take What Is Now Mine	+1 caster level



Sigil of My Brother (Ex): Starting at 3rd level, the Sarishan Binder can automatically see the *Sigil of Sarish* on an Infernal from any distance and in any lighting conditions in which he could normally see (including magical means). The Sarishan Binder also gains a +1 sacred bonus to all spell DCs and caster level checks versus any Infernal marked by a *Sigil of Sarish*.

Presence of the Infernal (Sp): At 3rd level, the Sarishan Binder gains the ability to detect any Infernals in a 60 ft. radius as a standard action. Infernals with 10 HD or more that are concealing their true forms may attempt a Will save to avoid detection. If the save fails, the Sarishan Binder senses the Infernal's aura in spite of any disguises or magical protections against discovery. The Alien Understanding feat affects this saving throw.

Infernal Guide (Ex): At 4th level the Sarishan Binder gains an imp cohort. This imp cohort shares the alignment of the Binder and unwaveringly follows all the orders of its Sarishan Binder master. More than a simple cohort, the imp is a trusted ally, guide, and advisor in all matters.

The imp cohort may only advance in the Expert NPC class and has the following class skills: Diplomacy (Cha), Decipher Script (Int), Knowledge (cosmology) (Int), Knowledge (arcana) (Int), Knowledge (culture: Law) (Int), Knowledge (the planes) (Int), Knowledge (religion: Sarish) (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). If the Sarishan Binder already has a cohort, the imp is considered an additional cohort. Finally, if the Sarishan Binder is also a val'Mehan with the *Arcane Servant* bloodline power, the cohort is summoned with maximum possible hit points. If the imp cohort dies, the Sarishan Binder must wait one month before calling a new Infernal guide. Calling a new imp cohort involves a ritual lasting one week of uninterrupted work, 500 gp in materials, and 200 XP.

Renown (Ex): The Sarishan Binder's fame (or infamy) becomes known across the Infernal realms. Starting at 5th level, the Binder gains a +2 circumstance bonus to all Charisma-based skills when dealing with Infernals. In addition, the Binder also gains an additional +1 circumstance bonus for every 10 Infernals the Sarishan Binder has marked in the past.

Take What Is Now Mine (Sp): Starting at 5th level, once a Sarishan Binder has marked an Infernal, the Sarishan Binder may steal any one spell-like ability or supernatural ability from the marked Infernal before it is dismissed. This ability works as a modified *imbue with spell ability* spell allowing the Sarishan

Binder to use one of the Infernal's spell-like abilities. The stolen spell-like ability stays in the mind of the Sarishan Binder until used, and is cast at the caster level of the Infernal. The Sarishan Binder may have a maximum number of spell-like abilities equal to his Sarishan Binder class level at any one time. An Infernal may still use a spell-like ability stolen by the Sarishan Binder as normal.

Starting at 10th level, the power of the Sarishan Binder to steal powers from his marked Infernals increases. The Sarishan Binder may now steal supernatural abilities as well as spell-like abilities from any marked Infernal before it is dismissed. The stolen supernatural ability comes into effect for the Sarishan Binder the round after being stolen, and is in effect for the next 24 hours, or until dismissed as a free action. The Sarishan Binder may only have one stolen supernatural power in effect at any one time, though he may steal a different supernatural ability and switch powers once per hour, up to 10 times per day. An Infernal may not use a supernatural ability stolen by a Sarishan Binder as long as he is using it. Once the Sarishan Binder stops using the power (either by willing dismissal, by switching powers, or by expiration of the duration) the Infernal regains use of the supernatural ability the round after.

Sarishan Focus (Ex): At 6th level the Sarishan Binder gains the Domain Focus (Binding) and Domain Focus (Daemonology) feats. The Sarishan Binder also receives a +1 bonus to all caster level checks to overcome an Infernal's spell resistance.

Thaumaturgic Circle (Su): Starting at 7th level, once per day as a standard action, the Sarishan Binder may conjure a thaumaturgic circle of pure positive energy. This circle may be conjured anywhere within 30 feet of the Sarishan Binder, and has the following effects:

- *Summoning* spells: When used as a focus for a creature summoning spell (any spell with the word *summon* in its title, or that has the (summoning) subschool or [Summoning] descriptor, that brings a creature to the caster's location), all summoned creatures appear with maximum hit points.
- *Magic Circle* spells: When used in conjunction with a *magic circle* spell, the circle also acts as a calling diagram (See Conjunction, under Schools of Magic, in *Core Rulebook I*). Sarishan Binders commonly use this effect as an effective measure of protection when attempting to mark an Infernal, granting them an additional +1 circumstance bonus to their roll.
- *Planar Binding (Lesser and Greater)* spells: When used to create a calling diagram (see above), any Infernal summoned through the use of a *planar binding* spell receives a -1 penalty to its saving throw to resist the spell.
- *Binding* spell: When used in conjunction with a *binding* spell, the Sarishan Binder gains an additional +1 bonus to his caster level. This stacks with the effects of the Binding prestige domain.

The Sarishan Binder may conjure extra thaumaturgic circles per day by using a turning attempt for each extra circle, up to a maximum equal to his levels in the Sarishan Binder class.

Spontaneous Dismissal (Sp): Starting at 8th level, once per day for every two Sarishan Binder class levels, the Sarishan Binder may convert any spell of 5th level or higher into a *dismissal* spell as a cleric converts prepared spells into *cure* or *inflict* spells. Spell save DCs are equal to the spell slot used to cast the *dismissal*.

Word of Sarish (Sp): Starting at 9th level, once per day the Sarishan Binder may cast either *holy word* or *power word: stun*, affecting Infernals only.

SENSATE OF SAVONA

*“Sensates of Savona you think
Are drunkards gone over the brink
But think what you may
You’ll eat what you say
So shush and lets have one more drink!”*

- First verse of the Sensate’s Anthem. Subsequent verses have never been accurately translated from drunken jabber.

Larissa teaches that through pleasure comes great insight. This group of warrior-monks hailing from Sweet Savona embraces that philosophy. Called drunken debauchers by many, the Sensates of Savona want to experience everything pleasurable. From this constant euphoric state, they gain a near-supernatural awareness of their surroundings. The Sensates learn to harness the libations they drink in Larissa’s name to perform extraordinary feats in combat. It is rare to see these warriors without a bottle of some kind in their hands, but quite common to see one of them as the last man standing after a brawl.

Requirements:

To qualify to become a Sensate of Savona, a character must fulfill all the following criteria:

- **Alignment:** Any non-lawful.
- **Religion:** Must worship Larissa.
- **Base Attack Bonus:** +5.
- **Knowledge (religion):** 4 ranks.
- **Tumble:** 4 ranks.
- **Feats:** Endurance, Improved Unarmed Strike

Hit Die: d8

Skill Points per level: 4 + Intelligence modifier.

Class Skills: The Sensate of Savona’s class skills (with the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Senate of Savona prestige class.



Weapon and Armor Proficiency: The Sensates of Savona gain no additional weapon or armor proficiency.

Alertness (Ex): The first step in learning to survive in their euphoric state is a constant state of awareness. The Sensate of Savona gains the Alertness feat.

To Toast to Larissa (Sp): As a standard action, a Sensate of Savona may imbibe one pint of alcohol. Through his devotion, this causes the Sensate to be affected by his choice of the following spells: *bear’s endurance*, *bull’s strength*, *cat’s grace*, or *cure moderate wounds*. This may be done once per day, plus one more time per day per two levels of the Sensate of Savona. The caster level of this spell effect is the class level of the Sensate of Savona.

The Life of the Party (Ex): The Sensate of Savona gains a +2 to all Charisma related checks with the opposite sex.

Stumble (Ex): The Sensate of Savona gains a +1 dodge bonus to his AC due to his constant stumbling in combat.

Table 6-28: Sensate of Savona Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Alertness, A Toast To Larissa 1/day, The Life of the Party
2nd	+1	+3	+3	+3	Stumble, Tolerance, Unarmed Damage 1d8
3rd	+2	+3	+3	+3	A Toast To Larissa 2/day, Uncanny Dodge
4th	+3	+4	+4	+4	Bar Room Brawler, Mobility
5th	+3	+4	+4	+4	A Toast to Larissa 3/day, Unarmed Damage 1d10
6th	+4	+5	+5	+5	Lurch, That’s the Good Stuff
7th	+5	+5	+5	+5	A Toast to Larissa 4/day, Improved Uncanny Dodge
8th	+6	+6	+6	+6	Spring Attack, Unarmed Damage 2d6
9th	+6	+6	+6	+6	A Toast to Larissa 4/day, Avoidance
10th	+7	+7	+7	+7	Blindsense, Just One More

SKY KNIGHT

Tolerance (Ex): The Sensate of Savona gains a +2 on saving throws versus poison.

Uncanny Dodge (Ex): As his senses continue to broaden, the Sensate gains the Uncanny Dodge ability (exactly as the rogue ability of the same name). This becomes Improved Uncanny Dodge at 7th level. If the Sensate already has the Uncanny Dodge ability from some other class, then he immediately gains Improved Uncanny Dodge instead.

Bar Room Brawler (Ex) Sensates of Savona learn to use whatever is at hand to increase their combat effectiveness. When using an improvised weapon (bottle, bar stool, etc.) the Sensate of Savona gains an additional +2 bonus on attack rolls, damage rolls, and to any special combat maneuver requiring an opposed roll.

Mobility (Ex): The staggering combat style of the Sensate allows him to gain the Mobility feat.

Lurch (Ex): The Sensate of Savona's movements become so unpredictable that he gains the Improved Feint feat, even if he does not have the prerequisites.

That's the Good Stuff (Sp): Once per day as a standard action, the Sensate of Savona may drink a pint of alcohol and then act as if under the effects of either a *haste*, *freedom of movement*, or *cure critical wounds* spell. The caster level of this spell effect is the class level of the Sensate of Savona.

Spring Attack (Ex): The staggering motions of the Sensate allow him to attack during his movement. The Sensate gains the Spring Attack feat.

Avoidance (Ex): The Sensate has reached the point where his movements in combat are impossible to predict. He gains the Avoidance feat.

Blindsense (Su): At this point, the senses of the Sensate have become so acute, that nothing can obscure his awareness. He gains the supernatural ability of blindsense in a 30' radius.

Just One More (Ex): The Sensate's ability to utilize the divine drink of Larissa in combat has reached its apex. Once per day as a standard action, the Sensate may drink a pint of alcohol and then act as if under the effects of *transformation*. The caster level of this spell effect is the class level of the Sensate of Savona.

"The damn Uggur forces were crushing us. We were in a rout; there was no way we could win. Suddenly, first one, then a legion of shadows passed over our heads. The next thing we knew, giant eagles ridden by the finest Kio Sky Knights swooped towards the barbarian horde, pulling them up short in their tracks. High Kyhm 'me' Gyhliphe' had delivered the promised troops just in time."

- Personal account of Antarn Mhyre'val'Sungha

When the Kio first arrived in the Western Lands, they claimed to be from great flying cities. And ever since then, their people have had an almost supernatural connection to the sky. Nowhere is this more evident than in the famed Sky Knights. Riding giant eagles, these are the elite of Kio warriors. From their flying mounts they patrol Kio lands, and rain death upon their enemies.

A Milandisian noblewoman, seeing the Kio Sky Knights in all their glory, realized that the sweeping lands of Milandir could also benefit from their training. She took as many Milandisians as would follow her, mostly other female nobles such as herself, often who had been passed over for knighthood, and trained day and night on great winged griffins. Though these Milandisian troops, the Sky Knights of Lustia, have achieved some notoriety due to their wondrous nature, they have yet to be acknowledged as a serious military unit, and remain an order of Milandisian females who are of noble blood and can acquire a griffin.

Requirements:

To qualify as a Sky Knight, a character must fulfill all the following criteria:

- **Base Attack:** +5.
- **Ride:** 8 ranks.
- **Handle Animal:** 8 ranks.
- **Feats:** Mounted Combat, Lightning Reflexes, Ride by Attack.
- **Special:** Sky Knights of Lustia: Must be a Milandisian female noble, and have access to a Griffin

Kio Sky Knights: Must possess Kio Pureblood feat, and have access to a Giant Eagle

The Sky Knight must already have her griffon or giant eagle mount before she can join the prestige class. She is not provided a mount as one of the class features. (Based on the core rules prices for young griffons and training costs, a reasonable price for a griffon mount might be 8,500 gold pieces plus whatever premium the GM feels is appropriate. For a giant eagle the corresponding base price should be at least 5,000 gold pieces.)

Table 6-29: Sky Knight Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bonded Companion
2nd	+2	+3	+0	+3	Flyby Attack
3rd	+3	+3	+1	+3	Gifted Mount, Masterful Rider
4th	+4	+4	+1	+4	Falcon's Grace
5th	+5	+4	+2	+4	Call Bonded Companion

PRESTIGE CLASSES ■ Sky Knight

In LIVING ARCANIS the market price for a griffon mount is 10,000 gold pieces and the market price for a giant eagle is 6,500 gold pieces. However, neither of these mounts may be purchased unless the character has campaign documentation specifically granting her access to the Sky Knight prestige class.

Hit Die: d10

Skill Points: 2 + Intelligence modifier.

Class Skills: The Sky Knight's class skills (with the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Spot (Wis), and Tumble (Dex).

Class Features:

All of the following are class features of the Sky Knight prestige class.

Weapon and Armor Proficiency: The Sky Knight is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Bonded Companion (Ex): Upon achieving her first level of Sky Knight, the character develops a strong, mystical bond with her mount. Her mount gains additional abilities as she gains levels in this class. There are two ways to calculate this advancement, which are mutually exclusive.

Option 1: If the Sky Knight has a bonded mount from another source (such as levels of paladin), then she must release that mount. Her giant eagle or griffon fills that role now. Add double her Sky Knight level to her levels of any classes that grant a bonded mount to determine her mount's special abilities. Her final effective level may not exceed her total character level (thus a Paladin 5 / Sky Knight 2 only counts as a 7th level Paladin for determining her mount's abilities, but a Fighter 2 / Paladin 5 / Sky Knight 2 counts as a 9th-level Paladin for this purpose).

Option 2: If the Sky Knight has an animal companion from another source (such as levels of druid or ranger), then she must release that companion. Her giant eagle or griffon fills that role now. Add her Sky Knight level to her levels of any classes that grant an animal companion to determine the benefits granted to her mount. For this purpose, and only this purpose, the character may treat giant eagles and griffons as "Druid's Level" choices (i.e. there is no effective level penalty when consulting the advancement table).

If the Sky Knight has both a bonded mount and an animal companion, she still only benefits from one of the above options. Whichever option she does not choose is ignored. (For example, a Ranger / Paladin / Sky Knight could keep her ranger animal companion if she uses Option 1 and replaces her paladin mount with her eagle or griffon, or she could keep her paladin mount if she uses Option 2 and replaces her animal companion with her eagle or griffon. She cannot dismiss both her mount and her animal companion and apply both her Ranger and Paladin levels to her Sky Knight mount.)

If a character has neither a bonded mount nor an animal companion before becoming a Sky Knight, then she is considered to be a paladin of double her Sky Knight class level for determining the benefits granted to her mount (and her griffon or eagle uses the paladin mount advancement table). As in Option 1, this effective level may not exceed her total character level.



Flyby Attack: At 2nd level, the Sky Knight's mount gains Flyby Attack as a bonus feat. If the Sky Knight's mount already has Flyby Attack, it instead gains Mobility.

Masterful Rider (Ex): Sky Knights receive superior training with their aerial mounts, gaining the ability to ride these amazing creatures with great mastery. Starting at 3rd level, the Sky Knight may add her Sky Knight class level as a circumstance bonus to all Ride skill checks when riding any aerial mount, as well as gaining the benefits of the Spirited Charge feat when riding her bonded companion mount.

Gifted Mount (Ex): Upon reaching 3rd level the Sky Knight's aerial mount companion's maneuverability improves substantially. The aerial mount's maneuverability class changes from Average to Good, and the mount gains Hover (see *Core Rulebook III*) as a bonus feat.

Falcon's Grace (Ex): If the Sky Knight's aerial mount is ever disabled, the aerial mount continues to fly at its base speed with Clumsy maneuverability for 5 rounds. In addition, the Sky Knight's aerial mount gains the Wingover feat.

Call Bonded Companion (Su): Starting at 5th level, once per day, the Sky Knight is able to call her aerial mount from any location on the same plane. The calling ritual requires one full round. The Sky Knight is not able to take any other actions during this time, but she is also not considered to be casting a spell and she does not provoke attacks of opportunity, nor can her calling be disrupted by damage dealt to her. Her aerial mount appears at the beginning of Knight's next turn in a place that she designates, which must be within 15 feet of her own position. Once it appears, unless the Knight commands it to do otherwise, the aerial mount immediately attacks the Knight's opponent. This is a conjuration (calling) effect, which means that the mount does not disappear after any duration – it is physically transported to the Knight's location and must fly back to wherever it was previously if it desires to do so.

SPELLCALLER

“My Lord Sorcerer King,

It has come to our attention that our target has destroyed yet another Harvesting party. This time, My Lord, it seems that he was using one of our own signature spells against us. You know as well as I that there is no way this creature could have learned such a spell. He is a sorcerer, yet he is calling upon a far wider range of spells than I thought possible. No matter, My Lord. He will be in your hands within a fortnight.”

- Final communication from Harvester Team 17, Panari, Coryani Empire

Sorcery is an undisciplined method of using magic, according to most wizards. Yet some sorcerers have managed to master their gift with years of training. This mastery focuses the raw power coursing through the sorcerer’s veins, giving the Spellcaller far more control over their spells, and unique insight into the nature of metamagic. This control comes at a cost - Spellcallers cannot cast spells as often as a normal sorcerer.

Spellcallers are almost always sorcerers. Though it is possible for a bard to become a Spellcaller, few bards have the desire to limit themselves in this fashion.

Requirements:

To qualify as a Spellcaller, a character must fulfill all the following criteria:

- **Knowledge (arcana):** 8 ranks.
- **Spellcraft:** 8 ranks.
- **Special:** Must be able to cast 3rd level arcane spells without preparation. The ritual to become a Spellcaller limits the character’s access to spells. The character can cast two less arcane spells per day for each spell level known (with a minimum of 0 spells per level, not including bonus spells from a high stat), and this penalty applies to new spell levels gained after becoming a Spellcaller. Thus, a 6th level Sorcerer/1st level Spellcaller can only cast 4 0-level spells, 4 1st, 4 2nd, and 2 3rd level spells (not including bonus spells for Charisma). Spells known are not affected by this change.

Hit Die: d4

Skill Points: 2 + Intelligence modifier.

Class Skills: The Spellcaller’s class skills (and the key ability for each skill) are: Concentration, Craft (any), Decipher Script, Knowledge (all skills), Profession (any), Search, and Spellcraft.

Class Features:

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

Weapon and Armor Proficiency: The Spellcaller gains no new weapon or armor proficiencies.

Spells per Day: A Spellcaller’s training focuses on arcane spells. Thus, when a new Spellcaller level is gained, the character gains new spells per day as if he had also gained a level in whatever spontaneous arcane spellcasting class he belonged to before he added the prestige class. A Wizard, for example, would not gain additional caster levels from this class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Spellcaller to the level of arcane spellcaster the character has, then determines spells per day, spells known, and caster level accordingly.

Spell Studies: Due to her intense study and her sacrifice of power for control, a Spellcaller has access to far more spells than a normal spontaneous spellcaster. The Spellcaller is able to know 2 more spells per spell level than her base arcane spellcasting class would normally allow. These extra spells known come at no cost to the Spellcaller, and they are treated exactly like all of her other spells known for her base spellcasting class. (This means, for example, that once she selects them she cannot change them later unless she has a class ability that allows her to swap out her known spells, such as a sorcerer’s ability to swap out one known spell at every even class level.)

Furthermore, a Spellcaller gains one “flexible spell known slot” per prestige class level. She may fill these flexible slots by learning spells of any level she can cast. (These may be either spells on her class list or spells that she gained access to via the Spell Mimic ability; see below.) Flexible slots do not have to be filled immediately when they are gained; the Spellcaller may save them to use them later if she wishes. To fill a flexible slot, the Spellcaller spends 100 XP per level of the spell she wishes to learn. Unlike her normal spells known, the Spellcaller may also unlearn the spells in her flexible slots. This process requires

TABLE 6-30: SPELLCALLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Spell Studies	+1 level of existing arcane spellcasting class
2 nd	+1	+0	+0	+3	Metamagic Knowledge	+1 level of existing arcane spellcasting class
3 rd	+1	+1	+1	+3		+1 level of existing arcane spellcasting class
4 th	+2	+1	+1	+4	Metamagic Knowledge	+1 level of existing arcane spellcasting class
5 th	+2	+2	+2	+4		+1 level of existing arcane spellcasting class
6 th	+3	+2	+2	+5	Spell Mimic	+1 level of existing arcane spellcasting class
7 th	+3	+3	+3	+5		+1 level of existing arcane spellcasting class
8 th	+4	+3	+3	+6	Metamagic Casting	+1 level of existing arcane spellcasting class
9 th	+4	+4	+4	+6		+1 level of existing arcane spellcasting class
10 th	+5	+4	+4	+7	Metamagic Mastery	+1 level of existing arcane spellcasting class

a day-long ritual (8 uninterrupted hours in which no spells of any sort may be cast), where the Spellcaller meditates in an attempt to clear her mind. She must burn incense in value equal to 100 gold pieces per level of the spell being unlearned. She must also sacrifice 10 XP per level of the spell being unlearned. Once a spell has been forgotten in this fashion, the Spellcaller may never again learn that spell in any way – neither her regular spells known nor her flexible spell slots may ever include the spell she wiped from her mind.

Metamagic Knowledge: At 2nd and 4th level, the character gains a bonus metamagic feat.

Spell Mimic (Ex): At 6th level, the Spellcaller can learn spells that he has seen cast, even if they are not on their normal spell list. If a successful Spellcraft check is made (DC 15 + spell level), the character may choose to learn the spell. The character *must* spend XP to learn the spell (as per the Spell Studies ability), and any spell not native to the Spellcallers' spell list is one level higher for the Spellcaller.

All spells cast through the use of this ability are considered arcane spells (even if they are spells that were copied from a divine spellcaster and that are not on any arcane class's list of spells). All arcane and divine spells are fair game for this ability, including deity-specific spells. Spell-like and supernatural abilities, however, may not be copied using Spell Mimic, even if the ability is a direct duplication of a spell. Spells cast from items (including potions, scrolls, wands, staves, and permanent items) may not be copied using Spell Mimic. Psionic powers and psi-like abilities may not be copied by way of Spell Mimic, even if they duplicate the effects of spells.

A Spellcaller may use the Spell Mimic ability to copy spells from another Spellcaller, but the DC for the Spellcraft check is based on the level at which the other Spellcaller is casting the spell (which may be one level higher than normal). The effective +1 level increase applied to a non-native spell doesn't stack if a Spellcaller copies such a spell from another Spellcaller, though.

When deciding the level at which a Spellcaller casts a spell that she learned via Spell Mimic, the order of operations is as follows. If the spell is on the class list for any of the Spellcaller's classes, she casts it at that level. Otherwise, she casts it at one level higher than it would normally be cast. Some spells are on multiple lists. The order in which lists should be searched to identify the level of a particular spell is as follows: sorcerer/wizard, cleric, druid, bard, ranger, paladin, any other class list, domain-specific lists, and finally deity-specific lists.

The spells that a Spellcaller learns via Spell Mimic are considered to be on her class spell list for all purposes relating to the usage and creation of magic items; however, she cannot use Spell Mimic to learn new spells from scrolls, nor can a Spellcaller learn new spells from scrolls scribed by other Spellcallers of spells that would not normally be on her class list.

Although it's not explicitly stated anywhere, it's possible for a character to become a Spellcaller and have levels in more than one class that allows spontaneous casting of arcane spells (for example, a bard/sorcerer). In this case, upon becoming a Spellcaller, the character suffers all the drawbacks and gains all the benefits for all of her classes



that allow her to cast arcane spells without preparation. She may not “cross over” between the two classes – track all the abilities and spells learned separately for each class. In other words, she loses 2 spells per day per level from both classes, she gains 2 spells known per level in each class, and she gains 1 “flexible” slot per prestige class level in each class, but the extra slots cannot be shared – a bard/sorcerer would gain 1 flexible bard slot and 1 flexible sorcerer slot per prestige class level.

Metamagic Casting (Ex): At 8th level, the Spellcaller can cast metamagic spells as if they were prepared in advance, turning most metamagic spells into a standard action, instead of a full-round action. This also allows the Quicken metamagic ability to be used by a sorcerer or bard without increasing the casting time.

Metamagic Mastery (Ex): At 10th level, the Spellcaller has gained true insight into the nature of magic. When casting a spell with a metamagic feat, the Spellcaller may choose to use levels from another spell slot to account for the levels needed to cast the spell with metamagic. The caster must be high enough level to cast the spell without using an additional spell slot. For example, a sorcerer 6/Spellcaller 10 could cast a quickened Fireball by using a 3rd level spell slot (for the base spell) and a 4th level spell slot (for the metamagic feat). The same sorcerer6/Spellcaller could not quicken an empowered Fireball (effectively a 5th level spell), because he cannot cast 9th level spells. Only one additional spell slot can be used per spell. Thus, a 10th level Spellcaller cannot use 3 1st level slots to cast a silent, still Magic Missile. However, it is possible to use a single spell slot for multiple feats. Thus, a Spellcaller can cast a silent, still Magic Missile with a 1st level spell slot (for the base spell), and a 2nd level slot (for the two metamagic feats). You still must have the feat you are using to enhance your spell.



TAL KANATH "THE DANCER OF THE ELEMENTS"

"...As I felled the gnoll, my attention was drawn by the ring of steel. Turning I thought to face another gnoll, but saw instead a vision of battle so beautiful and yet altogether so terrifying. There she was dancing among our enemies, her movements were elegant, deadly, and precise. I had never seen a style such as this; her blade, her dance, all was constant motion.

She faced five gnolls, alone... I rushed to join the fray but was stopped by the old centurion. "Look", is all he said, and I stood there, transfixed. Her blade and body moved as one, keeping in tight circles, she pulled her blade close to her body, deflecting an enemy's thrust, and in the same motion she struck out, setting herself into a spin. Her blade moved with the speed of a snake as she cut down two gnolls. Then the circle she described would again tighten to deflect yet another attack... In mere moments, the gnolls were dead at her feet... "Never underestimate an Elf, boy" the old centurion whispered to me. I looked up at the elf as she cleaned her blade. "No sir" were the only words I could utter."

~ "My service in the Legion of Shining Glory" – Darralin val'Assante

Little is known about the origins of the Tal Kanath. What

Table 6-31: Dancer of the Elements Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1 st	+1	+0	+2	+2	The First Steps	+1
2 nd	+2	+0	+3	+3	Dance of Air	+1
3 rd	+3	+1	+3	+3	Dance of Fire	+2
4 th	+4	+1	+4	+4	Dance of Water	+2
5 th	+5	+2	+4	+4	Dance of Earth	+3

is known is that the style goes as far back as the founding of the Elorii Empire. Among the tales of the Elorii there are few that match the accounts surrounding the mysterious Tal Kanath or "Dance of the Elements". This elegant style keeps its practitioner in constant motion, using spins and slices over thrusts and advances. The philosophy of this style is one of complete focus, using the dance as foci for ones inner strength. The Elorii soon learns to strike with instinct as well as with confidence.

All Elorii, regardless of bloodline, have the nature of their dead gods within their soul. Most allow the one element that has dominance in their spirit to rule their hearts, bodies, and minds. Centuries in the past, an Elorii warrior discovered, through much introspection, the method by which an equal balance could be achieved with all the elements in her soul. She likened this path of self discovery to a dance through her very essence. This belief eventually manifested in her fighting style to her adversaries' distress. Adherents of her philosophy have taken to her words and have adapted a fighting style emulating this "dance" while they find continues to find the balance of their souls.

Requirements:

To qualify as Tal Kanath, a character must fulfill all the following criteria:

- **Race:** Must be Elorii.
- **Base Attack Bonus:** +8
- **Alignment:** Any lawful.
- **Jump:** 4 ranks.
- **Perform (dance):** 4 ranks.
- **Tumble:** 4 ranks.
- **Feats:** Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Focus (any sword), Whirlwind Attack.
- **Special:** Character must have *evasion* as a class ability.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Dancer of the Elements' class skills (with the key ability for each skill) are: Balance (Dex), Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Spot (Wis) and Tumble (Dex).

Class Features:

All of the following are class features of the Tal Kanath prestige class.

Weapon and Armor Proficiency: Students of the Dance of the Elements gain proficiency in all martial weapons as well as proficiency in all light armor.

AC Bonus (Ex): Starting at 1st level, when wearing light or no armor and not wearing a shield, the Dancer of Elements gains a +1 shield bonus to AC; this bonus improves to +2 at 3rd level and finally +3 at 5th level.

PRESTIGE CLASSES ■ Talons of the Hawk

The First Steps (Ex): The Elorii is now just learning the first steps of the Dance of the Elements. When not wearing medium or heavier armor or using a shield, the Elorii may now add 1 point of Intelligence bonus (if any) per Dancer of Elements class level to her Armor Class while wielding a melee weapon. This bonus stacks with the class AC bonus granted by her class levels, but it does not stack with the Canny Defense ability if she has that ability from another class (such as Duelist). If the Elorii is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Dance of Air (Ex): The Dancer of the Elements learns how to dodge and maneuver with amazing speed and grace. The Elorii no longer draws attacks of opportunity from moving through threatened squares as long as the Elorii is in light or no armor.

Dance of Fire (Ex): Upon mastery of the next season, the Dancer of the Elements may now call upon the burning in her heart for power. The Elorii now adds her Charisma modifier (if positive) to damage rolls as long as she is in light or no armor.

Dance of Water (Ex): The Elorii is now attuned to the song of combat and can feel its ebb and flow. The Elorii now adds her Wisdom modifier (if positive) to her Initiative checks as long as she is in light or no armor.

Dance of Earth (Ex): The Elorii can now strike with the strength of her soul. The Elorii now adds her Constitution modifier (if positive) to her attack rolls as long as she is in light or no armor.

TALONS OF THE HAWK

"I had been careless, casting spells where people could see me. It was no wonder that the Harvesters came after me. I thought I was a goner. Then he appeared. There was a dizzying fight, he seemed to know their every move, and no sooner had one begun casting but he countered it, with a word dispelling the protections they had built around themselves. They lay dead, and he walked over to me, covered in their blood. 'Thank you for saving my life,' I said to him. He looked at me with hard, cold eyes, and said words I'll never forget. 'I didn't do it to keep you alive. I did it to see them dead.'"

- Personal account of Vanadris val'Inares

Within the secret organization known only as the Sanctorum of the Arcane, there exists a smaller, even more secret sect called the Hawk. All know of its existence, yet its

members remain hidden in mystery. Yet if there is anything that will make a Ymandragoran Harvester tremble in fear, it is the golden hawk pin that they use to signify their allegiance. These mages, and those who help them, train hard, learning combat, and learning the Harvesters' own techniques, to better combat them, and to get closer to their goal. They have sworn that one day they will wipe the Sorcerer King from the face of the land. One day mages will be free to reveal themselves. And until then, the Hawk shall not sheathe its talons.

Requirements:

To qualify as a Talon of the Hawk, a character must fulfill all the following criteria:

- **Base Attack:** +5.
- **Concentration skill:** 8 ranks.
- **Knowledge (arcana):** 5 ranks.
- **Spellcraft skill:** 5 ranks.
- **Survival skill:** 4 ranks.
- **Feats:** Spell Penetration, Improved Counterspell.
- **Special:** Favored Enemy: Ymandrake, must be a member of the Hawk and be in good standing, and must have faced and killed a Harvester.

Hit Die: d6

Skill Points: 4 + Intelligence modifier.

Class Skills: The Talon of the Hawk's class skills (with the key ability for each skill) are: Balance, Climb, Craft (any), Diplomacy, Examine Martial Technique, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (history), Listen, Move Silently, Profession (any), Ride, Sense Motive, Survival, Spot, Swim, Tumble, and Use Magic Device.

Class Features:

All of the following are class features of the Talon of the Hawk prestige class.

Weapon and Armor Proficiency: The Talon of the Hawk is proficient with all simple and martial weapons, light armor, and shields.

Spells per Day: A Talon continues training in magic sharpening his mind as well as his body. Starting at 2nd level, the character gains new spells per day as if he had also gained a level in the arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have received (such as an improved chance of controlling or rebuking undead). This

TABLE 6-32: TALON OF THE HAWK

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Dispel Focus +2	
2 nd	+1	+0	+0	+3	Sneak Attack +1d6	+1 level of existing arcane spellcasting class
3 rd	+2	+1	+1	+3	Armored Caster	+1 level of existing arcane spellcasting class
4 th	+3	+1	+1	+4	Favored Enemy (Ymandrake) +2	+1 level of existing arcane spellcasting class
5 th	+3	+2	+2	+4	Sneak Attack +2d6	+1 level of existing arcane spellcasting class
6 th	+4	+2	+2	+5	Arcane Savant (Dispel Magic)	+1 level of existing arcane spellcasting class
7 th	+5	+3	+3	+5	Favored Enemy (Ymandrake) +4	+1 level of existing arcane spellcasting class
8 th	+6	+3	+3	+6	Dispel Focus +4	+1 level of existing arcane spellcasting class
9 th	+6	+4	+4	+6	Arcane Savant (Greater Dispel Magic)	+1 level of existing arcane spellcasting class
10 th	+7	+4	+4	+7	Favored Enemy (Ymandrake) +6, Sneak Attack +3d6	+1 level of existing arcane spellcasting class



essentially means that he adds the arcane caster levels gained from levels of Talon of the Hawk to the level of his other spellcasting class, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a Talon of the Hawk, he must decide to which class he adds his new levels of Talon of the Hawk for purposes of determining spells per day.

Dispel Focus: The Talon of the Hawk gains an in-depth understanding behind the basic fabric of magic, allowing him to dispel effects with greater efficacy. At 1st level the Talon gains a +2 bonus to all dispel checks. This bonus increases to a +4 at 8th level. The ability only adds to the character's own dispel checks; spells that he casts are not made any more difficult.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every third level to maximum of +4d6 at 10th level. If the Talon gets a sneak attack bonus from another source the bonuses on damage stack.

Armored Caster: The Talon of the Hawk gains the Armored Caster feat at 3rd level as a bonus feat.

Favored Enemy (Ex): This is exactly like the ranger ability of the same name except that is much more focused for the Talon of the Hawk as their favored enemy bonus against Ymandrake agents continues to rise, increasing to +4 at 7th and +6 at 10th level. This does stack with a ranger's favored enemy bonus and it operates in exactly the same way as the ranger's class ability of the same name.

Arcane Savant (Dispel Magic) (Sp): At 5th level the Talon begins to learn one of the closely guarded secrets of the Hawk, an ability that has evaded Ymandragoran research for years. This ability allows the Talon to convert arcane spells of 3rd level or above into *dispel magic* as a standard action. Talons normally use this ability to counter opposing spell casters. This ability may be combined with the Reactive Caster feat.

Arcane Savant (Greater Dispel Magic) (Sp): As the 5th level ability of the same name except the Talon may now spontaneously cast *greater dispel magic* using any spell slot of 6th level or greater. This ability may be combined with the Reactive Caster feat.

ULFILAN RANGER

In the windswept expanses of Ulfila, the might of Hurrian, Lord of Storms, is felt unmitigated, and it is in this barren and stormy place that the Ulfilan Rangers have made their home for generations. Followers of Hurrian, these rangers are famed for being as austere as their patron deity, and are considered some of the best in all Onara, rivaling even the sharp trackers of the Elorii.

Membership in the Ulfilan Rangers is by invitation only; an Ulfilan Ranger who has proven himself may sponsor a candidate for training and membership. It is the sponsoring ranger's duty to train the candidate, a duty that makes most Ulfilan Rangers be fastidiously discriminating in accepting a new candidate. Those who are taken under a mentor's wing find themselves living off the land for a month in the near-wastelands of northern Ulfila, a stern teacher always behind them. The result is a grizzled and skilled initiate into the loose brotherhood of the Ulfilan Rangers.

Barbarians and rangers abound within the Ulfilan Rangers, especially those of the val'Tensen bloodline. Fighters, and clerics and holy champions of Hurrian are also to be found in great numbers. Of the other spellcasting classes, a few hardy druids and sorcerers have braved the training in order to become an Ulfilan Ranger, making for highly specialized individuals. NPC Ulfilan Rangers spend most of their time within the Coryani province of Ulfila, especially in its tempestuous northern border, where they train new recruits and are always vigilant of their Milandisian cousins to the north. A few set out into the world, either for personal exploration or pursuing a mission, though even these wanderers are more likely to be found in hilly and mountainous terrain rather than in forests or a city.

Requirements:

To qualify as an Ulfilan Ranger, a character must fulfill the following criteria:

- **Nationality:** Coryan, from the province of Ulfila
- **Base Attack:** +4.
- **Climb:** 4 ranks.
- **Knowledge (nature):** 8 ranks.
- **Survival:** 8 ranks.
- **Feats:** Endurance, Track.
- **Special:** A character wishing to become an Ulfilan Ranger must either be a worshiper of Hurrian, or a member of the val'Tensen bloodline (be able to manifest val'Tensen bloodline powers).
- **Special:** The character must be sponsored and trained by an Ulfilan Ranger of at least 2nd level for a period of one month.

Hit die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Ulfilan Ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

PRESTIGE CLASSES ■ Ulfilan Ranger

Class Features:

All of the following are class features of the Ulfilan Ranger prestige class.

Weapon and Armor Proficiency: Ulfilan Rangers gain proficiency with all simple and martial weapons, with the wind staff, and with light armor.

Spells per Day: Starting at 1st level, an Ulfilan Ranger gains the ability to cast a small number of divine spells. An Ulfilan Ranger may prepare and cast any spell on the Ulfilan Ranger spell list provided he can cast spells of that level. He prepares and casts spells the way a cleric does (though he cannot lose a prepared spell to cast a cure spell in its place). To prepare or cast a spell, an Ulfilan Ranger must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against an Ulfilan Ranger's spell is 10 + the spell's level + the Ulfilan Ranger's Wisdom modifier. Bonus spells for Ulfilan Rangers are based on Wisdom.

Ulfilan Ranger Spell List

1st-level—*alarm, detect animals or plants, detect snares and pits, feather fall, jump, pass without trace, resist elements, shillelagh (cast upon wind staves only).*

2nd-level—*cure light wounds, delay poison, heat metal, protection from elements, shocking grasp, spider climb.*

3rd-level—*call lightning, commune with nature, gust of wind.*

Homeland Advantage (Ex): Ulfilan Rangers acquire an uncanny knowledge and familiarity with the rocky, mountainous, and windswept terrain of Ulfila, granting them various advantages while in their home province or similar environment. Starting at 1st level, the Ulfilan Ranger gains a +2 circumstance bonus to all Hide, Knowledge (Nature), Move Silently, and Survival checks made within the Coryani province of Ulfila, while in Hills or Mountain terrain, or while in a thunderstorm. At 3rd level, the Ulfilan Ranger gains a +2 circumstance bonus to AC within the Coryani province of Ulfila, while in Hills or Mountain terrain, or while in a Thunderstorm, representing an uncanny knowledge of how to use the environment to his best advantage.

Wind Staff Mastery (Ex): Upon assuming the mantle of an Ulfilan Ranger, initiates are awarded a regular wind staff by their mentor. This staff has exactly the same game statistics as a greater masterwork quarterstaff (both ends are considered greater masterwork). The Ulfilan Ranger may choose to have his initial wind staff magically enhanced as he sees fit at his own expense. Should it ever be lost or destroyed, the organization will not replace it, but the character may buy or craft a new quarterstaff.

Rangers train almost exclusively to fight with their wind staves, granting them certain benefits when using this exotic weapon. At 1st level, the Ulfilan Ranger gains *Weapon Focus (quarterstaff)* as a bonus feat, upon reaching 4th level the Ulfilan ranger gains *Improved Critical (quarterstaff)* as a bonus feat even if he does not have the normal prerequisites for that feat. In addition, Ulfilan Rangers may apply the two-weapon fighting feat when using a quarterstaff and wearing light or no armor. Ulfilan Rangers gain a +2 competence bonus to all Craft (Weaponsmith or Woodworking) checks when making a wind staff. All other rules for crafting an item apply.

Though the Ranger's Wind Staff Mastery abilities will work with any quarterstaff, he may only be attuned to a single *wind staff* at any time for purposes of the Hurrian's Might ability. It takes 24 hours for the Ranger to attune himself to a new quarterstaff and make that his new *wind staff*. It is this process of attunement that marks the difference between a regular quarterstaff and a *wind staff*.

Updated statistics for the full-powered magic item called a *wind staff* (which a Ranger can attempt to craft upon reaching 5th level in the prestige class) will be provided in the upcoming PCI sourcebook *Forged in Magic: Expanded and Revised*.

The Craft Wind Staff feat may be used in place of the standard Craft Staff feat from the core rules if the Ranger has the necessary spellcaster levels from other classes to take advantage of it.

Hurrian's Might (Sp): Starting at 2nd level, the Ulfilan Ranger learns to channel the might of Hurrian and create magical effects through the use of his wind staff. By whirling the wind staff in arcane patterns, the Ulfilan Ranger can create either a thick mist that obscures visibility (as per the *obscuring mist* spell), or channel the electric might of Hurrian onto his wind staff (as per the *shocking grasp* spell channeled through the wind staff). The Ulfilan Ranger chooses which effect to use each time, and may use this ability once per day per Ulfilan Ranger class level, using the Ulfilan Ranger class level as the caster level.

Storm Domain: At 4th level the Ulfilan Ranger gains access to the Storm domain. The Ulfilan Ranger gains the granted power associated with the domain, and all domain spells become part of the Ulfilan Ranger spell list, though he does not gain a domain spell slot as a cleric does. If the Ulfilan Ranger already has this domain this ability does not confer any further benefit.

Craft Wind Staff (Ex): A specialized form of the Craft Staff feat, this allows the Ulfilan Ranger to create magical wind staves (See the entry on *Wind Staff* in *Forged in Magic*, pg. 24). This ability replaces the need for any other prerequisite (item creation feat, spells, etc.) for the item. An Ulfilan Ranger's caster level is equal to his Ulfilan Ranger class level plus all other caster levels from other spellcasting classes. All rules for crafting magical staves apply

Table 6-33: Ulfilan Ranger Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1st	+0	+2	+2	+0	Homeland Advantage, Wind Staff Mastery	1	–	–
2nd	+1	+3	+3	+0	Hurrian's Might	1	–	–
3rd	+2	+3	+3	+1	Homeland Advantage	2	1	–
4th	+3	+4	+4	+1	Storm Domain	2	1	–
5th	+3	+4	+4	+2	Craft Wind Staff, Summon Air Elemental	2	2	1



THE VAL'MEHAN EMISSARY

The Yhing hir warrior snorted and averted his eyes, not deigning to look at the soft-looking westerner who had just entered the tent. To the man next to him, he said, “Why does the Nawal tolerate him, Tijhur? Look at his pale skin, his manicured fingernails. He is disgusting.”

“Quiet, Anagar. The man has power.” The older man kept staring at the foreigner through narrowed eyes as the Cancerite knelt before his chief, the Nawal of the Foam Spring Oasis. It was amazing how quickly the small man had adapted to their ways.

Anagar persisted. “I will not be quiet. The Nawal fawns on him as if he were one of his wives and ignores his warriors.” The young horseman struck his chest fiercely, “It is not right for men to flatter and crawl on their bellies for approval. Like a dog.”

The young warrior’s voice carried, and Tijhur squirmed as people began to look their way. The Nawal looked up from where he was conversing with the Cancerite and cleared his throat. “You have something to say, child?”

Anagar considered a moment, and then strode confidently into the center of the Nawal’s court, shaking off Tijhur’s restraining hand. “Yes, Nawal, I do have something to say. This man has done nothing for you. What deeds does he have to speak of? He sings your praises and enjoys a favored place by your side, and the rest of us must dance the tune. I am tired of it!”

The Nawal frowned, “Are you questioning my judgment, Anagar?”

“I would not presume, Nawal, but if this soft Canceri emissary is a man, let him face me in battle.”

The Nawal turned toward the Cancerite, who was smiling, “Do you accept his challenge, Vhemlos?”

“Of course, revered one,” the Cancerite rose and turned toward Tijhur. “But I invoke my right as a visiting dignitary, and ask this man to be my champion.”

“I tried to warn you, boy. The man has power.” Anagar looked at Tijhur, shocked, as the old man stepped forward and hefted his war axe. Pitching his voice lower, he whispered so Anagar alone could hear, “He has ways of finding out things. Shameful things. Forgive me, nephew.”

When the God Sarish founded the val’Mehan bloodline, He gave onto them His most potent ability, the power to sway with but a word. The val’Mehans have taken this ability and crafted it to an art form. It is said that certain Imperial Senators fear a val’Mehan Emissary more than all the Demons and Devils released during the Time of Terror.

Requirements:

To qualify as a val’Mehan Emissary, a character must fulfill the following criteria:

- **Bloodline:** val’Mehan.
- **Alignment:** Any lawful.
- **Bluff:** 4 ranks.
- **Diplomacy:** 8 ranks.
- **Knowledge (nobility & royalty):** 8 ranks.
- **Sense Motive:** 8 ranks.
- **Feats:** Judge of Character, Honeyed Tongue.
- **Special:** Charisma 16+.

Hit Die: d6

Skill Points: 6 + Intelligence modifier.

Class Skills: val’Mehan Emissaries have the following class skills (with the key ability for each skill) Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), and Swim (Str).

Class Features:

All of the following are class features of the val’Mehan Emissary prestige class.

Weapon and Armor Proficiency: val’Mehan Emissaries are proficient in all simple weapons and martial weapons. They receive no additional proficiencies with any type of armor or shields.

Table 6-34: val’Mehan Emissary Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Silver Tongue, Heart of Stone
2nd	+2	+0	+3	+3	Irresistible Aura
3rd	+3	+1	+3	+3	Confidante
4th	+4	+1	+4	+4	Uncanny Judgment
5th	+5	+2	+4	+4	Voice of Honey

Silver Tongue (Ex): Some say the words of a diplomat are silky sweet, but the words of a val'Mehan Emissary are sweeter than most, as their Diplomatic skills are especially polished. The character gains a +2 bonus on Diplomacy, Sense Motive, and Bluff skill checks.

Heart of Stone (Ex): The Emissary is aware how his own techniques may be turned against him. Any words or actions meant to sway him to act or perform in a certain manner fall upon deaf ears. Scenes that would tug upon the heartstrings of any breathing being bounce off the iron shell around his heart. The character gains a +5 bonus on all Will saves related to Charisma and Charisma related abilities (such as *bardic music*).

Irresistible Aura (Ex): The Emissary now knows how to use her worldly charms with grace and cunning. The character gains a +2 circumstance bonus to all Charisma related skill checks and Charisma checks.

Confidante (Ex): The Emissary seems friendlier and more trustworthy, her disarming smile and delicate mannerisms allowing people to easily confide in their “trusted friend.” By spending at least an hour talking to a character, the val'Mehan Emissary may accurately determine the subject's alignment, class, and level. People who the Emissary has befriended in this way must make a Will save (DC 10 + the Emissary's class level + the Emissary's Charisma modifier) in order to attack the Emissary. The befriended character can only attempt one save per round, but once he succeeds on a save, he is no longer affected by the Confidante power for the duration of that encounter and for the next 24 hours.

Uncanny Judgment (Ex): The Emissary has now gained an uncanny insight into the persona and motivations of others. If at any time the Emissary succeeds on a Sense Motive check, the character gains insight of what the target may be hiding or, if the target is speaking the truth, insight into that target's personality. If the check succeeds by 5 or more, the Emissary may discern any personal flaws the target may be hiding, such as substance addiction, a vice, or a personal failing such as cowardice. Conversely, the Emissary may instead discern any personality strengths, such as whether that person is fearless or uncompromising. As Sarish instructs, “*An opponent's strengths can be a greater weapon against him than his weaknesses.*”

Voice of Honey (Su): The Emissary's words become ever sweeter as she learns to twist and turn words into an endless tapestry of compliments and suggestions. After a round of conversation, the Emissary may *fascinate* one target per Emissary level (as the bardic ability). If the Emissary is allowed to speak to her targets for an additional round per target, *fascinated* creatures must then make a Will save (DC 10 + the Emissary's class level + the Emissary's Charisma modifier) or become *charmed* (as per the spell *charm person*).

WARPED ONES

During the Mythic Age, the time before the God's War when those perfect beings lived amongst their human children, the Lords Nier and Hurrian campaigned against the Titans and Elder Beings from Beyond the Thirteen Spheres. Lord Hurrian was young in those days and the godling was as reckless, headstrong and self-righteous as his brother, obsessed with proving he was as mighty a warrior as his elder brother.

After a particularly vicious battle with one of the spawn of the Elder Beings, the red haze lifted from Hurrian's sight and he beheld the devastation he and his brother had wrought. He was stunned as he saw the hundreds of acres of virgin forest, now toppled as if by a giant child's tantrum, the green pasture lands burned to ash and cracked and the grief etched in the grime streaked faces of the humans of the area, sobbing uncontrollably for those who had died for being at the wrong place at the wrong time.

He looked to his brother Nier to assuage his doubts, seeking some affirmation as to the righteousness of their actions, but saw only satisfaction and a fanatical gleam shining in his bloodshot eyes. Nier looked at the battlefield as a canvas upon which he painted in blood red colors and the hues of anguish, death and destruction.

Hurrian felt bile spill into his mouth as Lord Nier clapped him on the shoulder. “Rejoice brother. The enemy has been vanquished and we are victorious! You should be proud of your actions here. You fell upon the enemy with a holy rage to match mine.”

But it was not pride that Lord Hurrian felt but shame that his loss of control was the cause of so much misery and heartache. He fled away from the battlefield and did not stop until he reached the far northern shore. A huge tempest had blown in from the sea, its black raindrops mixing with his own tears and his roar of distress keening over the gale force winds.

Yarris, Lord of the oceans and the churning tides rose before him. “What distresses you so, son of my brother? I see a raging turmoil within you, as black and roiling as the mightiest of my hurricanes.”

“Lord Yarris,” Hurrian said kneeling before the Sea Lord, “I have within me such anger and fury that it threatens to drive me to drink from the same well of madness as my brother Nier. I will not be him. I will not allow myself to fall willingly into that state where every blow is a lover's kiss and the splatter of blood a benediction. I understand that war and battle is necessary, but the sword should be raised only when all other courses of action have failed and even then a blow should be struck judiciously. But I fear that the next time I must campaign against the horrors that still dwell in the shadows, I will be tempted to unleash my fury upon the foe and bring woe to the innocent.”

Yarris contemplated the young god's dilemma. “The answer is clear. You must divest yourself of these furies that dwell within you. Be rid of your raging passions and your thoughts will always be under your control.”

Seeing the wisdom in the Sea Lord's words, Hurrian reached deep within himself. Six Furies emerged from his breast and struggled fiercely in his grasp. A calm fell upon Hurrian at that moment and he looked upon the essence of wrath dispassionately. Nodding sagely to his Uncle, Hurrian tossed five of the furies to the roiling tempest but replaced one back into his breast and said, “You give a warrior courage and strength when all else is lost, but too much anger will blind the wisest of men. When our children call upon you, grant them your power, but fly back to the storm when your need is done.”

--- Scroll VII of the Path of the Warrior by Fulminos val'Tensen



The Warped Ones represent the pinnacle of those warriors who have harnessed the power of their own rage and have learned to direct it in ways that other berserkers cannot even dream of. Warped Ones train for many years, fasting and purifying their bodies and souls, to become perfect vessels for one of the Furies of Hurrian. Driven by a fanaticism that is a twisted mix of religious fervor and righteous anger, these men and women become possessed by one of these wrathful spirits. Once channeled, this spirit transforms the berserker into something more than human; more of an unstoppable force of nature than a mortal being.

The Skohir of the Hinterlands hold Warped Ones in high esteem, seeing them as holy warriors, blessed by the Storm Lord. Other Yhing Hir tribes view those that follow that path with trepidation and a healthy dose of respect. While not as prevalent as in Skohir society, Warped Ones exist in small numbers in the other tribes that roam the Hinterlands. The more savage societies of the Chauni and especially the Voei have a high number of Warped Ones. These berserkers usually hold high places of power within their tribal structure as few can challenge such a juggernaut and survive.

Requirements:

Table 6-35: Warped One Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Twisted Form, Path of Rage, Additional Rage
2nd	+2	+3	+0	+0	Unnatural Endurance
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Burst of Strength
5th	+5	+4	+2	+2	Twisted Visage, Additional Rage
6th	+6	+5	+2	+2	
7th	+7	+5	+3	+3	Dire Rage
8th	+8	+6	+3	+3	Twisted Soul
9th	+9	+6	+4	+4	
10th	+10	+7	+4	+4	Juggernaut

To qualify as a Warped One, a character must fulfill all the following criteria.

- **Alignment:** Any chaotic.
- **Base Attack:** +6.
- **Feats:** Iron Will, Endurance.
- **Special:** Ability to rage, must be Voei, Chauni or of the Yhing Hir Tribes (Native Hinterlanders)

Hit Die: d12

Skill Points: 4 + Intelligence modifier.

Class Skills: The Warped One's class skills are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Class Features:

All of the following are class features of the Warped Ones prestige class.

Weapon and Armor Proficiency: The Warped One is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Twisted Form (Su): The Warped One may rage into a twisted visage of himself. This ability costs the Warped One two of his daily rage uses. If he does not have two uses left, he cannot use this ability for the rest of the day. When using this ability, the Warped One's rage bonuses are increased by an additional +2 to Strength, Constitution, and Will saving throws. The Warped One also gains a +2 natural armor bonus. These benefits are offset by the fact that the Warped One's AC penalty for raging is increased by -4 (to a total of -6). The Warped One may prematurely end this twisted rage, just as with a normal rage. At the end of the rage, regardless of how it ends, the Warped One loses all rage modifiers and becomes exhausted (move at half speed, -6 Strength, -6 Dexterity) for one hour, whereupon the Warped One becomes fatigued (-2 Strength, -2 Dexterity, can't run or charge) for one additional hour.

Path of Rage (Ex): Once the character starts down the path of the Warped One he must advance to the 10th level of the Warped One prestige class before taking levels in any other class. If for any reason the Warped One changes his alignment to any non-chaotic alignment the character loses all Warped One special class abilities.

Additional Rage (Ex): At 1st, 5th, and 10th level the Warped One gains an additional use of his normal rage ability per day. This stacks with any other feats or increases in the character's number of uses of rage per day.

Unnatural Endurance (Ex): When raging, the Warped One becomes almost unstoppable, and during combat may continue to rage longer than any mere barbarian can ever hope to. One round before the Warped One's rage would normally end, he may use two additional daily rage attempts (if he has them available) to renew and strengthen his rage. This automatically invokes the effects of a *Burst of Strength* (even if the Warped One cannot normally use this ability). Half of all damage suffered during this enhanced rage becomes non-lethal damage. This extended rage only lasts for a short time – a number of rounds equal to the character's base Constitution modifier (ignoring rage modifiers to Constitution, as well as all other enhancement bonuses, including magic). The physical toll of this ability upon the Warped One's body is devastating; once the Warped One comes out of this extended rage he instantly suffers the aftereffects of *Burst of Strength* (with no save to resist the Con damage). The Warped One also falls unconscious (no save) and remains so for one hour, during which time he is utterly helpless and cannot be roused or awakened by any means. When he finally regains consciousness, the Warped One suffers from the aftereffects of his *Twisted Form* ability (exhaustion for one hour, followed by fatigue for one hour).

Burst of Strength (Su): By calling upon the spirit of rage and slaughter, the Warped One may enhance his Strength to inhuman proportions – but at a terrible physical price. Once per day, during a rage enhanced through the use of the *Twisted Form* ability, the Warped One may activate a Burst of Strength, gaining a +1 Strength bonus per Warped One class level. This bonus stays in effect as long as the Warped One's rage lasts. However, the Warped One also suffers one point of nonlethal damage per *Warped One* level per round. When the rage ends, the Warped One must succeed on a Fortitude save (DC 20) or he suffers 1d6 points of temporary Con damage (which, combined with his loss of temporary hit points from the rage ending, may be enough to kill him).

Twisted Visage (Su): Starting at 5th level, any time the Warped One uses his *Twisted Form* ability, he radiates a fearful area which causes all to see his battle prowess to quake in fear. Whenever the Warped One fells a foe while raging, all opponents within 30 feet must immediately make a Will save (DC 10 + one-half the Warped One's Hit Dice plus the Warped One's Charisma modifier) or become *shaken* (suffering a -2 to attack rolls, saving throws, skill checks, and ability checks). This condition lasts until the Warped One's rage ends. Anyone that succeeds on this saving throw is immune to the Warped One's twisted visage ability for the rest of the day. This is a mind-affecting fear effect.

Dire Rage (Su): Upon reaching 7th level, the Warped One's *Twisted Form* increases in size and power. The Warped One now gains the ability to increase his size (per *enlarge*) while he uses his *Twisted Form* ability. This is optional, but if the Warped One chooses to activate it at any point during his rage, it takes effect as a free action and remains as long as the Warped One rage persists.

Twisted Soul (Ex): When using his twisted form ability the Warped One now gains spell resistance equal to 15 + his Warped One class levels.

Juggernaut: The Warped One now becomes almost unstoppable. When utilizing twisted form and dire rage he gains fast healing (non-lethal damage only) 5, DR 10/–, and also gains the Trample ability (base damage 2d6; see *Core Rulebook III*) and the Improved Overrun feat. The Warped One may attempt a number of overrun attempts in a single round equal to 1 plus his Dexterity modifier (minimum 1).

WARRIORS OF THE ETERNAL FLAME

“These vessels of flesh which house our souls are but incomplete and inefficient instruments of Lord Nier's Holy Destruction. A man can fell a tree with an axe, while Lord Nier's flame can reduce a tree to ash. Which, then, is the True Destroyer?”

- VIIth Holy Scroll of Becherek

The Warriors of the Eternal Flame are those who embody the teachings of Nier and His Church. These fanatical adherents of Nier are no longer content with just leading troops into glorious battle or massive slaughter, but instead have been touched by the Flame Lord himself and have been called upon to burn off the final, unclean vestiges of humanity.

Those who are drawn to greater service to the Destroyer undergo even harsher training than an elite soldier in Canceri's army. He is instructed in the Inner Doctrine of the Church and searches for the inner fire in his soul.

As a Warrior of the Eternal Flame, the neophyte begins to understand and manifest the essence of the Living Flame. When it is felt that the neophyte is ready, he undergoes the ultimate test of his faith. In the lower levels of the Holy Church resides the Eternal Flame, a huge pillar of fire twenty feet high. Nier's tears ignited this flame as he wept, realizing that the God's War had ended.

The applicant purifies his body and enters the Blazing Pillar. If he is found worthy, he exits the other side of the Pillar with a greater understanding of Nier and His Divine Essence and is gifted with a ruddy-toned skin that bestows immunity to fire. If he is not worthy, his is immolated, another sacrifice to Nier's thirst for destruction.

The understanding and power of the successful neophyte continue until the pinnacle of achievement is reached and the Warrior can finally shed his fleshy prison and become one with the Flame, a Fire Elemental, the ultimate manifestation of Nier's will.

Requirements:

To qualify as a Warrior of the Eternal Flame, a character must fulfill the following criteria:

- **Alignment:** Any lawful.
- **Base Attack:** +7.
- **Skills:** Knowledge (religion): 4 ranks, Knowledge (warfare and tactics): 4 ranks.
- **Feats:** Iron Will, Toughness, Weapon Focus: (Any melee weapon).
- **Special:** Must worship Nier and must pass the test known as *The Crucible of Flame*. There are said to be a series of five tests, known as “pillars,” and the would-be Warrior must visit each pillar along his path to enlightenment.

Hit Die: d12

Skill Points: 2 + Intelligence modifier.

Class Skills: The Warrior of the Eternal Flame's class skills (and the key ability for each skill) are: Climb, Concentration, Craft (any), Examine Martial Technique, Handle Animal, Heal, Intimidate, Jump, Knowledge (religion), Knowledge (warfare and tactics), Profession (any), Ride, Sense Motive, and Spellcraft.

Class Features

The following are class features of the Warriors of the Eternal Flame prestige class.

Warriors of the Eternal Flame are the embodiment of Nier in his aspect as Lord of Fire. Their martial prowess advances at a rapid rate, and they also gain the ability to cast a few divine spells and to call forth the living flame of Nier to serve them.



Weapon and Armor Proficiency: A Warrior of the Eternal Flame is proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (including tower shields).

To Walk the Path of Fire: In order to become a Warrior of the Eternal Flame and to gain levels in the prestige class, the applicant must walk through the Pillars of Fire.

There are five known Pillars, and successfully completing the challenges of each allows the character to advance farther down the path. The first Pillar allows access to the first three levels of the class, while each subsequent Pillar adds an additional two levels. The fifth and final Pillar unlocks the tenth level of the prestige class and represents the character's ultimate transformation into an embodiment of Nier. The locations of the individual Pillars are detailed in the Player's Guide to Arcanis. Although the sourcebook provides a specific order, in reality a Warrior of the Eternal Flame may pass through the Pillars in any order.

Tap the Fire Within: The flames of Nier have touched the Warrior's heart, allowing her to call upon the fire that burns within. The character gains the ability to cast a small number of divine spells. (Note: The limitation on the number of spells known from the *Player's Guide to Arcanis* has been removed, but the number of spells per day has been reduced, as detailed in the revised advancement table.)

TABLE 6-36: WARRIOR OF THE ETERNAL FLAME

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	To Walk the Path of Fire, Tap the Fire Within	0	--	--	--
2nd	+2	+3	+0	+3	Child of Nier	1	--	--	--
3rd	+3	+3	+1	+3	Call Forth His Servants (Medium)	1	0	--	--
4th	+4	+4	+1	+4	Fire Domain	1	1	--	--
5th	+5	+4	+1	+4	Call Forth His Servants (Large)	1	1	0	--
6th	+6	+5	+2	+5	Destruction Domain	1	1	1	--
7th	+7	+5	+2	+5	Call Forth His Servants (Huge), Nier's Blazing Aura	2	1	1	0
8th	+8	+6	+2	+6	Nier's Embrace	2	1	1	1
9th	+9	+6	+3	+6	Call Forth His Servants (Greater)	2	2	1	1
10th	+10	+7	+3	+7	Nier's Gift	2	2	2	1

Beginning at 1st level, a Warrior of the Eternal Flame gains the ability to cast a number of divine spells. To cast a spell, the Warrior must have a Charisma score of at least 10 + the spell's level, so a Warrior with a Charisma of 10 or lower cannot cast these spells. The Warrior's bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the Warrior's Charisma bonus. When the Warrior gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to (based on her Charisma score) for that spell level.

The Warrior of the Eternal Flame's spell list appears below. The Warrior has access to any spell on the list and can freely choose which to prepare when she prays for her spells each day. She prepares and casts spells just as a cleric does (though she cannot drop a prepared spell to spontaneously cast a *cure* or *inflict* spell in its place).

Child of Nier (Su): Beginning at 2nd level, the Warrior gains immunity to the effects of non-magical fire and natural extremes of heat. She will never suffer burns nor heat damage. Magical fire is an amalgamation of Lord Nier's power with that of Sarish, so the Warrior is resistant but not immune to it. She gains fire resistance 5, which increases to 10 at 4th level, 15 at 7th level, and 20 at 9th level.

Call Forth His Servants (Su): At 3rd level, the Warrior of the Eternal Flame gains the ability to call forth a fraction of the essence of Nier Himself to aid her. Once per day she may offer her own blood in a ritual to the Lord of Fire. This ritual involves 30 minutes of prayer and culminates in the Warrior spilling a quantity of her own blood, which bursts into flame and takes the form of a fire elemental (with the standard statistics for its type as detailed in *Core Rulebook III*). The Warrior loses one hit point per two Hit Dice (rounded down) of the elemental to be summoned. These hit points cannot be healed or regenerated in any way for as long as the summoned elemental remains on the Mortal Plane of Arcanis.

The summoned elemental is Medium (4 HD) at 3rd level, Large (8 HD) at 5th level, Huge (16 HD) at 7th level, and Greater (21 HD) at 9th level. The Warrior is able to command the elemental telepathically and it obeys her orders without question. *Dispel magic* cannot cancel this summoning effect, but more powerful spells (such as *dismissal*) that expel extraplanar creatures can. Upon being reduced to 0 hit points, if it is ever more than one mile from her position, or after 12 hours have passed (it can be dismissed early by the Warrior as a standard action), the summoned elemental immediately vanishes and the Warrior regains the hit points she sacrificed during the ritual.

Bonus Domains: At 4th level the Warrior of the Eternal Flame gains access to the Fire Domain from *Core Rulebook I*. (The appropriate spells from this domain are already included in the class spell list.) The Warrior gains the use of the granted power of the domain. She does not gain the bonus domain spell slot per day, but if she already has the Fire domain from another divine spellcasting class (typically cleric), then her Warrior of the Eternal Flame class levels stack with her class levels in the other class when she casts spells from the domain slot granted by the other class.

At 6th level, the Warrior gains access to the Destruction domain from *Core Rulebook I*. This works identically to the Fire domain (she gains the granted power but not the domain slot, and her caster levels stack when casting spells from the Destruction domain out of the domain slot from her other divine spellcasting class, if any.)

Note that certain of the domain spells (such as *contagion*, which is the 3rd-level Destruction domain spell) are not appropriate for Nier's portfolio and so have deliberately not been included on the Warrior of the Eternal Flame's class list.

Nier's Blazing Aura (Su): At 7th level, the Warrior of the Eternal Flame gains the ability to wreath herself in the coruscating flames of Nier. Activating this supernatural ability is an immediate action that may be performed once per day.

Brilliant blue flames erupt from the Warrior's body. These flames do not harm the Warrior or her equipment. The aura conveys the benefits of the *fire shield* spell (warm version) as detailed in *Core Rulebook I*, except that this version does not allow Spell Resistance. The shield deals 1d6+15 points of fire damage to any creature striking the Warrior with a natural or hand-held weapon, and reduces all damage from cold-based attacks by half (if the attack allows a Reflex save for half damage, the Warrior takes no damage on a successful save).

While she is enveloped in the blazing aura, the Warrior cannot become invisible, nor can she benefit from any form of concealment (natural or magical) due to the aura of fire that surrounds her. However, for as long as the ability is active, the Warrior gains the benefits of the *freedom of movement* spell. (Creatures attempting to grapple her automatically take damage from the *fire shield* as normal, but the grapple attempt automatically fails.)

Once activated, the blazing aura lasts for one round per level in the prestige class. The blazing aura is treated as if it were a single spell with a caster level of 15 for purposes of *dispel magic* and similar effects.

Nier's Embrace (Su): At 8th level, the Warrior of the Eternal Flame can imbue her weapon with the holy fires of her patron deity. This supernatural ability may be activated once per day as a full-round action and only functions on a melee weapon that is being wielded by the Warrior of the Eternal Flame.

The weapon erupts with white-hot light, the searing pain of which can only be felt by those who are struck with it in melee combat. While this aura is active, the weapon bypasses damage reduction as if it were aligned to match the Warrior's own alignment (both components, one of which is always Lawful). The weapon also gains a holy bonus to hit and damage equal to the Warrior's prestige class level. (If the Warrior is evil, then the bonus is unholy instead of holy.)

The weapon's aura lasts for a number of minutes equal to the Warrior's Charisma bonus (minimum 1 minute). If the Warrior is disarmed or puts the weapon down, the aura vanishes, but it immediately reappears when the Warrior picks the weapon back up (the Warrior does not have to use an action to reactivate the aura) as long as the duration has not expired.

Nier's Gift: At 10th level, the Warrior undergoes her ultimate transformation, becoming an amalgamation of mortal flesh and the divine essence of Nier Himself. Her type changes to Elemental, and she gains the Augmented and Fire subtypes. This gives her the following traits:

- Darkvision out to a range of 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- Immunity to fire.
- Vulnerability to cold, which means she takes half again as much (+50%) damage from cold-based attacks, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Warrior of the Eternal Flame Spell List

1st level: *bless weapon, burning hands, cause fear, dancing lights, inflict light wounds, magic weapon, pyrotechnics, spiritual weapon*

2nd level: *continual flame, flame blade, flaming sphere, inflict moderate wounds, magic vestment, produce flame, resist energy, shatter*

3rd level: *fire trap, flame arrow, greater magic weapon, inflict serious wounds, mantle of unassailable flame, scorching ray*

4th level: *fireball, fire shield (warm), flame strike, inflict critical wounds, wall of fire*

WEAPON SAVANT

"The problem with the Coryani Legions and the Milandisian Cantons is that they train so hard to use their standard equipment that they're useless without it. I'm a bit different than that, you see. You thought that ambushing me here, in an alley, without armor or weapons, would make me useless. But an alley's just full of weapons if you know how to use them. I know you've lost a lot of blood, but try to stay awake for this. I want to talk about my fighting philosophy with you."

- Captain Argent Dambin of Freeport

Many warriors focus on the mastery of a single weapon. However, there are a few select individuals that realize that the weapon used in a combat is irrelevant. A true master knows that there are underlying concepts that apply to any weapon. These Weapon Savants can use anything from a polearm to a woodcarving knife with equal proficiency, and all weapons are deadly in the hands of such an individual. Through long hours they unlearn the techniques of specific weapons, and learn instead the fundamental principles behind weaponry itself, first becoming proficient in all weapons, then improving their skill, until the basest of improvised weapons becomes a deadly tool in their hands. Fighters are the most common Weapon Savants, though paladins, rangers, and even monks occasionally progress down this path.

Requirements:

To qualify as a Weapon Savant, a character must fulfill all the following criteria.

- **Base Attack Bonus:** +6.
- **Feats:** Combat Expertise, Combat Reflexes, Three Exotic Weapon proficiency feats (the character must have actually spent feats on these exotic weapons, not gained them through class features. For example, the *Legionaire* feat would count, but the bard's proficiency with the whip would not), Improved Disarm.



- **Special:** Until the character reaches the 5th level in Weapon Savant, the character cannot have any feat that provides bonuses or special abilities (other than proficiency) in a specific weapon. This includes *Improved Critical*, *Weapon Focus*, and *Weapon Specialization*. If the character acquires any such feat permanently before 5th level, all class abilities are lost. If the feat is gained temporarily (such as through a spell), the Weapon Savant loses all class abilities as long as they have the feat. After a character reaches the 5th level of Weapon Savant the character may take these feats. See *Many Blades Many Methods* for a complete explanation.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: The Weapon Savant's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Examine Martial Technique (Wis), Jump (Str), Knowledge (history) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Weapon Savant prestige class.

Weapon and Armor Proficiency: The Weapon Savant is proficient with all types of armor and shields (including tower shields).

Total Weapon Proficiency: The Weapon Savant can use any weapon without suffering a nonproficiency penalty, including exotic weapons. No matter how strange the weapon, a Weapon Savant can instantly grasp the nuances of its use. This does not count as having exotic weapon proficiencies for the purposes of gaining entry into a prestige class.

Deflect Attack: The Weapon Savant gains a +1 shield bonus to AC versus all attacks (melee and ranged) as long as he knows the attack is coming. This bonus rises to +2 at 3rd level, and +3 at 5th level. The Weapon Savant must have a melee weapon and/or shield in hand to gain this bonus. Unlike most bonuses, this shield bonus stacks with other shield bonuses. The character loses this bonus when in heavy armor, or when heavily encumbered.

Total Finesse (Ex): At 2nd level, the Weapon Savant can choose to use his Dexterity bonus instead of his Strength bonus to hit, regardless of the weapon being used. Even large weapons can benefit from this ability. The character loses this bonus when in heavy armor, or when heavily encumbered. This counts as having "Weapon Finesse" for the purposes of other prestige classes and feats.

Improvised Weapons (Ex): At 2nd level, any object can be used as a weapon. Tiny objects do 1d2 damage, Small objects do 1d4 damage, Medium objects do 1d6 damage, and Large objects do 1d8 damage. All such weapons have a critical range of 20, and do x2 damage on a successful critical. If thrown, they have a 10-foot range increment. In addition, the character's skill is such that practice weapons can be used with the same damage and critical range as a real weapon (though the damage type usually changes to bludgeoning).

Expert Strike (Ex): At 3rd level, the Weapon Savant gains a +1 bonus on damage rolls with any weapon he uses.

Close-Combat Fighting (Ex): At 4th level, the Weapon Savant may use weapons with reach even against foes who are inside his reach (such as using a weapon with 10' reach against an opponent who is only 5' away). He suffers a -4 penalty on his attack rolls when doing so. Additionally, the Weapon Savant may use ranged weapons in melee without drawing an attack of opportunity.

Many Blades, Many Methods (Ex): The Weapon Savant may take feats that normally apply to a single weapon, and apply the advantages of those feats to any weapon he holds. This process takes the Weapon Savant one full round, as he takes a few seconds to familiarize himself with the weapon, make a few practice swings, and so on. The ability lasts until the Weapon Savant re-attunes his feats to another weapon. This ability works only with melee weapons, and applies to any feat that specifically says it may be gained more than once, but a different weapon must be chosen each time. Through the use of this ability, the Weapon Savant does not need to gain any such feat more than once to be able to apply the feat to any melee weapon.

Table 6-37: Weapon Savant Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Total Weapon Proficiency, Deflect Attack +1
2nd	+2	+0	+3	+0	Total Finesse, Improvised Weapons
3rd	+3	+1	+3	+1	Deflect Attack +2, Expert Strike
4th	+4	+1	+4	+1	Close-Combat Fighting
5th	+5	+2	+4	+2	Deflect Attack +3, Many Blades Many Methods

Chapter Seven

Weapons and Equipment

Weapons of Arcanis

Through the centuries, the weapons of Arcanis have developed in many strange and interesting ways. Thanks to the influences of the ancient Ssethregoran Empire, the mysterious Kio, the superior craftsmanship of the dwarves, and the ingenuity of the Altherians,

there have been hundreds of new and varied weapons introduced over the years. These weapons have been embraced and scorned, adopted and rejected, admired and despised by countless legions of adventurers and soldiers throughout Arcanis.

Table 7-1 Weapons of Arcanis

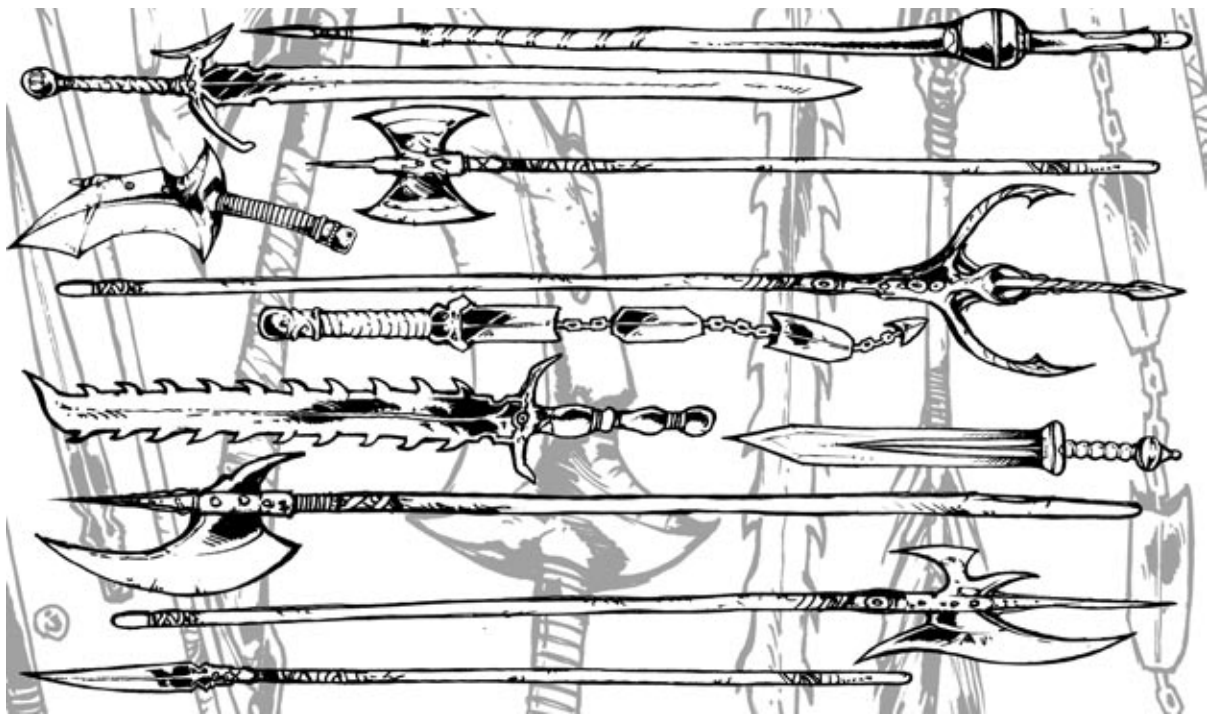
Name	Cost	Damage	Critical	Range Increment	Weight	Type
Simple Weapons						
Light Melee Weapons						
Pugio	1 gp	1d4	19-20 /x2	10'	1 lb	P
One-Handed Melee Weapons						
Aspergil, light ³	15 gp	1d6	x2	-	4 lb	B
Two-Handed Melee Weapons						
Aspergil, heavy ³	25 gp	1d8	x2	-	8 lb	B
Godentag	8 gp	1d8	x3	-	9 lb	B
Martial Melee Weapons						
Light Melee Weapons						
Gladius ³	20 gp	1d8	19-20/x2	-	5 lb	P
One-Handed Melee Weapons						
Crowsbeak, horseman's ³	12 gp	1d6	x4	-	7 lb	P
Koncerz ^{3, 4}	18 gp	1d6	19-20/x2	-	6 lb	P
Kopesh	20 gp	2d4	19-20/x2	-	6 lb	S
Lancea ³	2 gp	1d8	x3	25'	3 lb	P
Reaver Sword ³	35 gp	1d8	18-20/x2	-	8 lb	S
Saber	20 gp	2d4	x2	-	4 lb	S
Spatha ^{3, 4}	16 gp	1d8	x3	-	4 lb	P
Two-Handed Melee Weapons						
Awl Pike ^{1, 4}	14 gp	2d4	x3	-	11 lb	P
Bardiche	17 gp	1d12	x3	-	16 lb	S
Bearded Axe ³	25 gp	3d4	x3	-	20 lb	S
Crowsbeak, footman's ³	17 gp	1d8	x4	-	9 lb	P
Flamberge ³	75 gp	3d4+1	19-20/x2	-	15 lb	S
Glaive-Guisarme ^{3, 4}	9 gp	1d10	x3	-	15 lb	S
Great Trident ^{1, 3, 4}	22 gp	1d10	x2	-	13 lb	P
Guisarme-Voulge ^{1, 3, 4}	10 gp	1d8	x3	-	12 lb	S/P
Kopia ^{3, 4}	15 gp	2d4	x3	-	9 lb	P
Pike ^{1, 3, 4}	12 gp	2d4	x2	-	10 lb	P
Terbutje ³	10 gp	2d6	x2	-	10 lb	B/P
Treslauder Axe ¹	16 gp	2d6	x3	-	15 lb	S/P
Voulge ^{1, 4}	8 gp	1d10	x3	-	14 lb	S
Martial Ranged Weapons						
Footbow ³	300 gp	1d12	x3	150'	5 lb	P
Footbow, Mighty +1 ³	400 gp	1d12	x3	150'	5 lb	P
Footbow, Mighty +2 ³	500 gp	1d12	x3	150'	5 lb	P
Footbow, Mighty +3 ³	600 gp	1d12	x3	150'	5 lb	P
Footbow, Mighty +4 ³	700 gp	1d12	x3	150'	5 lb	P
Arrow-Footbow (20)	10 gp	-	-	-	2 lb	-
Footbow, Strings (5)	5 gp	-	-	-	-	-
Mattiobarbuli	1 gp	1d4	x3	25'	½ lb	P
Pila, Heavy ^{1, 3}	5 gp	1d8	x2	10'	5 lb	P
Pila, Light ^{1, 3}	3 gp	1d6	x2	20'	3 lb	P

Weapon Tables ■ WEAPONS & EQUIPMENT

Exotic Melee Weapons						
Light Melee weapons						
Drusus ³	370 gp	2d4	19-20/x3	-	4 lb	S/P
Unden Knife ³	5 gp	1d4+1	18-20/x2	5'	1 lb	S/P
Warfan ³	10 gp	1d6	19-20/x3	-	1 lb	S/P
One-Handed Melee Weapons						
Chain Sword ^{3,4}	500 gp	1d8	x2	-	4 lb	S
Kio Sword ³	1,000 gp	1d8	18-20/x2	-	3 lb	S/P
Steel Whip ^{3, 4}	15 gp	1d6	19-20/x2	-	6 lb	S
Two-Handed Melee Weapons						
Amplus Machaera (grandblade)	150 gp	2d8	19-20/x2	-	30 lb	S
Crocodile Sword ³	60 gp	1d8	19-20/x2	-	13 lb	S
Double Spear ⁵	50 gp	1d6/1d6	19-20/x2	-	10 lb	B/P
Mancatcher Staff ^{3, 4, 6}	30 gp	1d4	x2	-	5 lb	P
Spiral Spear ^{1, 3}	135 gp	1d10	x3	15'	7 lb	P
Tralian Hammer ³	145 gp	2d8	x3	-	18 lb	B/P
Tremarian Sworock ^{3, 4}	150 gp	2d4	-	-	20 lb	B/S
Yhark ³	70 gp	1d10/1d6	x3	-	20 lb	S/B
Special						
Cafelan Combat Cloak ³	15 gp	Special	x2	-	2 lb	
Tail Bracer	30 gp	1d8	x2	-	10 lb	B/P
Exotic Ranged Weapons						
Bola, Voei ³	50 gp	1d8	x3	15'	18 lb	B/P
Boomerang Axe ³	9 gp	1d6	x2	10'	5 lb	S
Chain Net ³	100 gp	1d4	-	5'	25 lb	B
Disc Crossbow, Repeating	65 gp	1d6	18-20 /x2	100'	10 lb	P
Discs (6 round clip)	3 gp	-	-	-	1 lb	-
Flintlocks						
One-Handed Flintlocks						
Altherian Flintlock, Pistol ³	400 gp*	3d4	19-20/x3	50'	5 lb	P
Altherian Scattergun ³	400 gp*	2d4	x2	20'	15 lb	P
Pistol, small ^{2,3}	600 gp	2d4	x3	30'	5 lb	P
Blastpowder, 10 shots	50 gp				1 lb	
Two-Handed Flintlocks						
Altherian Flintlock, Rifle ³	500 gp*	4d4	19-20/x3	100'	15 lb	P
Blunderbuss ^{2, 3}	400 gp	3d6	-	20' cone	30 lb	P
Grenade-like Weapons						
Fragmentation Bomb ³	50 gp	2d6	N/A	10'	2 lb	P + Fire
Siege Weapons						
Cannon, Field ³	1500 gp	-	N/A	200'	1000 lb	-
Field Cannonball ³	100 gp	6d6	-	-	15 lb	B
Field Mortar Shell ³	300 gp	5d6	-	-	20 lb	P + Fire
Cannon, Siege ³	2500 gp	-	N/A	300'	2800 lb	-
Siege Cannonball ³	150 gp	10d6	-	-	25 lb	B
Siege Mortar Shell ³	450 gp	8d6	-	-	30 lb	P + Fire

1. This weapon inflicts double damage when a readied action is used to hit a charging opponent.
2. This weapon may misfire. See the misfire rules see Table 7-3 Flintlock Misfires for more details.
3. This weapon has special rules or abilities. See the weapon's description for more details.
4. This weapon has reach.
5. This weapon is a double weapon.
6. This weapon only deals nonlethal damage.

* Upon character creation, Altherian characters enjoy a 25% discount when buying these weapons. They may also receive this discount when buying flintlocks in Altheria. The price of these weapons may also be lowered with the successful use of the Black Market skill (see *Chapter 4 - Skills*).



Amplus Machaera (grandblade) (Exotic)

Description: This huge single-edged blade averages 7 feet in length by 4 inches in width. Lacking a cross guard, the hilt adds nearly two more feet to the weapon's length, and ends in an oversized, spherical pommel. The back of the blade has a shallow, semi-circular indentation where the shoulder would normally meet the sword to allow the wielder just a few more inches on his swing. Some individuals have taken to adding steel rings above this indentation, which rattle ominously in the hands of a skilled warrior.

History: The first grandblade was created and used within the shadow of the illustrious gladiatorial arena of Grand Coryan. Much too long and wide to be used without special training, the grandblade has seen little use outside the arena. A few freed gladiators have taken one with them as they set out in search of a new life, and a few adventurers have also adopted the grandblade, citing its fearsome appearance as its most appealing trait.

Aspergil, Heavy (Simple)

Description: The aspergil is a hollow mace made completely of iron. Its thick walls are sturdy enough to withstand even the strongest of blows. The hollow interior has enough interior space to hold the equivalent of two flasks of liquid. An array of small perforations in the aspergil's flanged head enable its wielder to disperse the liquid inside, showering opponents and allies within a ten-foot cone.

History: First developed by the priests of Neroth for the purpose of blessing troops before combat, this weapon was originally meant to contain holy water. However, the shaft can be filled with two flasks of any liquid provided it is not too viscous (for this reason alchemical fire is never used, nor are most contact poisons). Powders are never used, either, as the resulting cloud would also affect the wielder, and loading the aspergil with magical potions and oils has proven ineffective, as they lose their potency when they are dispersed in this manner.

Special: Using a loaded aspergil against a single opponent delivers a standard hit as well as one-half the normal damage from the contents. Therefore, a successful melee attack with an acid-filled aspergil deals the weapon's normal damage, plus 1d3 acid damage, since a flask of acid normally deals 1d6 points of damage. Using the aspergil to spray opponents in a 10-foot cone is a standard action, and every character within the area of effect must make a Reflex save (DC 15) or suffer one-half the normal damage from the contents. Therefore, if the aspergil is filled with acid and three characters are within the 10' cone, each must succeed on the Reflex save or suffer 1d3 points of acid damage. A successful save means that the character suffers no damage. The wielder may not differentiate between friend and foe within the 10-foot cone. The wielder may attempt to spin the aspergil overhead to splash all creatures adjacent to him (all adjacent squares). Again, this requires a Reflex save (DC 13) from every creature in the area of effect, but only one-quarter the normal damage is dealt and this requires a full-round action on the wielder's part. Using the aspergil in this manner does not provoke attacks of opportunity. Contact poisons may be dispersed via the aspergil; each creature within the area of effect must succeed on the Reflex save or be forced to attempt a Fortitude save against the poison. Creatures that make the Reflex save have avoided coming in contact with any of the poison. Injury poisons can be loaded into the aspergil, but they are only effective against creatures struck by the aspergil in melee combat, and even their effectiveness is lessened because not as much poison enters the wound as would normally be the case. The ability damage from such poisons is halved (the Fortitude save DCs are unchanged). Any normal splash damage associated with liquid used in an aspergil does not apply. A single flask of liquid is consumed in two swings of the weapon, regardless of whether a successful hit is achieved or not. Pouring one flask of liquid into the aspergil requires a full-round action that provokes attacks of opportunity.

Aspergil, Light (Simple)

Description: This is a lighter version of the heavy aspergil. This weapon only holds one flask of liquid and does less damage in melee combat.

Awl Pike (Martial)

Description: This is an infantry spear ranging anywhere from 16 to 22 feet in length. Its thick, leather-wrapped handle is made from the finest Milandisian oak. The pike is topped with a steel shaft that extends nearly five feet, abruptly ending in a sharp, deadly point. Some military units carrying these weapons tie unit banners or ribbons near the tip to help identify friend from foe.

History: Originally created for use both with and against cavalry troops, the awl pike has proven useful in a great number of situations and has become a staple of the cantons of Milandir.

Special: An awl pike has reach of 10 feet and cannot be used against an adjacent foe. It deals double damage when set to receive a charge.

Bardiche (Martial)

Description: The bardiche is an elongated battleaxe. It has a large but narrow curved 2-foot long axe-head mounted on a pole 5 to 8 feet long.

History: This weapon was originally developed by the Milandisian cantons to kill the undead scum of Canceri while not having to befoul themselves by nearing the abominations. Only the strongest cantons choose this weapon, due to its hefty weight, but they do so for its ability to keep themselves out of their opponents' reach and for the sheer power it packs in every swing.

Bearded Axe (Martial)

Description: The bearded axe is the epitome of axe design. A bearded axe consists of a heavy half-moon blade mounted on a 5 ½ foot reinforced staff as thick as a man's wrist. Once swung, the blade is nigh unstoppable, plowing through flesh and bone with equal ease.

History: Originally designed to punch through the heavy armor of their enemies, the bearded axe is the favored weapon of the Ssethregoran heavy infantry. Recently this weapon has begun to circulate through other nations, as their troops encounter it during their service in the Shining Patrol of Altheria.

Special: This weapon is so heavy that it may not be wielded properly by anyone with a Strength score of less than 16. Anyone without sufficient Strength trying to wield this weapon suffers a -4 penalty on all attack rolls. A bearded axe gains a +2 damage bonus on all sunder attempts.

Bola, Voei (Exotic)

Description: The savage Voei have made a horrific version of this normally humane weapon. Voei bolas are made from lengths of spiked chain fastened through reinforced, perfectly preserved human heads – which are used for the weights.

History: Though they enjoy widespread use among the Voei now, these gruesome weapons were first developed for use against the normally-disciplined Coryani Legions. The Voei learned that by targeting a few legionnaires with the heads of their fallen companions, they were able to demoralize the legionnaires, thus making their subsequent charge to break through the legionnaires' infamous shield walls much easier.

Special: Unlike a normal bola, this version does real damage. Ranged trip attacks made with this weapon receive a +2 bonus. Additionally, anyone struck by this weapon must make a Will save (DC 10) or be shaken for a number of rounds equal to the damage dealt by the weapon. A minimum Strength of 18 is required to use this weapon, and they are never found for sale. To acquire a Voei bola, one must construct it or take it off a fallen Voei.

Boomerang Axe (Exotic)

Description: These boomerangs have a forward-curved wooden shaft affixed with a steel edge that grows heavier towards the tip. They are commonly decorated with inlays, scrimshaw, elaborate paintings of totemic creatures, and strange runes holy to the Voei.

History: First encountered by the Legion of Deliverance in their campaigns against the barbarian Voei, several tribes of the Vanomir have also begun to use this savage invention.

Special: If this weapon is thrown and it misses its target, it will return to the attacker (at the same location he threw it from) at the end of the attacker's initiative. If the attacker is not proficient in this weapon, instead of catching it as normal, he must roll an attack against himself. If the attack hits, he catches the weapon. If the attack misses, then the weapon lands at his feet. While these weapons are designed to be thrown, they can be used in melee with a -2 penalty to hit. Some tribes of the Corlathian Mountains carve holes into these weapons to make them whistle when thrown, while others prefer to attach colorful rattles along the haft. Both modifications produce an unnerving effect on opponents. A targeted creature must succeed on a Will save (DC 10) when attacked by a boomerang axe or become shaken for 1d4 rounds. After a single saving throw is made against this ability, the target is immune to being frightened by any boomerang axe for the next 24 hours.

Cafelan Combat Cloak (Exotic)

Description: These over-garments vary in style and color by individual taste. However, within their double folds, they are cunningly reinforced with leather or metal strips to give the cloak the strength and rigidity necessary to be used by the various cloak-fighting techniques of Cafela.

History: These garments were first developed and used by a group of famous Cafelan duelists. Although their use is not widespread, they are still popular in Cafela, particularly in Sweet Savona. Some cloak-wielding duelists become so popular that they are easily recognized by the style and color of their combat cloaks.

Special: Typical cloaks have a hardness of 2 and 5 hit points. These cloaks may be used as a weapon or for defense by taking any one of the various cloak-fighting techniques. Although listed in the exotic weapon category, this weapon does not require an exotic weapon proficiency to use properly. Instead, to use a combat cloak effectively, a character must take at least one of the feats designed for that purpose. See *Chapter 5 - Feats* for details. The price listed in the weapon chart is merely a base cost to reinforce the garment properly. Many of these cloaks are so elaborately decorated that they cost several thousand imperials.

Chain Net (Exotic)

Description: This net is made from barbed steel links that snag and entangle opponents. The edge of the net has a row of larger hooks that are designed to swing around and catch other links, further entrapping its victims. A trailing chain allows the attacker to exert control over netted opponents.

History: The Sorcerer King of Ymandragore originally developed this chain net for his agents, to help them capture Celestial Giants. Since that time, it has become a staple for the Harvesters and has found its way into some gladiatorial arenas.

Special: The chain net must be used two-handed when cast at an opponent. See *Core Rulebook 1* for rules on netting opponents, with the following exceptions: The barbs deal 1d4 points of damage each time the entangled creature performs an action (thereby increasing the DC of any Concentration checks for spellcasting); the controlling creature may further injure his prey by pulling on the trailing chain, which deals 1d4 points of damage to all creatures caught in the net (with a readied action, this can be combined with the 1d4 of damage that creatures within the net suffer for performing an action). The chain net has 30 hit points, hardness 10, and it can be broken with a Strength check (DC 25).

Chain Sword (Exotic)

Description: Despite its name, no chains are used in this weapon's remarkable construction. Resembling an oversized gladius, it is actually a series of razor-sharp segments attached by a highly flexible metal coil. The seams on the sword are barely visible when the lock is engaged. However, releasing the lock separates the sword. The coil runs along a reinforced central channel inside the blade. Releasing the segments turns the sword into a whip-like device. It is a versatile and wickedly-effective weapon in the hands of an expert.

History: Originally named the "ziton," after its Altherian inventor, Zitonin, this weapon eventually became known as the chain sword. The chain sword is also called a widow whip, a snake sword, or a razor maiden; perhaps the latter moniker is in honor of Domitia Paulina val'Sheem, the famed Larissan vestal-paladin of Sweet Savona who wielded her magical chain sword, *Wyrmmwhipper*, with deadly grace and suggestively serpentine precision. The members of the warrior's guild she formed, the Blade Dancers of Larissa, use chain swords exclusively.

Special: Because of their complex construction, all chain swords must be of masterwork quality or greater. When in lashing mode, the chain sword is treated exactly as a whip, except that it deals lethal damage. The chain sword can also be used to make trip attacks, with a +1 bonus, and if the wielder is tripped during the attempt, he may drop the sword to avoid being tripped in return. In blade mode, this weapon does not have reach. When attempting to disarm an opponent, add a +1 bonus on any opposed attack rolls (including the roll to keep from being disarmed if such an attempt fails). Due to its complex construction, chain swords are very fragile, only having a hardness of 6 and 3 hit points. Switching between lashing and blade modes is a move-equivalent action that does not provoke attacks of opportunity. Only characters that are proficient with this weapon can make use of any of its special abilities, including the ability to switch it from one form to the other.

Feats that are taken specifically for the chain sword (such as Weapon Focus) grant their benefits to the wielder regardless of which mode the chain sword is in (lashing or blade). Although the chain sword functions like a whip when it is in lashing mode, feats that are taken specifically for the whip do not apply when wielding a chain sword (in either form).

The chain sword's ability to make trip attacks like a whip is effective only when it is in lashing mode. The weapon's bonus on disarm rolls is effective only when it is in blade mode.

Crocodile Sword (Exotic)

Description: Sometimes called a blade-breaker or a dragon dirk, the crocodile sword earned its moniker from its curiously-toothed edge. One edge of the blade is smooth, while the other holds a row of vicious, comb-like teeth. The blade point is rounded or topped by a short cross-spike, and the hilt quillons curve slightly towards the blade.

History: This weapon was first created in the city of Treslau as a training device for their cantons. Since then, it has gained notoriety in a variety of places, most notably in gladiatorial games.

Special: Rather than slash with the bladed edge, the wielder may use the toothed side to sunder an opponent's weapon or to make a disarm attempt. When making a sunder attempt on a slashing weapon, reduce the hardness of the opponent's weapon by one-half (round up). When using the crocodile sword to make a disarm attempt on a slashing weapon, the wielder receives a +1 bonus to any opposed attack rolls made (including the roll to avoid being disarmed should the attempt fail). See *Core Rulebook 1* for all other disarming and sundering restrictions and specifications.

Crowsbeak (Martial)

Description: A crowsbeak is an overly large morning star with a hooked flange or "beak" projecting from the heavy iron head. The footman's version of this weapon is mounted to a 2-foot shaft while the length of the horseman's shaft is 8 feet.

History: Originally designed for the Agamis Egg Clutch ss'ressen by their Ssethregoran masters, this weapon has been adapted for use by smaller creatures by members of the Shining Patrol. The Milandisians have become particularly fond of this weapon, and have begun employing it in significant numbers.

Special: The footman's version of this weapon can be used to make trip attacks with a +2 bonus. If the wielder is tripped during the trip attempt, he may drop the crowsbeak to avoid being tripped in return. The hook of both versions can be used to snag opponents's weapons, granting a +2 bonus to all disarm attempts.

Disc Crossbow, Repeating (Exotic)

Description: This weapon is similar to a normal repeating crossbow, except that it fires a slim, sharpened disc of metal.

History: The origin of this weapon is unclear. Whether it was developed in the Hinterlands or imported from the Khitani, one thing is certain. These weapons are extremely rare in any of the southern lands of Arcanis.

Drusus (Exotic)

Description: As much an honor as a weapon, these elegant blades are given to champion gladiators, officers, and the elite troops of the Emperor's legions. They represent the pinnacle of gladius design, with a light yet incredibly strong blade, and an ornately designed or engraved pommel. The Coryani weaponsmiths guard the secret of its construction closely, and few are exported due to the demand. A drusus must be fastidiously maintained, as even one encounter can dull its keen edge.

History: These weapons were developed over the years as special rewards for faithful service to the legions or the Empire. A few have also been gifted to prized gladiators.

Special: These weapons are always of masterwork or greater quality. Unlike a normal gladius, Weapon Finesse and Power Attack may be used with these weapons; however, to do so, the wielder must have Exotic Weapon Proficiency with both the gladius and the drusus. After any combat in which a drusus was used successfully to deal melee damage, it must be sharpened. This requires a successful Craft (Weaponsmithing) check (DC 18). Failure means the drusus becomes a regular gladius until a successful check is made. Only one such check may be made per day. Other than the initial Exotic Weapon Proficiency feat needed to wield it, which must be taken separately from the gladius, the drusus benefits from all of a character's other feats that are specific to the gladius. For example, Weapon Focus, Weapon Specialization, and Improved Critical taken with the gladius also grant their benefits when the character is wielding a drusus. The reverse is also true: any weapon-specific feat taken for the drusus also applies to the gladius.

Double Spear (Exotic)

Description: A combination of the quarterstaff and spear, this weapon simply puts a spearhead on each end of the staff, allowing the wielder to alternate between bludgeoning and piercing damage.

History: The history of this weapon is shrouded behind the mysterious veil of the Khitani Empire. Originally carried by Khitani monks on pilgrimages to the First City, the double spear has gained a very small but loyal following among several other monasteries since that time.

Special: A double spear is a monk weapon and a double weapon. The wielder can fight with it as if fighting with two weapons, but when doing so, the character incurs all the normal attack penalties associated with fighting with two weapons, just as if he were using a one-handed weapon and a light weapon (see Two-Weapon Fighting in *Core Rulebook I*).

Flamberge (Martial)

Description: A variant of the greatsword, the flamberge's signature wavy blade is a deadly tribute to the cold serpentine empire that was responsible for its birth. A flamberge is a fearsome sight, sending chills down the spine of even the most stalwart foe. Covered in razor-sharp points and protrusions, these weapons grate through flesh and bone, leaving horrid jagged lacerations in their wake.

History: Originally developed by the Ssethregoran Empire, during recent years this weapon has become quite popular with the val'Virdan family and the Nierites of Canceri.

Special: This weapon grants its wielder a +2 bonus on Intimidate skill checks if the weapon is openly displayed. This weapon inflicts +1 point of damage with each hit, but the wielder suffers a -1 penalty on all melee attack rolls.

Footbow (Martial)

Description: A Voei footbow is an 8-foot long composite bow made from a single bleached-bone segment. Civilized nations have begun to manufacture replicas of this fearsome weapon by using reverse grained strips of wood bonded and laminated together for rigidity. The pull of either type is so heavy that a normal person must sit on the ground and pull the string with both hands while pushing on the bow with his feet to draw it. Thus, it has been named the footbow. While ungainly to use, the distance the shot carries, and its armor-piercing potential, have led several nations to experiment with footbows. Some later versions even have footholds built onto the bow for ease of use.

History: These powerful weapons were first discovered during the earliest days of the Coryani campaign against the Voei. They resemble elongated versions of a normal composite bow, but they are usually made from a single bone from an unknown source. Many speculate these bones come from the Graveyard of the Titans in the Hinterlands, but these reports have never been proven. The strength of the footbow is such that it was reputed to have sent an arrow well over a mile, straight through a legionnaire.

Special: This weapon may not be used while mounted. A footbow may be shot in one of two ways. First, if the user has a minimum Strength of 18, he may fire this bow like any other. If the user does not meet this requirement, he must shoot the bow from a sitting position. Firing a footbow from a sitting position is a standard action that provokes attacks of opportunity. Regardless of the firing method, the strain of firing a weapon with such a heavy pull takes its toll, and the string must be replaced after every third shot. Replacing a string is a full-round action that provokes attacks of opportunity. Several mighty versions of this bow have been found among the Voei. A mighty footbow increases the Strength requirement to pull it by 2 points per +1 of damage. Thus, where the basic footbow requires an 18 Strength, a mighty (+1) footbow requires a 20 Strength, and so on up to the mighty (+4) footbow, which requires a 26 Strength. The mighty versions of this bow may only be fired by users meeting the Strength requirements regardless of the shooting method used.

Gladius (Martial / Exotic)

Description: The gladius has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory, and is topped with a rounded pommel. The entire sword is roughly 2½ feet in length.

History: The gladius is the standard weapon of the Coryani Legions. Though this weapon has been in service for well over a thousand years, it is still considered among the best on Onara.

Special: Even though this weapon is considered light, Weapon Finesse may not be used with it. If the Exotic Weapon Proficiency (gladius) feat is taken, then a character may utilize the Power Attack feat with the gladius and may also use it as a slashing weapon.

Glaive-Guisarme (Martial)

Description: Like the guisarme, this weapon is made of an elaborately curved blade attached to a 6-foot long staff. However, this version also has a fluke on the reverse side of the blade that is useful for tripping or disarming opponents.

History: Although the Kio originally developed this weapon, the rest of its history remains shrouded in mystery.

Special: A glaive-guisarme has 10-foot reach. The weapon cannot be used against an adjacent foe. Due to the curved blade and strategically placed fluke, trip and disarm attacks made with this weapon receive a +1 bonus. If the wielder is tripped during his or her trip attempt, the weapon can be dropped to avoid being tripped.

Godentag (Simple)

Description: The godentag resembles a very large morningstar head mounted on a 6-foot wooden handle.

History: When the Cancereese invaded Milandir, the Milandisian peasants put their everyday tools to good use in order to defend their homes. This device, previously used to soften leather, made a particularly effective yet simple weapon. The Milandisians have a grim sense of humor; Godentag means “Good Day” in Milandisian, and when the peasants struck the invaders, they would call out, “Good day!”

Great Trident (Martial)

Description: A two-handed version of a regular trident, this weapon consists of three barbed tines protruding from the end of a 6-foot shaft.

History: Originally developed by the Undir for fishing, the trident has been adapted and refined by the water-faring culture of the val'Ossan. The Dolphin Guard of Naeraanth have become very fond of this weapon, often having them made of coral or exotic metals.

Special: This weapon has a 10-foot reach, and may not be used against adjacent opponents. When struck with this weapon, the defender must make a Reflex save (DC 10) or be “hung” on the tines, suffering the effects of being entangled as detailed in *Core Rulebook I*. If this happens, either the attacker or defender may choose to rip the weapon free, doing 1d4 points of damage, or they may both choose to leave it in place (either is a free action). If the attacker chooses to leave the weapon in place, he must drop it, or his next attack automatically rips the weapon free.

Guisarme-Voulge (Martial)

Description: Another refinement of the standard guisarme, this weapon features a curved axe-head and a back hook used to trip opponents. The axe blade's end tapers so that it may be used for thrusting attacks.

History: Milandir developed this weapon from the standard guisarme during the Barbarian Wars. The Milandisians needed a weapon to counter the speedy Yhing hir warriors of Ni'Hu's army, and this weapon was the result. Many cantons still field this weapon today.

Special: A guisarme-voulge has a 10-foot reach. The weapon cannot be used against an adjacent foe. Because of the unique blade design, trip attacks can also be made with it. If the wielder is tripped during

his or her trip attempt, the weapon can be dropped to avoid being tripped in return. If used against a mounted opponent, this weapon gives the wielder a +1 bonus to hit and a +2 bonus on any trip attempt made against the mount.

Khopesh (Martial)

Description: The khopesh has a six-inch hilt supporting a blade that extends straight out about 18 inches before curving into a sickle shape for another 18 inches. Its sickle-like blade can be edged either on the inside or outside curve, or both. The spine of the weapon is made to be heavier than that of most other swords. Edged to the outside, this weapon is extremely effective at creating slashing wounds. Edged to the inside, it is used for hacking an opponent. In either case, the heavy spine of the weapon and high center of gravity (centered along the blade instead of close to the hilt) make the khopesh a most effective weapon.

History: The khopesh is an ancient Myrantian weapon. The khopesh design was devastatingly effective and changed the development of edged weapons around the known world. Though limited in use today, it still may be found among Myrantians, druids, gladiators, and other warriors with exotic tastes.

Kio Sword (Exotic)

Description: Kio swords are fashioned with double-edged cutting blades like broadswords, but they are as fine and maneuverable as a rapier. The blade has a ricasso near the hilt and a fuller down the middle. They are usually ash gray or have a bluish sheen. The hilt usually has an ornately decorated grip of some significance to the family who constructed it. Overall, these blades are light, durable, and flexible.

History: A few Kio master smiths have harbored an ancient blacksmithing technique that uses an alloy of purified steel with infusions of mithral and meteoric iron to forge the finest swords in the southern lands, if not the whole continent of Onara. Some Kio swords are hundreds of years old and are passed down as heirlooms, still completely functional despite their age. It is exceedingly rare to see one up for purchase. Usually these blades are only given away for some great service performed for a noble Kio house. In fact, so great is the reputé of certain swords that some Kio warriors are recognized simply by the sword they carry. To see a Kio duelist fight with such a blade is a true wonder to behold. All Kio swords are named, and as a matter of tradition, most bearers of Kio swords introduce themselves as “name,” bearer of “sword name.” Enchanted or legendary versions of these weapons are prized family heirlooms in Kio society and to own one is considered the greatest of honors.

Special: Kio swords are always of greater masterwork quality or higher. The basic Kio sword has a hardness of 15 and has 15 hit points. Kio swords are treated as mithral weapons for purposes of bypassing damage reduction. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a Kio sword sized for you, even though it isn't a light weapon for you. Unlike a rapier, you can wield a Kio sword in two hands in order to apply 1.5 times your Strength bonus to damage.

The Kio sword is treated as if it were both a longsword and a rapier for the purpose of

qualifying for prestige classes. For example, a prestige class with a prerequisite of Weapon Specialization (longsword) could be met by a character with Weapon Specialization (Kio sword). The reverse is not true: A feat or class with a prerequisite specifying the Kio sword cannot be met by longswords or rapiers.

Feats that you take specifically for the Kio sword (such as Weapon Focus) do not provide any benefit when you are wielding a longsword or a rapier, nor do feats that you take specifically for the longsword or rapier provide any bonus when you are wielding a Kio sword.

Class features and special abilities that specify the longsword or rapier may also be utilized when wielding a Kio sword. For example, a Duelist may take advantage of his special class abilities (such as Precise Strike) while wielding a Kio sword. Class features and special abilities that specify the Kio sword may not be utilized while wielding a longsword or a rapier.

Koncerz (Martial)

Description: Essentially a light metal lance, the koncerz is a special point-only sword with a squared or triangular cross-section. It is straight and nearly 10 feet long. Due to its extreme length, it is normally used only from horseback to pierce heavily armored foes on foot. It is usually carried sheathed below the saddle under the mounted warrior's right knee.

History: The exact origins of this weapon are unknown, but the famed winged val'Holryn lancers of Tralia favor this weapon for its reach, durability, and simplicity.

Special: The koncerz has a 10-foot reach. It cannot be used against an adjacent foe.

Kopia (Martial)

Description: The kopia is long, light, and slender. This 18-foot long lance is carved from fir wood, as is the large wooden ball that serves as the handle guard. The extraordinary length of the weapon and its relatively light weight are achieved by boring out the core of the lance from the point to the ball. The boring is executed by cutting the lance in half, hollowing out each side, and gluing the halves back together. This joint is often reinforced with string webbing, over which tar is then poured. A light wood is used for the forward part of the lance, and the lance point is usually steel, most often with a silk pennant hanging just below the tip. The point is supported with additional metal reinforcing straps running down the shaft, which also help protect the wood below the point from a sword cut. The pennants are usually of a uniform color per troop for identification. When not in use, the kopia is usually carried in a metal cup (called a tuleja) attached by leather straps to the saddle.

History: This weapon was developed by cavalry units of the Milandisian League of Cities to counter Canceri ground troops armed with pikes. Since then, it has undergone constant refinement to become the fine weapon it is today.

Special: A kopia has 15-foot reach, and the weapon cannot be used against any closer foe. Like a lance, a kopia deals double damage when used from the back of a charging mount. Due to its unique construction, on any successful melee attack, this weapon breaks. Such is the cost of its extreme reach.

Lancea (Martial)

Description: The lancea is a wood shafted, metal barb-tipped weapon mainly used for throwing, but it is also sturdy enough to be used as a thrusting weapon if retained in the hand. A leather thong attached to the shaft keeps the weapon in hand when used as a thrusting weapon, and also helps stabilize the weapon when thrown, giving it a slightly longer range than the spear.

History: Originally developed by the Coryani as a standard armament for their legions, this weapon now enjoys widespread use. Some of these weapons carry elaborate designs and are used as badges of office.

Special: The leather thong on this weapon gives the wielder a +4 bonus to resist being disarmed.

Mancatcher Staff (Exotic)

Description: This weapon is normally a 10-foot long metal or wooden pole topped with a set of sharpened, spring-loaded jaws at the far end. Suspended between the jaws is a small metal activation plate, giving it a similar appearance to that of a bear trap.

History: Originally developed by the Ssethregoran Empire to capture slaves, this weapon has since developed a very large following. The Yhing hir use it to dislodge mounted opponents, the Ymandragoran Harvesters use it to hunt those gifted in the arcane arts, and nearly every other nation employs it to some degree to capture wanted fugitives.

Special: This weapon can only be used against Small and Medium-size opponents. Attacking with this weapon requires a successful melee touch attack against the target. Once hit, contact is made, the activation plate is triggered, and the jaws snap shut initiating an immediate grapple check (as a free action that does not provoke attacks of opportunity) with the attacker receiving a bonus of +4 on the check. Grappled opponents may still use weapons of any size while they are held in a mancatcher staff, but they suffer a -4 penalty to all attacks. Pinned opponents may not attack at all. While caught in the mancatcher, the target suffers 1d4 hit points of nonlethal damage per round. The victim may attempt to escape the weapon's grasp with opposed grapple or Escape Artist checks as a normal grapple, but the victim suffers an additional 1d4 points of nonlethal damage regardless of the outcome. If the defender wins the original grapple check, he has avoided the jaws and receives no damage. To use the weapon again, the attacker must re-arm the trapping mechanism (this requires a full-round action and provokes attacks of opportunity). The mancatcher has a reach of 10 feet and cannot be used against opponents in adjacent squares. The bonuses granted through the Improved Grapple feat do not apply when wielding this weapon, as it is the jaws that are doing the grappling, not the character. The mancatcher staff has a hardness of 5 and 12 hit points. If the grappled target wishes to sunder the mancatcher, he gains a +10 circumstance bonus to hit the weapon, but suffers a -5 penalty to his weapon damage.

Mattiobarbuli (Martial)

Description: The mattiobarbuli are hand-thrown, lead-weighted darts carried by the Coryani Legions. They are rather expensive to produce in bulk, but they allow legionnaires to effectively double as missile troops.

History: These weapons were first developed by Almeric val'Assanté, the second Emperor of Coryan. He wanted a way to allow his legions some flexibility on the battlefield without carrying a significant amount of bulky or hard-to-maintain gear. This hand-held missile was the result, and it has been a staple of the legions from that time forward.

Pike (Martial)

Description: Pikes are extremely long weapons, usually about 20 feet in length. The steel tip is fairly long compared to the wooden shaft, making this weapon most unwieldy in close combat.

History: The pike was a favorite of the old phalanx days of warfare where troops were heavily packed together. Often used to counter cavalry, a row of pikemen set to receive a charge is a deadly encounter for all but the most skillful cavalry knights. For this very reason, the Cancerese Nierites have adopted this weapon as a means to combat the mounted Knights of Milandir and the horse warriors of the Yhing hir.

Special: The pike has a reach of 15 feet, but the wielder cannot attack foes anywhere inside his reach. This weapon may not be used from horseback.

Pila, Heavy (Martial)

Description: This weapon is a slightly heavier version of the light pila. It has a shorter range, but does more damage. This weapon is commonly issued to the regular legions.

Pila, Light (Martial)

Description: The pila are quite unique in design. Although a pilum can function as a spear or melee weapon, it is designed to warp after impact, in hopes that it will drag down an enemy's shield, sometimes pinning two of them together. The average pilum is 6 feet long and has a barbed iron shaft connected to a wooden pole in a weighted socket. A lead ball is usually added to further increase the throwing distance.

History: This weapon was developed during the phalanx days of warfare to counter the all too commonly encountered shield wall. This weapon was designed as a means to open gaps in the shield walls of the enemy, and it is still in use today, often issued to the Coryani *auxiliarius*.

Special: As a ranged or melee attack, this weapon may be used to sunder a shield. To hit the shield, the attacker must hit the item as described under the "Attack an Object" rules in *Core Rulebook I*. If the attempted sunder is a ranged attack, it does not provoke an attack of opportunity against the attacker unless the defender is able to reach the attacker with his weapon. On a successful hit, the pilum does double damage against the shield. If the damage overcomes the shield's hardness, the pilum sticks into the shield, causing the bearer significant problems. Shields sundered in this manner suffer an additional -10 armor check penalty, lose one-half their protective (armor) value, and the bearer suffers an additional +20% arcane spell failure chance. Discarding a shield that has been sundered by a pilum is a move-equivalent action. The pilum is destroyed on any successful sunder attempt. The Improved Sunder feat does work in conjunction with this weapon.

Pugio (Martial)

Description: This ornate dagger is commonly carried by the legions of Coryan. The pear-shaped blade is normally about a foot in length, and the handle is formed to fit the hand snugly.

History: Originally designed as a back-up weapon for the legionnaire, this weapon has long since been relegated to a utility knife around camp.

Reaver Sword (Martial)

Description: This sword resembles a large kukri. It is an over-sized short sword with a heavy, forward-curving blade, widening towards the tip, and is sharpened only along its inner edge. In many respects, it is wielded more like an axe, and its versatility as a tool explains its popularity. Some versions of this sword are highly decorative, with elaborate etchings along their length. Occasionally, examples of these weapons are found with pommel guards, but they never have thrusting tips.

History: First carried by the Reavers of Bealak Gempor, the reaver sword, along with its smaller cousin the kukri, has become very popular with the pirates of the Pale Sea.

Special: The blade of a reaver sword is quite robust, giving it 8 hit points and hardness 10. Many reaver swords have a notch at the terminus of their edge, giving them a +1 bonus to disarm other weapons. Dwarves from Bealak Gempor are always proficient with the reaver sword.

Saber (Martial)

Description: The saber is a long, single-edged sword that curves slightly for greater effectiveness while slashing. The hilt is possibly the most recognizable part of this weapon, being one of the only swords to have a leaf-shaped, convex hand guard. Some sea captains and cavalry officers adopt the basket-style hand guard for their sabers as well.

History: The saber is generally a seafarer's sword, but it has also come to be a favored weapon of the Tralian Hussars due to the influence of the val'Ossan.

Special: A saber used from horseback during a charge inflicts double damage. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a saber that is sized for you, even though it isn't a light weapon for you. You can wield a saber in both hands to apply 1.5 times your Strength bonus to damage.

Spatha (Martial)

Description: The spatha is a cross between a locked gauntlet and an elongated sword. It has a narrow blade with a diamond-shaped cross-section that tapers to a very sharp point. The hilt is attached to a heavy, solid gauntlet that can be used with any medium or heavy suit of armor.

History: This weapon was first developed for use by the Coryani cavalry fighting the Voei. Now it enjoys widespread use by the cavalry all along the northern frontier.

Special: The spatha cannot be disarmed, but the wearer also cannot use the hand with which he wields this weapon for casting spells, employing skills, or making unarmed strikes. The wielder may still cast spells with somatic components if his opposite hand is free. Donning or removing the spatha is a

full-round action that provokes attacks of opportunity. This weapon deals double damage when used from a charging mount, and the Strength bonus of the mount is added to the damage dealt after all other damage has been calculated (the mount's Strength damage is not doubled). However, if this weapon is employed while not mounted, all attacks and damage rolls suffer a -4 penalty. This weapon has a reach of 10 feet and cannot be used against opponents in adjacent squares.

Spiral Spear (Exotic)

Description: Also known as the fear fang, this gruesome Canceri weapon is a reinforced spear that is balanced for throwing and topped by a broad corkscrew blade with a serrated inner edge.

History: The first known spiral spear was uncovered in the Blighted Mire during a fact-finding expedition, though the details of its discovery are somewhat shrouded in mystery as only one member of the team returned. From this single spear, the Canceri have uncovered the mysteries surrounding its construction and begun mass-producing it for their armies. This weapon is considered cruel and dishonorable in most civilized nations, and anyone wielding one will likely not receive any quarter.

Special: Anyone hit by this weapon must make a Reflex save (DC 15). Failure means the weapon is lodged in the victim and the attacker must drop the weapon. The victim's base speed is reduced by one-half and he may not run or charge. Any attempt to cast a spell while impaled by a spiral spear requires a Concentration check (DC 15 plus spell level). Dislodging the spear requires two free hands, and is a full-round action that provokes attacks of opportunity and delivers 1d6 points of damage due to the serrations ripping out chunks of flesh.

Steel Whip (Exotic)

Description: This whip consists of interlocking steel rods and rings wrapped in soft, flexible leather. It gives off a skittering rattle when used, hence the weapon's nickname, "rattler."

History: The steel whip is a surprisingly dangerous weapon that was first developed by the Kio for reasons only known to them. Within the League of Princes, this weapon is still very popular.

Special: Unlike a regular whip, this weapon deals lethal damage and is effective against armored opponents. The steel whip is treated as a melee weapon with a 15-foot reach, though its wielder does not threaten any squares. In addition, unlike most other reach weapons, the steel whip can be used against foes anywhere within its reach. Using a steel whip provokes attacks of opportunity, just as if the wielder had used a ranged weapon. Because the steel whip can wrap around objects, its wielder can make trip attacks and disarm attempts with it. If the whip's wielder is tripped during his trip attempt, the steel whip can be dropped to avoid being tripped. When attempting to disarm an opponent, the wielder receives a +1 bonus on any opposed attack rolls (including the roll to keep from being disarmed if such an attempt fails).

A character with the Exotic Weapon Proficiency (whip) feat is also proficient with the steel whip. The Weapon Finesse feat may be used with the steel whip even though it isn't a light weapon. Because the steel whip is a metallic weapon, alternative metals may be used in its construction.

Tail Bracer (Exotic)

Description: A tail bracer is a long, tapered leather sleeve with a row of razor-sharp spines running down its length. These leather sleeves are affixed to a ss'ressen's tail, providing extra weight and damage to attacks made with the tail.

History: These items were first developed by the Emerald Scale Egg Clutch to contend with their hated rivals, the Spiked Tail Egg Clutch. Since then, the Black Talon and Ashen Hide ss'ressen have duplicated these items and obtained more as booty taken off fallen foes.

Terbutje (Martial)

Description: Often gifted to the most prominent warriors and chieftains of the barbaric warrior tribes, the terbutje is a large wooden club embedded with rows of jagged shark teeth that rip into flesh and cause horrific wounds.

History: Primitive cultures living along the coastlines of Onara have been known to harvest the teeth of sharks and other deadly oceanic creatures for a number of uses. The terbutje is possibly the most fearsome example of this custom.

Special: After each week of use, this weapon must be repaired by replacing the broken or missing shark teeth. Although the terbutje is easily repaired, it costs 1d3 gold and the owner must spend 2 days finding or purchasing the replacement teeth.

Tralian Hammer (Exotic)

Description: Designed to overcome exceedingly tough armor, the Tralian hammer combines both the standard bludgeoning head of a hammer and the piercing, beak-like spike of a heavy pick. The entire thing is mounted on the end of a metal-shod, six-foot long shaft. While this has allowed for an extremely effective method of taking down heavily-armored knights, it has also made the weapon a little too unwieldy for all but those who dedicate themselves to its mastery.

History: First developed during the early days of Milandisian independence, this weapon has evolved to become a symbol of the nation and its nobility, and as such, cantons do not carry it. This weapon is usually reserved for high-ranking officers and champions.

Special: A character may use a Tralian hammer to inflict either piercing or bludgeoning damage, but this decision must be announced before making any attack rolls for the round. If no announcement is made, then by default the bludgeoning half of the head is being used.

Tremarian Sworock (Exotic)

Description: The tremarian sworock is a two-handed weapon consisting of a metal shaft about five feet in length, capped on one end by a heavy metal ball and on the other by a small metal disc from which springs a heavy blade approximately 18 inches in length. The blade is wide and slightly curved, looking something like a cross between the edges of an axe and a sword.

History: This weapon is a recent Elorii invention to counter the shortcomings of various other weapons. Though not yet in widespread use, it is becoming quite popular among the Laerestri.

Special: The sworock is a reach weapon, allowing its wielder to strike opponents up to 10 feet away, but unlike other reach weapons, it can be used to

strike adjacent opponents as well. The wielder can choose which end of the weapon to use for each attack, allowing him to switch freely between slashing and bludgeoning damage. Despite its dual ends, the balance of a sworock prevents it from ever being used as a double weapon. The heavy shaft and curved blade do allow it to be used for trip attacks, and if the wielder tripped during his attempt, he can drop the weapon to avoid being tripped in return. Because of its weight and the momentum achieved when swinging it, a character must have a minimum Strength of 16 to wield a sworock. Anyone without sufficient Strength trying to wield this weapon suffers a -4 penalty on all attack rolls.

Treslauder Axe (Martial)

Description: This weapon is a refinement of the bardiche. It has the standard axe-head of a bardiche, but the tip is sharpened down into a spear point that allows it to puncture thick hide and armor.

History: This refinement to the bardiche occurred shortly after the failed Milandisian siege of Ventaka. During that siege, many dead Milandisians were raised by the Cancerese to augment the necropolis's foul undead army. When faced by their former countrymen, the proved inadequate to pierce the heavy armor of the animated Knights. Immediately following the ensuing debacle, the cantons began modifying the bardiche in this manner.

Special: This weapon has a reach of 10 feet and cannot be used against opponents in adjacent squares.

Uندن Knife (Exotic)

Description: These daggers are long slashing blades with one cutting edge, akin to a bowie knife. Many of them have cutting notches, scalloping for scaling fish, pommel spikes for loosening rope knots, and/or concealed compartments in the handle. These knives are designed for melee use but can be thrown in an emergency. Thus, they deal less damage when thrown than when used hand-to-hand.

History: The Undir developed these multipurpose blades. They use them as tools and weapons, and they are very popular in the League of Princes. Some Undir men (and a few women) are adept duelists with these blades, and may challenge opponents to "deck duels" on docks, atop poles, on floating boats, or on floating logs as a test of dexterity, skill, and prowess. These duels are usually non-lethal, but they can get heated and bloody at times.

Special: These weapons are balanced poorly. If thrown, they receive a -2 penalty on attack and damage rolls. Some of these weapons have a secret compartment built into the hilt. Adding such a compartment adds 5 gold pieces to the listed price. The compartment can safely hold up to one vial of liquid, one set of lock picks, or other similarly-sized items. Noticing the secret compartment requires a Spot check (DC 25). The compartment can also be found with a Search check (DC 20) if the searcher is actually handling the blade.

Voulge (Martial)

Description: This weapon is one of the simplest designs among the pole-arms. Essentially, it is a long blade narrowing to a spike at the top, with a hook-shaped fluke at the blade's rear sitting on top of an eight-foot-long wooden staff.

History: Prized for its simplistic design, the origins of this weapon date back for centuries. Since it is so cheap and easy to make, this weapon often makes up the bulk of the weaponry of hastily-conscripted and quickly-assembled troops during emergencies.

Special: The voulge has a reach of 10 feet and cannot be used against opponents in adjacent squares.

Warfan (Exotic)

Description: The favored weapon of certain groups of female Larissans, this weapon is very deceptive to the untrained eye. The veins of this fan are crafted from steel and the tips are needle-sharp. The fan material is made of the finest cloth, and much to the chagrin of polite society, it is often decorated with artist renditions of one of the infamous Seventy-Six Acts of Debauchery.

History: The origins of this weapon lie somewhere within the Khitani Empire. However, once it was brought into the Coryani Empire, the Larissans of Sweet Savona warmly embraced it, and continue to favor it as an unassuming but deadly weapon.

Special: When first brought into melee, the wielder may attempt a Bluff check against her target's Sense Motive check. If the wielder wins, she may add a +4 bonus to her first attack with the weapon. The wielder may also opt to use the fan as a light wooden shield, but it only has a hardness of 2 and 2 hit points.

Yhark (Exotic)

Description: The yhark is a 10-foot wooden pole fashioned on one end with a bronze head shaped like a slightly straightened "s" with a prong extending at a 45-degree angle on the rear of the blade. A heavy ball is fashioned on the end opposite the blade.

History: The yhark is a rather archaic weapon that was used by footmen to fight mounted attackers in the narrow canyons of Sicaris. Since horses are more valuable than gold in that area, the yhark was designed to only hit the rider and spare the mount. Now, it is mainly used as a ceremonial weapon and the Color Guard of Sicaris traditionally carries it.

Special: This weapon may be used to attack a mounted rider, with a +4 bonus on the attack roll. If the attack hits, the wielder may immediately make a free trip attempt, with the same +4 bonus to the trip attempt. A successful trip attempt means the rider has been unhorsed. The rider may not attempt to trip the yhark's wielder in return if the trip attempt fails. A character with the Improved Trip feat does gain the benefits of that feat when wielding a yhark, but the +4 bonuses do not stack.

Flintlocks of Onara

Altherian Flintlocks (Pistol and Rifle) (Exotic)

Altheria may be the center of knowledge and learning on Onara, but it is the power of blast powder that has kept the nation of Altheria safe for many years. Altherian flintlocks are undisputedly the finest flintlocks on the face of Onara. The Altherians' advanced understanding of blast powder and its explosive potential has aided them in the design of their flintlock weapons, placing them on a higher level than their competition. Altherian flintlocks are designed to take advantage of specific amounts of blast powder for every shot, leading to the creation

Weapon Modifications

Table 7-2: Weapon Modifications

Masterwork	+ 300 gp	Legendary + 4	+ 64000 gp
Greater Masterwork	+ 600 gp	Legendary + 5	+ 100000 gp
Legendary + 2	+ 16000 gp	Custom	+ 2500 gp ¹
Legendary + 3	+ 36000 gp		

¹ Custom weapons must be of masterwork quality or better. The listed price is in addition to the quality of the weapon. This cost is in addition to any costs associated with the other qualities or enhancements placed upon the weapon.

Masterwork

A masterwork weapon is a finely-crafted version of a normal weapon. A masterwork weapon has a +1 enhancement bonus on attack rolls. Adding the masterwork quality to a double weapon costs twice the normal increase (as each end must be made masterwork separately). A weapon must be of at least masterwork quality before it can be magically enhanced. Magical enhancement bonuses do not stack with the enhancement bonus from the masterwork quality.

Greater Masterwork

Some masters of the smithy have surpassed the level of skill needed to achieve masterwork-quality weapons. Through improved designs, use of experimental alloys, metal folding techniques, or advanced tempering techniques, these few masters of the craft are able to achieve a level of craftsmanship known as greater masterwork.

Greater masterwork melee weapons gain a +1 enhancement bonus to hit and damage. Greater masterwork ranged weapons gain a +2 enhancement bonus to hit (when used to make ranged attacks). All greater masterwork weapons received a +1 bonus to their hardness and +5 hit points. For weapons that can serve as melee or ranged weapons, the specific “type” of greater masterwork quality must be selected during the weapon’s creation. The greater masterwork enhancement bonuses subsume (do not stack with) those from the masterwork quality, and magical enhancement bonuses do not stack with the enhancement bonus from the greater masterwork quality. However, the increases to hardness and hit points do stack with those granted by magical enhancement bonuses.

Legendary

Throughout the lands of Onara, there are only a select few craftsmen who have managed to achieve the expertise needed to create weapons of legendary quality. Usually, these craftsmen have only evolved from among the dwarves, but a few master smiths have appeared among the other races as well. These artisans have refined the techniques used to create greater masterwork items to include the use of special alloys and folding techniques. These legendary craftsmen have also developed an uncanny intuition when working with their chosen craft, which allows them to create items that many consider works of art.

Legendary (+X) weapons, where X is between 2 and 5, give a +X enhancement bonus to hit and damage, +X to hardness, and +(5X) hit points. For example, a legendary (+3) weapon receives a +3 enhancement bonus to hit and damage, +3 to its hardness, and +15 hit points. The legendary enhancement bonuses subsume (do not stack with) those from the greater masterwork quality, and magical enhancement bonuses do not stack with the enhancement bonus from the legendary quality. However, the increases to hardness and hit points do stack with those granted by magical enhancement bonuses. Weapons of legendary quality are always named, even if they are left as non-magical weapons.

Custom

Custom weapons are extremely rare. Few weaponsmiths have the skill or time necessary to forge such a weapon. A custom-quality weapon may be forged for a specific fighting style or a specific individual. Custom pommels, individual preferences for blade balance, blade length, overall weapon weight, and special metals used for blade forging are all factors that can be individualized. A custom weapon must be of masterwork quality or better. The custom quality grants the weapon an increase of +1 on its enhancement bonus to hit. This bonus applies only when the weapon is wielded by the individual or in the fighting style that the weapon was crafted for. This enhancement bonus increases (stacks with) the enhancement bonuses provided by the masterwork, greater masterwork, and legendary qualities, but it does not stack with a magical enhancement bonus.

Transferring Enhancement Bonuses: Although the “craft” bonuses provided by the custom, masterwork, greater masterwork, and legendary properties are non-magical, they are still enhancement bonuses. Any ability or effect that allows you to reduce or redirect your weapon’s magical enhancement bonus (such as the defending ability) also reduces the weapon’s non-magical enhancement bonuses by the same amount, even though magical and non-magical enhancement bonuses do not stack. For example, a +2 defending greater masterwork longsword allows its wielder to redirect some or all of the +2 magical enhancement bonus to his AC. The greater masterwork property gives the weapon a +1 non-magical enhancement bonus to hit and damage. If the wielder uses the defending property to move the entire magical enhancement bonus, giving him a +2 AC bonus and reducing the weapon’s magical enhancement bonus on attack and damage rolls to +0, that also suppresses the weapon’s non-magical +1 enhancement bonus on attack and damage rolls. In other words, you cannot use non-magical enhancement bonuses to “double-dip” with abilities like defending that allow you to move enhancement bonuses around. If you move some or all of the magical enhancement bonus, you also lose the benefits of the corresponding amount of your non-magical enhancement bonuses.

of blast powder rounds, small paper (or cloth) packets of blast power pre-measured to gain the most efficient and accurate shot. Therefore, these fine weapons are usually easier, safer, and faster to reload and fire. An Altherian flintlock pistol may be concealed, but the concealer suffers a -8 penalty on his Sleight of Hand skill check. Only one pistol may be concealed on any Small or Medium-sized creature. An Altherian flintlock rifle may never be concealed.

Reloading

Reloading an Altherian flintlock is a full-round action that provokes attacks of opportunity. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

Flintlocks in Melee

Altherian flintlocks have been reinforced so that they may be used as melee weapons when no other weapon is available. Though extended use of an Altherian flintlock in this manner is not encouraged, it is still a valid option in emergencies. When used in this manner, treat the Altherian flintlock rifle as a great club and the pistol as a light mace. When you are wielding a flintlock, you must decide at the start of your combat round if you are wielding it as a ranged weapon or a melee weapon. You may only change the “mode” of the weapon once per combat round and only on your turn. You may not change the mode between the iterative attacks of a full attack action. You may change the mode either before or after you make your first attack with it for the round, but not both.

When you draw a flintlock you decide as part of that action whether you are drawing it as a melee weapon or as a ranged weapon. You may not both draw a flintlock and then subsequently change the orientation of that flintlock on the same turn, even if you drew it as a free action. For example, you cannot draw a flintlock as a ranged weapon, make a full attack with it, and then change its orientation to melee all on the same turn.

Changing the mode of your flintlock after drawing it requires the same type of action as drawing it (a move-equivalent action for most characters, or a free action for characters with the Quick Draw feat or an equivalent ability that specifically allows them to draw flintlocks as a free action). If you have at least a +1 base attack bonus and the flintlock is already in your hands at the start of your turn, you may change its mode as part of a normal move (exactly as any other weapon) but you may still not change its orientation more than once per round.

When you are wielding a flintlock with a weapon attachment or a bayonet, you still have to decide whether or not you are wielding it as a melee weapon or as a ranged weapon. Changing modes follows exactly the same rules as described above. The grip and the way you orient yourself is quite different for any flintlock when held as a melee weapon than for that same flintlock held in the firing position.

Prior to your first turn in combat, if you began that combat with a flintlock in hand, you are assumed to be wielding it as a ranged weapon unless you specifically stated otherwise at the time you drew it (i.e. before combat started). For example, if you have a flintlock rifle in your hands at the start of combat, even if you

have the Combat Reflexes feat, you cannot use the rifle to make a melee attack of opportunity before your first turn in the initiative order because you are assumed to be holding the rifle in the position to make ranged attacks, not melee attacks. On your first turn you could switch to using the rifle as a greatclub and start making melee attacks with it.

Gaining weapon proficiency with flintlock pistols or rifles does not automatically allow you to wield the “equivalent” weapon type as though you are proficient with it. For example, if you are proficient with flintlock rifles, but not with greatclubs, you suffer the standard -4 non-proficiency penalty when wielding the rifle as a club. Regardless of proficiency, weapon-specific feats that you take for a flintlock as a ranged weapon do not give you their benefits when you wield that flintlock as a melee weapon. For example, if you have Weapon Focus (flintlock pistols) you do not get the bonus from that feat when wielding a flintlock pistol in melee. Weapon-specific feats that you take for the melee “version” do give their benefits when you wield a flintlock in melee that is the equivalent of the weapon for which you have the feat. For example, if you have Weapon Focus (light mace) you get a +1 bonus on your attack rolls when wielding in a flintlock pistol as a melee weapon, since it is treated as a light mace.

You cannot wield a flintlock as a double weapon (i.e. you cannot use the two-weapon fighting rules to make both melee and ranged attacks as part of a single full attack action), but you can have the butt of the weapon enchanted separately from the barrel as a melee weapon. To do this would require you to pay the cost of a masterwork weapon of the appropriate type (such as light mace for pistols and greatclub for rifles). Any enhancement bonus or other special properties that the melee “end” of the weapon has do not activate or provide any bonuses when you wield it as a missile weapon, and vice versa.

Misfire

Due to their advanced design, Altherian flintlocks usually do not suffer a misfire chance. However, even an Altherian flintlock may be subject to a misfire if it is altered with any flintlock modification (see below), or if the user is not proficient with reloading the weapon. For purposes of adjudicating these misfire chances, an unmodified Altherian flintlock begins play with a misfire chance of 0. Flintlock modifications and non-proficient users may further increase this base chance. If a misfire does happen, an Altherian flintlock enjoys a +1 bonus to the d20 roll when consulting **Table 7-3: Flintlock Misfires**. For more information on flintlock misfires, see *Table 7-3: Flintlock Misfires, for more details*.

Altherian Scattergun (Exotic)

The Altherian scattergun is a four-barreled flintlock. Each barrel has its own trigger. The scattergun can be fired in any sequence – one barrel at a time, two at a time, or even all four at the same time. Each additional barrel fired imposes a cumulative -1 circumstance penalty to hit. No matter how many barrels are fired, only one attack roll is made. If the single attack roll hits, then all of the shots hit. If the single attack roll misses, then all of the shots miss. If a critical hit is rolled, then only one shot is actually a critical hit and the rest deal their normal damage. A scattergun may never be concealed.

Reloading

Reloading an Altherian scattergun requires one full-round action per barrel reloaded. This action provokes attacks of opportunity each time a barrel is reloaded. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

Scatterguns in Melee

Altherian scatterguns have been reinforced so that they may be used as melee weapons when no other weapon is available. Though extended use in this manner is not encouraged, it is a valid option in an emergency. When used in this manner, treat the Altherian scattergun as a heavy mace.

Misfire

Because of their advanced design, Altherian scatterguns do not suffer any misfire chance.

Special

Scatterguns may not be fitted with any flintlock modifications.

Other Flintlocks

At first, the overwhelming majority of flintlocks were created in Altheria. But with the rise of competing smiths from Freeport, Coryan, and the League of Princes, the once-outrageous prices charged for Altherian flintlocks have plummeted. Cheaper, though still inferior, flintlocks have begun entering the market. Even though the distribution of blast powder is still monopolized by Altheria, there has never been a shortage of powder on the black market. This fact leads some to believe that there may be elements within Altheria who have been directly supplying the black market with blast powder.

Blunderbuss

Although this is one of Altheria's earliest designs, they have long since stopped manufacture of this inferior weapon in favor of their more advanced designs. However, other manufacturers have no such qualms about the quality of their goods, and they have begun producing these weapons in great quantities. In essence, the blunderbuss is a miniature cannon. The weapon is commonly loaded with a handful of half-sized shot, but almost any collection of small, hard objects can be used. When fired, the projectiles cover a cone-shaped area, automatically hitting everyone within that area. However, those within the 20-foot cone may attempt a Reflex save (DC 15) for half damage. A blunderbuss never scores critical hits. Though no "to hit" roll is needed to affect those within the cone, an attack should still be rolled to see if the weapon misfires. A blunderbuss may never be concealed.

Reloading

The blunderbuss requires an excessive amount of blast powder to fire. Therefore, reloading this weapon requires two full-round actions and four standard shots of blast powder. The entire reloading process for this weapon provokes attacks of opportunity. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

Flintlocks in Melee

The blunderbuss may not be used in melee.

Misfire

The blunderbuss has always had a rather temperamental firing mechanism, causing the weapon to misfire upon occasion. Therefore, an unmodified blunderbuss has a base misfire chance of 1. See **Table 7-3: Flintlock Misfires**, for more details.

Flintlock Pistol, Small

Created by the gnome gunsmith Kolter of Freeport, this miniature version of the Altherian flintlock pistol has become quite popular among the denizens of the Pirate Isles as well as the guilds of Censure. Being half the size of an Altherian flintlock pistol, the "Kolter surprise" is much easier to conceal. Though it is less powerful than its Altherian counterpart, this weapon has become a staple of most underworld elements. The normal -8 circumstance penalty on Sleight of Hand skill checks when attempting to conceal an Altherian flintlock is reduced to -4 for one of these weapons. A Small or Medium-size character may never hide more than two of these weapons on his person at any one time. If any flintlock modification is added to this weapon, it loses its special ability to be more-easily concealed.

Reloading

Reloading a Kolter surprise is a full-round action that provokes attacks of opportunity. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

The Kolter Surprise in Melee

The Kolter surprise may not be used in melee without specific flintlock modifications.

Misfire

The Kolter surprise has a temperamental firing mechanism, causing the weapon to misfire upon occasion. Therefore, an unmodified Kolter surprise has a base misfire chance of 1. See **Table 7-3: Flintlock Misfires**, for more details.

Table 7-4: Flintlock Modifications

Modification	Price Mod.	Altherian	Other
Bayonet	+50 gp	Yes	Yes
Breech-Load	+150%	Yes	Yes
Double-Barrel	+150%	Yes	Yes
Reinforced	+50%	No	Yes
Shield	+50%	Yes	Yes
Three-Round Chamber	+200%	Yes	No
Weapon Attachment	See Below	Yes	No
Masterwork	+300 gp	Yes	No
Greater Masterwork	+600 gp	Yes	No
Legendary	+3,000 gp	Yes	No
Custom	+ 600 gp ¹	Yes	No

¹ Custom flintlocks must be of masterwork quality or better. The listed price is in addition to the quality of the weapon. This cost is in addition to any costs associated with the other qualities or enhancements placed upon the weapon.

Flintlock Modifications

Altherians are perfectionists. They are always seeking ways to improve upon their already-wondrous creations. Though the Altherians are not responsible for all of these modifications, it is their example that has inspired many others. The prices listed in **Table 7-4: Flintlock Modifications** are in addition to the normal price of the weapon.

Bayonet

The oldest modification, this alteration simply adds a dagger-sized blade to the front of the flintlock just below the barrel. Flintlock rifles with this modification may be used as long spears. This modification does not increase the weapon's misfire chance.

Breech-Load

A recent invention by the famed inventor Kolter of Freeport, this modification allows a flintlock to be reloaded as a standard action instead of a full-round action. Characters with the Quick Reload feat may reload a flintlock with this modification as a *swift* action. All reloading actions provoke attacks of opportunity. This modification may only be added to Altherian flintlock pistols or rifles. This modification may not be combined with the three-round chamber modification or the weapon attachment modification.

Misfire Chance

This modification increases the weapon's misfire chance by 3 and imposes a -3 penalty on the misfire roll.

Double-Barrel

A preamble to the scattergun, this modification was first perfected by the Altherian inventor Sirus val'Abebi. A weapon with this modification may be fired twice before it needs reloading. Alternately, both barrels may be fired at once. Firing both barrels causes a -2 penalty on the attack roll. A single attack roll is made; if it hits, both shots hit. If it misses, both shots miss. If a critical hit is rolled, only one of the two shots is a critical hit; the other shot deals normal damage. Each barrel must be reloaded separately as a normal flintlock rifle. This modification may not be combined with the three-round chamber modification or the weapon attachment modification.

Misfire Chance

This modification increases the weapon's misfire chance by 2 and imposes a -2 penalty on the misfire roll.

Reinforced

The most common type of modification, this modification allows a non-Altherian flintlock to be used as a melee weapon when needed. Light flintlocks may be used as light maces; one-handed flintlocks may be used as heavy maces; and two-handed flintlocks may be used as great clubs. The "Kolter special" is an exception. It may only be utilized as a sap with this modification. The reinforced portion of a flintlock may be made masterwork, granting the weapon an enhancement bonus to hit in melee only. A masterwork reinforced modification costs 350 gold pieces. This modification does not increase the weapon's misfire chance.

Flintlock Misfires

A misfire chance is a numeric value that determines if a flintlock misfires. If the misfire chance is 0, then the weapon never misfires. Otherwise, compare the unmodified d20 attack roll to the weapon's misfire chance each time it is fired. If the d20 roll is less than or equal to the misfire chance, then a misfire occurs. All misfire chance modifiers are cumulative.

If a misfire occurs, the character that fired the weapon must immediately make a misfire roll. A misfire roll is a numeric value that is determined by rolling a d20 and adding or subtracting any misfire modifiers. All misfire modifiers are cumulative. This number is then used to consult the misfire chart (see **Table 7-3: Flintlock Misfires**, for more details.) to determine the results of the misfire. Altherian flintlocks always receive a +1 bonus on misfire rolls, although other modifiers may cancel this bonus out.

Altherian flintlocks always have a base misfire chance of 0. Non-Altherian flintlocks suffer a base misfire chance of at least 1. Flintlock modifications and non-proficient users may increase the misfire chance for any type of flintlock. If a non-proficient user reloads a flintlock (whether Altherian or non-Altherian), the base misfire chance is increased by 5. Each type of flintlock modification specifies the amount by which it increases the weapon's misfire chance.

For example, if a non-proficient character were firing a Kolter flintlock that had been modified with a breech-load modification, that character's misfire chance would be 9 (1 for the Kolter flintlock type, +5 for being reloaded by a non-proficient user, and +3 for the breech-load flintlock modification.) If the character rolls a natural 1 through 9 on any attack roll with the flintlock, then it suffers a misfire. The character would immediately roll 1d20 for the misfire roll, and would suffer a -3 penalty on the roll (for the breech-load modification). This misfire roll would then be used to consult the Flintlock Misfires table.

Table 7-3: Flintlock Misfires

Misfire Roll	Result
3 or less	Kaboom! The weapon explodes, inflicting its normal damage to its wielder. The weapon is destroyed.
4-8	Fouled. The barrel becomes fouled. An hour must be spent cleaning the weapon out (this requires the use of a flintlock toolkit) before it can be used again.
9-12	Jammed. The weapon does not discharge, as its clockwork firing mechanism jams. Clearing the jam requires a full-round action. The weapon may be fired normally once the jam has been cleared.
13-16	Weak Charge. Too little powder was used to prime the weapon, so the shot is fired (and wasted) to no effect. The weapon may be reloaded and fired again as normal.
17-20+	Failed Ignition. Either the firing mechanism failed to produce a spark, or the powder simply failed to ignite. The weapon doesn't go off, but it can be fired again the next round without reloading.

Shield

This modification adds a flintlock to the center of any shield. The wielder suffers a -4 penalty to his attack rolls with the flintlock. This modification may not be combined with any other. This modification does not increase the weapon's misfire chance.

Three-Round Chamber

Created by the Altherian inventor Sirius val'Abebi after examining a Kolter breech-load modification, this invention consists of a three-round rotating chamber. The chamber must be spun manually after each shot to bring the next pre-packed round into place. Rotating the chamber is a free action, but the character must have a free hand to do so (holding a single rifle still allows a character one free hand). When all three rounds are expended, the empty chamber may then be exposed for easy reloading. Reloading a weapon with this modification takes four standard actions, and is subject to all the rules of reloading a normal flintlock rifle. Characters with the Quick Reload feat can reload a weapon with this modification in two full-round actions. This modification is only possible on Altherian flintlock rifles and pistols and it may not be combined with the double-barrel modification or the weapon attachment modification.

Misfire Chance

This modification increases the weapon's misfire chance by 4 and imposes a -4 penalty on the misfire roll.

Weapon Attachment

This modification was first reported in Milandir. This intricate modification combines a flintlock pistol with a standard melee weapon. Though far from perfected, this modification has even attracted the attention of Altherian inventors who have started to develop their own versions of these weapon combinations. The flintlock portion of this weapon may be fired normally. Additionally, whenever a successful critical hit is scored with the melee weapon, the wielder may choose to fire the flintlock as a free action. The flintlock automatically hits in this case, but an attack roll should still be made to see if the weapon misfires.

Only a flintlock pistol can be combined with a melee weapon; grafting a weapon onto the end of a rifle or other type of flintlock would ruin the aim. Reloading this weapon uses all the standard rules for reloading an Altherian flintlock pistol. This modification may not be combined with any other modifications, and weapons with the reinforced modification lose that quality when gaining this modification. The Kolter Surprise may only have a short sword or dagger added to it. See **Table 7-5: Weapon Attachment Types** for a listing of available combinations and costs.

Misfire Chance

This modification increases the weapon's misfire chance by 3 and imposes a -3 penalty on the misfire roll.

Table 7-5: Weapon Attachments Types

Weapon	Cost
Bastard Sword (Exotic)	+ 185 gp
Battle Axe	+ 160 gp
Dagger	+ 152 gp
Long Sword	+ 165 gp
Short Sword	+ 160 gp

Exceptional Flintlocks

Altheria is the only nation to produce exceptional flintlocks. Non-Altherian flintlocks cannot be of exceptional quality. Perhaps someday, when the rest of the world has had more time to study the Altherians' techniques, this will change.

Masterwork

Like all other types of masterwork weapons, a masterwork flintlock grants the weapon a +1 enhancement bonus to hit (on ranged attacks only).

Adding the masterwork quality to a flintlock that has had barrel modifications incurs the masterwork cost for each modification, in addition to the base cost for gaining the masterwork quality. For example, if an Altherian flintlock rifle were to have the three-round chamber modification and be masterwork quality, the weapon's cost would be calculated as follows: 500 for the rifle, times 200% for the three-barrel modification equals 1,000, plus 300 for the base masterwork quality, plus 300 for the three-barrel modification, for a total price of 1,600 gold pieces. If one barrel of a flintlock weapon is made masterwork quality, all barrels must be made masterwork quality. For example, a scattergun, which has four barrels, costs 1,200 gp (300 gp per barrel) to be made masterwork.

A weapon must be of at least masterwork quality before it can be magically enhanced. Magical enhancement bonuses do not stack with the enhancement bonus from the masterwork quality.

Greater Masterwork

Greater masterwork flintlocks provide a +2 enhancement bonus to ranged attacks. Such a weapon also gains +1 to hardness and +5 hit points. The misfire chance of a greater masterwork weapon is reduced by 1, and if a misfire does occur, the wielder gains a +1 bonus on the misfire roll (for a total bonus of +2, since only Altherian flintlocks can be made greater masterwork, and all Altherian flintlocks have an inherent +1 bonus on misfire rolls).

When adding the greater masterwork quality to a flintlock with multiple barrels or modifications, the cost must be paid separately for each barrel or modification. Refer to the rules in the masterwork quality section to determine the appropriate costs and mechanics. Flintlocks with multiple barrels must have every barrel made greater masterwork if any barrel is to be made greater masterwork, but the bonuses to hardness and hit points do not stack.

The greater masterwork enhancement bonuses subsume (do not stack with) those from the masterwork quality, and magical enhancement bonuses do not stack with the enhancement bonus from the greater masterwork quality. However, the increases to hardness and hit points do stack with those granted by magical enhancement bonuses.

Legendary Flintlocks

Legendary flintlocks are so rare that they are believed to be the stuff of myth. However, a tiny handful of Altherian craftsmen have achieved the mastery necessary to create these works of lethal art. Legendary (+X) flintlocks, where X is between 2 and 5, provide a +X enhancement bonus to hit on ranged attacks. Such

weapons also gain +X to damage on melee attacks, +X to hardness, and +(5X) hit points. For example, a legendary (+3) flintlock has a +3 enhancement bonus on ranged attack rolls, a +3 enhancement bonus on melee damage rolls, +3 hardness, and +15 hit points. The misfire chance of a legendary flintlock is reduced by 2 (not X), and if a misfire does occur, the wielder gains a +2 (not +X) bonus on the misfire roll (for a total bonus of +3, since only Altherian flintlocks can be legendary, and all Altherian flintlocks have an inherent +1 bonus on misfire rolls.)

When adding the legendary quality to a flintlock with multiple barrels or modifications, the cost must be paid separately for each barrel or modification. Refer to the rules in the masterwork quality section to determine the appropriate costs and mechanics. Flintlocks with multiple barrels must have every barrel made legendary if any barrel is to be made legendary, but the bonuses to hardness and hit points do not stack.

The legendary enhancement bonuses subsume (do not stack with) those from the greater masterwork quality, and magical enhancement bonuses do not stack with the enhancement bonus from the legendary quality. However, the increases to hardness and hit points do stack with those granted by magical enhancement bonuses. Flintlocks of legendary quality are always named, even if they are left as non-magical weapons.

Custom

Custom flintlocks are extremely rare and are crafted for specific individuals. Few weaponsmiths have the skill or time necessary to create such a weapon. A custom-quality flintlock usually involves crafting one or more of the following custom items for the flintlock: Custom stocks of a favorite or exotic wood, custom engraving or etchings, extended barrel length, custom trigger settings, or exotic sights.

The custom quality grants the flintlock an increase of +1 on its enhancement bonus to hit. This bonus applies only when the weapon is wielded by the individual for whom it was created. This enhancement bonus increases (stacks with) the enhancement bonuses provided by the masterwork, greater masterwork, and legendary qualities, but it does not stack with a magical enhancement bonus.

Grenade-Like Weapons

Fragmentation Bombs

These items are small, round metal orbs filled with blast powder and capped with a wick. Fragmentation bombs are grenade-like weapons. They require no proficiency to use. Lighting the fuse is a standard action (or a move-equivalent action if using a tindertwig). Half the damage done by these bombs is piercing damage and half is fire damage. Targets caught within the blast radius (which functions just like a five-foot splash) can make a Reflex save (DC 20) for half damage. Throwing this weapon is resolved as a ranged touch attack.

Siege Weapons

Cannon, Field

The field cannon is a large blast powder siege engine capable of massive destruction. These weapons must be constructed from the finest metals, and are usually molded to resemble a fierce mythical beast. The damage inflicted by a field cannon depends on which type of ammunition is used. It requires a crew of three to load this weapon, and takes six rounds to reload with each member of the crew needing to succeed on a single DC 10 Profession (siege engineer) skill check. If this check fails, the powder accidentally explodes (20-foot burst, 2d6 fire damage, Reflex DC 20 half).

Field Cannonball

Cannonballs are large round metal balls that are propelled at extremely high velocities by the blast powder charge of a field cannon. A cannonball can affect all targets in a 200-foot-long 5-foot-wide line moving directly away from the cannon. The gunner attempts to strike a given point on the ground (AC 25) using his profession (siege gunner) skill bonus in lieu of his ranged attack bonus. If the gunner misses, determine the point where the ball lands using the grenade-like weapons rules. A Reflex save DC 20 enables a character to dodge the blast, with the DC reduced by 2 for each range increment beyond the first that the initial target point fell within. Example: The siege engineer nominates a 200 foot line beginning at a point 270 ft away from the cannon as the target for the cannon's attack. He then attempts to hit. After determining the location he hits, a 5-foot-wide and 200-foot-long line is formed from that point moving directly away from the gun. The cannon attacks every creature touched by that line. These targets may attempt a DC 18 Reflex save to avoid the attack because 270 feet falls within the second range increment.

Field Mortar Shell

Mortar shells are explosive metal orbs lobbed at a high trajectory from a field cannon. Essentially, these are larger versions of fragmentation bombs that are lit and then launched from the cannon. Mortar shells use the targeting rules for heavy catapults (see *Core Rulebook II*). Half the damage of a mortar shell is piercing damage and half is fire damage. Those caught within the 20-foot blast radius may attempt a Reflex save (DC 20) for half damage.

Cannon, Siege

This is a much larger version of the field cannon. It requires a crew of eight and takes 15 rounds to reload with each member of the crew needing to succeed on a single DC 15 Profession (siege engineer) skill check. If this check fails, the powder accidentally explodes (30-foot burst, 3d6 fire damage, Reflex save DC 20 negates).

Siege Cannonball

The siege cannonball is a larger, more destructive version of the field cannonball.

Siege Mortar Shell

The siege mortar shell is a larger, more destructive version of the field mortar shell. Half the damage of a siege mortar shell is piercing damage and half is fire damage. Those caught within the 30-foot blast radius may attempt a Reflex save (DC 20) for half damage.

Armors of Arcanis

Table 7-6: Armors of Arcanis

Name	Cost	Armor Bonus	Max. Dex	Armor Chk. Pen.	Spell Failure	Speed		Weight ¹
						30 ft	20 ft	
Light Armor								
Heavy Leather Coat	100 gp	+3	+6	-1	15%	30 ft	20 ft	20 lb
Muscle Cuirass	400 gp	+4	+5	-2	15%	30 ft	20 ft	15 lb
Reinforced Leather Jacket ²	150 gp	+2	+5	-1	10%	30 ft	20 ft	15 lb
Sicarite Leather Armor	40 gp	+3	+6	-1	5%	30 ft	20 ft	15 lb
Sicarite Studded Leather Armor	100gp	+4	+5	-2	10%	30 ft	20 ft	20 lb
Medium Armor								
Ss'ressen Scale Armor	800 gp	+5	+5	-3	15%	20 ft	15 ft	25 lb
Ring Mail Armor	250 gp	+5	+3	-4	25%	20 ft	15 ft	25 lb
Brigandine Armor	200 gp	+6	+0	-6	30%	20 ft	15 ft	40 lb
Lorica Segmentata ³	300 gp	+5	+5	-3	25%	30 ft	20 ft	25 lb
Milandisian Cuirass ³	350 gp	+6	+3	-4	25%	25 ft	20 ft	30 lb
Heavy Armor								
Chain and Plate	600 gp	+7	+2	-5	30%	20 ft	15 ft	40 lb
Andrean Suit of Plate ³	7,500 gp	+10	+1	-4	30%	20 ft	15 ft	65 lb

1. Weight figures are listed for armor sized to fit Medium characters. Armor designed for Small characters weighs half as much as the listed value and armor fitted for a Large character weighs twice the listed value.

2. This armor has special rules; see the text of the armor's description for details.

3. Fully utilizing this armor requires the Exotic Armor Proficiency feat.

In addition to the armors found in *Core Rulebook I*, the following armors may be found throughout the lands of Onara.

Andrean Suit of Plate

Named for Andreas II, former King of Milandir and creator of this style of armor, Andrean plate offers the greatest protection achieved to date. Though it is far too heavy for all but the strongest knights to wear, Andrean plate is surprisingly easy to move around in. Its cunning design permits the wearer to enjoy almost a full range of motion. This armor is quite rare, because it is extremely expensive to manufacture, which prohibits all but the wealthiest of individuals from obtaining it. Andrean plate requires special training to be worn effectively. Anyone wearing this armor who does not have the feat Exotic Armor Proficiency (Andrean plate) suffers several penalties. The armor's AC bonus is reduced by 4 points (to +6) and the armor check penalty is doubled (to -8).

Brigandine Armor

First created by the Coryani Empire, brigandine armor consists of a studded leather coat reinforced with metal plates riveted onto the jacket covering the torso and back. These plates are then covered with additional cloth or boiled leather for extra protection.

Chain and Plate

First created by the Milandisians, this armor consists of a standard breastplate coupled with reinforced double-link chain mail. It is commonly known that this armor was the forerunner to half- and full-plate type armors. Though somewhat outdated, this armor is still used by the Milandisian military today.

Heavy Leather Coat

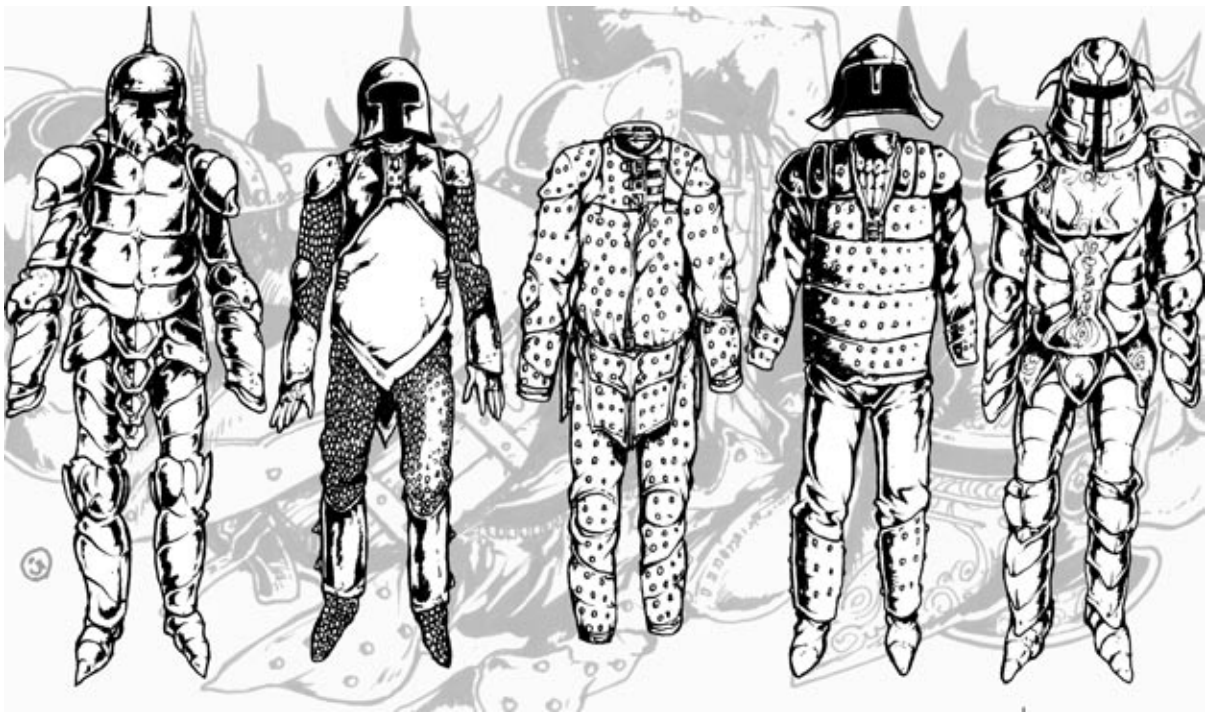
Commonly referred to as an "adventurer's coat," this protective garment consists of a long calf-length leather storm coat reinforced with boiled leather plates

affording the wearer an extra measure of protection. This armor is most popular among the sailors of Freeport and the League of Princes.

Lorica Segmentata

The armor of the finest and best-equipped Coryani legions, lorica segmentata has seen many improvements during its over 300 years of outstanding service to the Empire. This armor is arguably the finest armor on Onara for the common soldier. Though lacking the heavy full-body protection of true plate armor, lorica segmentata is maneuverable and light, allowing for the greatest possible balance between movement and protection. This armor consists of steel plates bent and molded around the chest and shoulders, then linked together with steel mail worn beneath. Steel arm and leg greaves complete the kit. This armor is built for maximum protection and maneuverability. Unlike other exotic armors, lorica segmentata may be worn by anyone with the Medium Armor Proficiency feat. However, if the wearer does not possess the Exotic Armor Proficiency (lorica segmentata) feat, his base speed is reduced by 10 feet and he suffers an additional -2 armor check penalty (for a total of -5). Lorica segmentata is Medium armor. This does not change if the wearer has the appropriate Exotic Armor Proficiency feat. When it is made of mithral, this armor is treated as Light armor, but it still requires Medium armor proficiency to wear, and the armor's base speed does not change (it is already 30ft = 30ft and 20ft = 20ft, which matches most Light armors).

A wearer who does not have the Exotic Armor Proficiency still suffers the additional -2 armor check penalty even if the armor is made of a material or has some quality that reduces its base armor check penalty. The increase simply applies to whatever that particular suit of armor has as its base armor check penalty. Base armor check penalties can never be reduced below zero, so a non-proficient wearer has an armor check penalty of no better than -2 regardless of the armor's construction.



Milandisian Cuirass

Milandisian armorsmiths are some of the most accomplished in the history of the craft. One of their many innovations is the Milandisian cuirass, which increases the effectiveness of the typical horseman's cuirass by adding a series of cunningly-designed curves to the breastplate and helm. The shape of this armor does take some getting used to. Unlike other exotic armors, the Milandisian cuirass may be worn by anyone with the Medium Armor Proficiency feat. However, if the wearer does not possess the Exotic Armor Proficiency (Milandisian cuirass) feat, his base speed is reduced by 5 feet and he suffers an additional -1 armor check penalty (for a total of -5). A Milandisian cuirass is Medium armor. This does not change if the wearer has the appropriate Exotic Armor Proficiency feat. When it is made of mithral, this armor is treated as Light armor, but it still requires Medium armor proficiency to wear.

When made of mithral or other special materials that change the item's weight category from Medium to Light, the base speed for this armor becomes 30ft = 30ft and 20ft = 20ft. (This is no change for the 20ft base move and an increase of 5ft for the 30ft base move.) Movement penalties for wearers without the Exotic Armor Proficiency are applied after determining the armor's base speed.

A wearer who does not have the Exotic Armor Proficiency still suffers the additional -1 armor check penalty even if the armor is made of a material or has some quality that reduces its base armor check penalty. The increase simply applies to whatever that particular suit of armor has as its base armor check penalty. Base armor check penalties can never be reduced below zero, so a non-proficient wearer has an armor check penalty of no better than -1 regardless of the armor's construction.

Muscle Cuirass

This version of lorica segmentata armor is made of hardened leather and is comfortable yet strong. Often worn by officers, it is a sign of wealth and power.

Reinforced Leather Jacket

Consisting of a short leather jacket reinforced with hidden metal plates, the protective nature of these jackets can be easily overlooked. (An observer must succeed on a DC 15 Spot check to realize the true nature of this jacket.) Traditionally, these jackets are fitted with hidden pockets and wrist scabbards that can hold a dagger or other small weapon.

Ring Mail Armor

A hybrid armor combining aspects of chain mail and padded armor, ring mail consists of a padded leather jacket covered with large interlocking metal rings. Boiled leather arm covers and leg greaves complete the suit.

Sicarite Leather and Studded Leather

These armors were developed out of necessity, due to the lack of iron in the Hinterlands. The excellent leather artisans of the Yhing hir are responsible for the development of these cunningly-designed superior armors. These suits consist of interlocked, water-shrunk leather plates tailored over a stiff bamboo framework that allows more freedom of movement than that of normal leather or studded leather armors. Studs, strips of metal, and spikes are sometimes added when available to the crafter. Few families in the Hinterlands know the techniques needed to make Sicarite armor, and those who do regard the knowledge as a precious family secret.

Ss'ressen Scale Armor

This heavy coat and skirt of scaled leather is made from the hides of the huge ss'ressen of the Agamis Egg Clutch. This extremely rare armor may only be found in Altheria or the Elorii city of Entaris. It is an accepted fact that the Elorii were the originators of this type of armor, and they have several suits of ss'ressen scale dating back to time of the Elorii rebellion from the Ssethregoran Empire.

Armor Modifications

Table 7-7: Armor Modifications

Armor Spikes	+ 50 gp	Legendary + 3	+ 11000 gp
Masterwork	+ 150 gp	Legendary + 4	+ 19000 gp
Greater Masterwork	+ 300 gp	Legendary + 5	+ 29000 gp
Legendary + 2	+ 5000 gp	Custom (armor only)	+ 6000 gp

Armor Spikes

Common in Cancri, this modification may be added to all armor and most shield types. This armor or shield modification follows all the normal rules for armor spikes found in *Core Rulebook I*.

Masterwork

Just as with weapons, one may purchase or craft a masterwork version of any sort of armor or shield. A masterwork armor or shield functions exactly as the normal version, except that the item's armor check penalty is reduced by 1. The masterwork quality of a suit of armor or shield never provides a bonus to attack or damage rolls even if the armor or shield is used as a weapon. All magic armors and shields must be of masterwork quality or better. Magic armors and shields found by adventurers are always assumed to be of masterwork quality unless the item specifically states that it is of greater masterwork or legendary quality.

Greater Masterwork

Some master smiths have surpassed the level of skill needed to achieve masterwork quality armors and shields. Through improved designs, the cunning use of additional plates or joints, or by granting the item the ability to deflect attacks rather than absorb them, these few masters of the craft are able to achieve a level of craftsmanship known as greater masterwork. Greater masterwork armors and shields function exactly like their normal versions except that their armor check penalties are reduced by 2, they gain a +1 bonus to their hardness, and they gain +5 hit points. The greater masterwork bonus subsumes (does not stack with) the masterwork bonus.

The decrease in armor check penalty that is gained from the masterwork or greater masterwork quality does not stack with the reduction (if any) from being made of a special material (such as mithral). Only the best reduction applies. However, the bonuses from legendary (fitted) and legendary (nimble) armors **do** stack with their corresponding categories from special materials. The benefits from the custom special quality stack with similar benefits from all other sources, including those gained from special materials and/or from the legendary quality.

Legendary

Throughout the lands of Onara, there are only a select few craftsmen who have managed to achieve the expertise needed to create armor or shields of legendary quality. Usually, these craftsmen appear from among the dwarves, but there are a handful of legendary craftsmen among the other races. These artisans have refined the techniques used to create greater masterwork items to include the use of special alloys and folding techniques. These legendary craftsmen have also developed an uncanny intuition when working with their chosen craft, which allows them to create items that many consider works of art. Legendary armors and shields come in three varieties: fitted, proof, and nible. Each variety has a value associated with it, ranging from +2 to +5.

Legendary (+X) fitted armors and shields reduce the armor check penalty associated with them by (X) and lower the weight by (5X). For example, a suit of legendary +5 fitted armor lowers the armor check penalty by 5 and is 25% lighter than the equivalent normal type of armor. Armor check penalties cannot be reduced below zero.

Legendary (+X) proof armors and shields increase the base item's protection (armor class bonus) by (X), but this also increases the item's weight by (10X) percent. Thus, a legendary +5 proof heavy steel shield provides a +7 bonus to AC, but it is 50% heavier than a normal shield of the same type.

Legendary (+X) nimble armors and shields increase the item's maximum Dexterity bonus by (X) and lower the weight by (10X) percent. Thus, a suit of legendary +5 nimble armor would have its maximum Dexterity bonus increased by 5 and its weight reduced by 50%.

The legendary qualities of nimble and proof may not be combined because the extra thickness needed to make proof armor makes it too bulky to also be nimble. The legendary qualities of fitted and proof cannot be combined for the same reason. The legendary qualities of nimble and fitted can be combined, but the costs stack while the weight reductions do not.

All three of the legendary qualities increase the base item's hardness by (X) and its hit points by (5X). For example, any legendary +3 item has its hardness increased by 3 and its hit points increased by 15. These increases do not stack if multiple legendary qualities are put on the same item, but increases in hardness and hit points derived from magical enhancement bonuses do stack with the bonuses from legendary qualities. The increases provided by legendary qualities subsume (do not stack with) similar increases from the masterwork and greater masterwork qualities.

Custom

This type of armor is crafted for one particular individual and must be of greater masterwork or legendary quality. Armor and shields must be created as custom items; this quality cannot be purchased later and added to an existing suit of armor. To achieve this level of fit, the item must be created with the intended wearer's exact measurements in mind. When worn by its intended wearer, custom armor's AC bonus and its maximum Dexterity bonus are both increased by 1. These increases stack with those provided by the legendary quality. If the armor is not worn by the person for whom it was customized, it will never fit correctly. If worn by anyone other than the original owner, the armor check penalty will increase by 4, and the armor bonus will be reduced by 3. Having the custom quality immediately reduces the resale value of the armor by 50%, as it is not possible to customize a suit of armor more than once, nor is it possible to undo the customizations once they have been made.

Table 7-8: Goods of Onara

Equipment	Cost	Weight
Adventuring Gear		
Altherian Powder Horn	5 gp	0.5 lb
Altherian Compass	2000 gp	90 lb
Altherian Sextant	1000gp	5 lb
Altherian Shot (Bandolier)	100 gp	1.5 lb
Altherian Shot (Belt Pouch)	150 gp	0.5 lb
Altherian Signal Rocket (Flare)	100 gp	1 lb
Altherian Signal Rocket (Flash)	50 gp	1 lb
Altherian Signal Rocket (Whistle)	40 gp	1 lb
Flintlock Pistol Bandolier	10 gp	3 lb
Flintlock Toolkit		
Pistol	10 gp	1 lb
Rifle	20 gp	2 lb
Mess/Cooking Kit	5 gp	2 lb
Potion Belt/Bandolier	50 gp	1 lb
Scroll Belt/Bandolier	50 gp	1 lb
Spellcaster's Bandolier	60 gp	2 lb
Waterproof Flintlock Case		
Pistol	30 gp	0.5 lb
Rifle	40 gp	1 lb
Wrist Holster	10 gp	0.5 lb
Wrist Holster, Masterwork	50 gp	---

Scribe/Sage Equipment

Book, Blank (100 pages)

Papyrus	10 gp	3 lb
Parchment	12 gp	3 lb
Paper	13 gp	3 lb
Vellum	15 gp	3 lb
Ink		
Writing (Black), 5oz	10 gp	---
Writing (Assorted Colors), 2oz	32 gp	---
Map-Making Kit	150 gp	5 lb
Transportation		
Boat, collapsible	600 gp	50 lb
Chariot, riding	75 gp	250 lb
Chariot, riding (Fine)	200 gp	275 lb
Chariot, riding (Elaborate)	400 gp	300 lb
Chariot, war	150 gp	350 lb
Chariot, war (Commander's)	300 gp	375 lb
Coach, ornamental	7000 gp	750 lb
Coach, war	1500 gp	1000 lb



Altherian Powder Horn

These items are commonly made from the hollowed and laminated horns of the Altherian Razor Gator, or from the horns or crest spikes of the Spiked Tail ss'ressen. Each horn holds 20 shots of blast powder. These horns are waterproof and have a hardness of 10 and fire resistance of 10. These items, though useful, have fallen into disuse in favor of pre-measured blast power packets.

Altherian Compass

This recent invention of the Altherians has yet to gain widespread or popular support. Large and ungainly, these items reportedly always indicate a northerly direction. Consisting of a large tub of water, a lodestone, a cork, and a small metal rod, they are currently too primitive to be used by the common populace, although rumors do exist that the Altherians have more advanced versions and that they have adopted these items for use in their airships.

Altherian Sextant

This innovative instrument is a wonder of modern technology. By using this small metal and crystal device to line up the sun or stars, one may find his relative position on land or sea (or in the air for Altherians). With the help of this device, a character can automatically succeed on a Survival skill check to find his latitude and longitude on a map. Untrained characters have no idea how a sextant works. To successfully use this item, a character must have at least one rank in Survival and 3 ranks in Knowledge (geography), Profession (cartographer), or Profession (navigator).

Altherian Shot (Bandolier)

With the invention of pre-measured blast powder packets, these bandoliers have gained widespread acceptance. Each bandolier holds up to 20 packets of shot powder in its easily-accessible pockets. These pockets are water and fire resistant, providing the packets protection from all mundane sources of heat

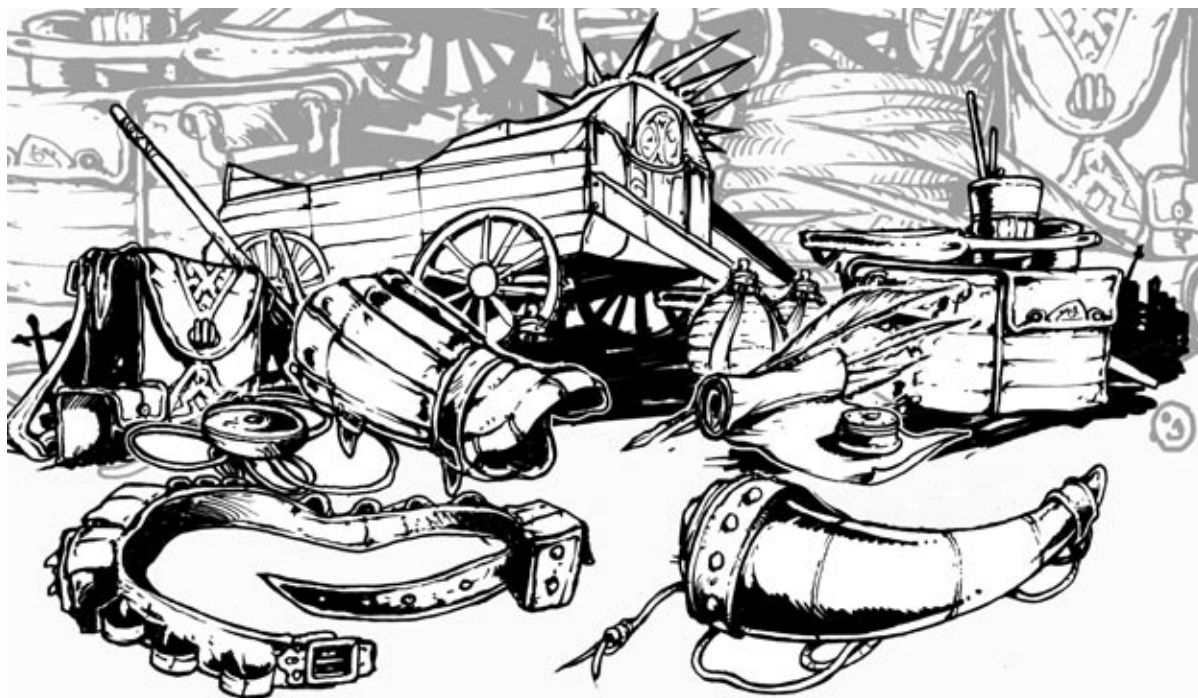
and water for short amounts of time (6 rounds if fully immersed in water or fire). Retrieving a powder pack from this bandolier is a free action (this does not speed up the flintlock loading process in any way). A character may only wear two bandoliers at any time.

Altherian Shot (Belt Pouch)

These small leather belt pouches have been specially treated with a resin made from animal fat. These pouches are able to hold up to 20 pre-measured blast power packets. When closed, these pouches protect blast power from mundane sources of heat and water for short amounts of time (6 rounds if fully immersed in water or fire). It takes a standard action to open or close an Altherian Shot Belt Pouch, but retrieving a powder pack from an open pouch is a free action (this does not speed up the flintlock loading process in any way). A character may only wear two of these pouches on any one belt.

Altherian Signal Rocket

Military units throughout Onara use these small blast-powder-powered projectiles. Typically, a six-inch tube of concentrated blast powder is mounted to a twelve-inch length of straight wood. The blast powder tube is modified for various effects, but always has a fuse to light the rocket on the lower portion of the tube. Lighting this rocket is a standard action that provokes attacks of opportunity. Though rumors exist of larger, more accurate versions of these rockets being developed by the Altherians, the smaller rockets are not accurate enough to be used as projectile weapons in any way. The blast powder contained within these rockets is not protected from exposure to the elements. These rockets are currently restricted for purchase or possession in the same manner as blast powder. Attempting to harvest the blast powder from a rocket requires a Profession (gunner) or Craft (flintlocks) skill check (DC 20); failure destroys the rocket and renders the blast powder useless. Currently there are three types of rockets available for purchase.



Flare: This rocket is propelled into the air and bursts open, destroying the rocket and revealing a small, brightly-burning metallic substance that is suspended from a piece of flame-resistant cloth by small metal strands. The heat from the burning substance rises and is caught in the cloth, making the entire device float in the air for an extended period of time. This rocket provides illumination equivalent to that of bright moonlight in a 50-foot radius for 3d4 rounds. The center of the illuminated area may be anywhere within 100 feet of the user and is determined by making a Dexterity check (DC 15) when igniting the rocket. If the user fails this check, determine the center of the illuminated area randomly; the rocket misses by 1d4 feet for every point by which the user missed the DC. This may cause the rocket to deviate outside of the original 100-foot target area. Druids and worshipers of Saluwé abhor these items, as they have been known to start huge forest fires.

Flash: This rocket is propelled into the air and explodes in one of many vibrant colors. These items are primarily used as signal devices with certain colors or combination of colors having specific meanings. A flash rocket produces a signal that may be seen for just over a mile (5500 feet) in the daytime if the visibility is clear. The signal may be seen for over two miles (11000 feet) at night. No targeting is necessary with these rockets. The flash produced by this rocket is instantaneous, so it cannot be used to set objects or buildings on fire, although it will ignite highly flammable items such as oil or blast powder.

Whistle: As this rocket is propelled into the air, a small tube attached to its base emits a high-pitched whistle that may be heard for 1000 feet with a successful Listen check (DC 0). For every 50 feet beyond this, the Listen DC increases by +1. This rocket is primarily used as an alert or warning device, but some enterprising military units have

adopted them to carry dispatches over great distances in a short period of time. They simply tie a dispatch to the wooden shaft, shoot the rocket in the general direction of the intended recipient, and let the noise of the rocket lead the target to the dispatch. Used in this fashion, the rocket may carry a single piece of parchment 1000 feet in one round. Rumors also exist of some units modifying these items for use with trip wires and spring-loaded flint and steel to produce trip-wire-activated warning traps (the whistle rocket is launched when the trip wire is touched). This rocket will never ignite any other substance.

Boat, collapsible

Originally an Undir invention, this item has slowly begun to circulate among the general populace of Onara. In boat form, this item functions as a small rowboat as described in *Core Rulebook I* (complete with two segmented oars). However, once a land destination is reached, the owner may disassemble the boat, removing the waterproof cloth coverings from the wooden frame. He may then reconfigure the frame into a very large pack that holds the same volume of goods as a normal backpack (although in a significantly heavier and bulkier fashion). Assembling or disassembling this item takes 10 minutes. If the owner possesses at least 5 ranks in Profession (sailor, boater, or pilot) or 1 rank in Craft (shipmaking), this time may be cut in half. Wearing this item as a backpack incurs a special –4 armor check penalty that stacks with any other armor check penalty.

Coach, ornamental

These coaches are highly decorated and elaborately fashioned. Some are trimmed in exotic and costly metals, while others are made to resemble fierce beasts or creatures of legend. However, they all share one common trait: they are prohibitively expensive.

Coach, war

These heavy wagons are constructed of sturdy wood. Metal plates are attached to all surfaces for protection. Usually used to transport important persons or cargo, the occupants of a war coach are completely covered and protected by their metal shell. Armored slits are positioned around the wagon; these may be locked open or closed by any passenger within. Anyone inside the wagon gains the benefit of total cover and concealment, but suffers a –8 circumstance penalty to Spot checks due to the restricted field of view.

Some wealthy individuals who fear for their safety when traveling will have war coaches crafted that include all the amenities one would expect from the finest carriage in town. These coaches are sometimes lavishly furnished on the interior, often holding exotic silk-upholstered furniture and other costly comfort items to accommodate up to four passengers in fine style. When used to transport cargo, on the other hand, the interior is often garrisoned by up to ten seasoned troops equipped with deadly weaponry.

A team of at least six heavily-barded horses usually pulls a war coach, and the driver is all but immune to attack from his armored position inside the wagon. When transporting particularly important or sensitive persons, the driver's section of the wagon can be partitioned off, and in extreme circumstances, the coach can even be reconfigured to have the driver positioned outside the wagon (though of course he loses the benefit of the coach's armored plates in this case).

Chariot

These small carts have been in wide use for many years in the Coryani Empire. Currently they are falling into disfavor, though many nobles and warriors still possess and use them on a regular basis. Riding in a chariot is very different than riding a horse. Whenever a Ride check would normally be required, a person in a chariot must make a Balance check instead. If the driver of the chariot has 5 or more ranks in Ride or Handle Animal, he gains a +2 synergy bonus on these checks. A rider may benefit from synergy bonuses from both skills. There are two basic types of chariot available.

Chariot, riding: This two-wheeled transportation device holds one person (and his personal gear) standing upright on a platform that is surrounded by a small semi-circle of wood and cloth. Sometimes these chariots are highly decorated or elaborately fashioned. Some are trimmed in exotic and costly metals, and some are made to resemble fierce beasts or creatures of legend. However, they all share common traits. They all hold a single rider, they are all pulled by one or more horses, and they all provide the rider with a +2 cover bonus to his armor class. The rider is not considered to be “behind cover” as described in *Core Rulebook I*, however.

Chariot, war: This two-wheeled transportation device holds up to three people (and their personal gear) standing upright on a platform that is surrounded by a small semi-circle of wood and metal. Sometimes these chariots are constructed of exotic materials or decorated for specific families, individuals, or military units. These chariots hold up to three riders, and are usually pulled by a trio of horses. War chariots provide all riders with a +4 cover bonus to their armor

class, and they are considered to be “behind cover” as described in *Core Rulebook I*. All melee attacks made by the riders against opponents on the ground gain a +1 bonus to hit for being on “higher ground.”

The commander's version of the war chariot has seats mounted on the riding deck, thereby granting the riders a +10 circumstance bonus to all Balance checks. However, the seats take up room and require the entire structure to be reinforced, so the chariot costs more and weighs more. Only two persons may ride in a commander's version of the war chariot. All other characteristics are identical to the standard war chariot.

Flintlock Pistol Bandolier

Commonly found in the Pirate Isles, this bandolier has been fitted with four pistol holsters and eight small pockets for shot. Drawing a flintlock from one of these holsters is a move-equivalent action. Retrieving a powder packet from one of the small pouches is a free action (this does not speed up the flintlock loading process in any way). These holsters and shot pockets provide the pistols and shot only minimum protection from the elements. Any significant contact with fire or moisture (more than one round) subjects the weapons and shot to the normal damage associated with those elements. A character may only wear two bandoliers at any time.

Flintlock Toolkit

This toolkit is a must-have item for anyone using or reloading flintlock weapons. The toolkit consists of a number of small tools used to maintain, clean, dry, and repair flintlock weapons. This kit also contains replacement flints and small molds used to create lead bullets when ammunition is running short.

Map-Making Kit

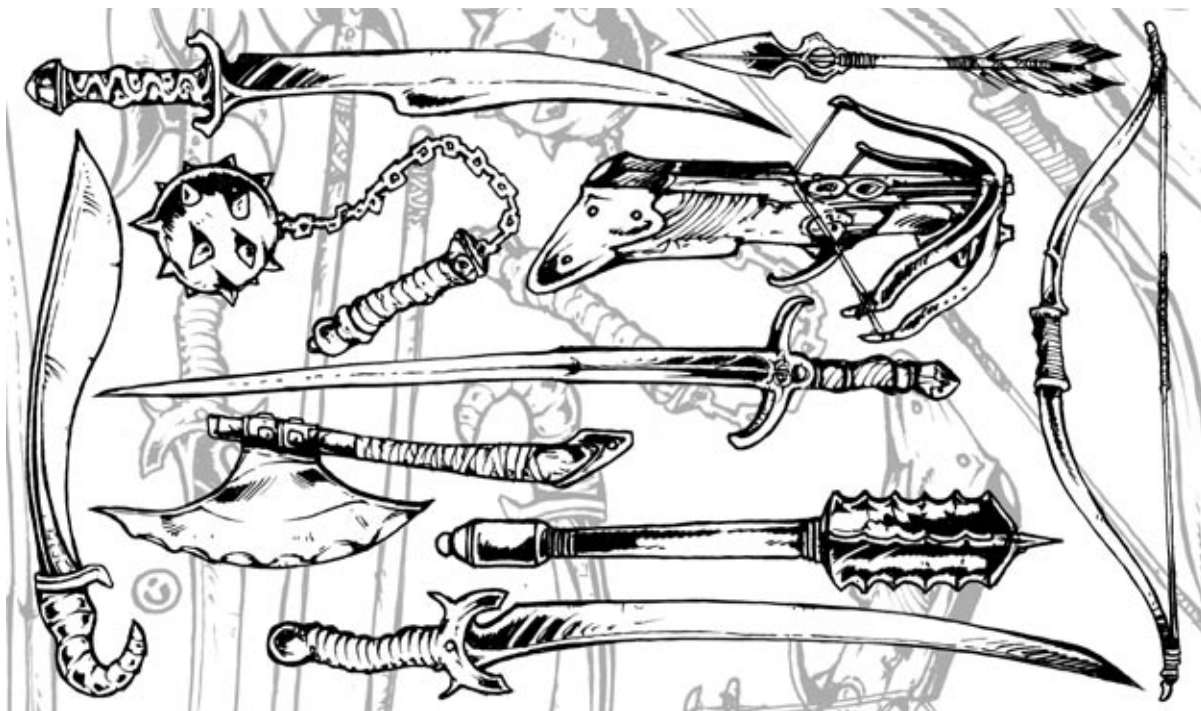
This padded, weatherproof satchel contains various pieces of parchment, a small metal measuring instrument, a quill pen, a vial of ink, a drawing compass, and a protractor.

Mess/Cooking Kit

This neatly-packaged item contains all the supplies and utensils one person needs to cook and eat small meals during travel. A small metal pot is the central item. Within it are packaged a small wooden cup, several small wooden containers of common spices, and a set of cheap metal utensils. The lid to the pot also doubles as the eating plate.

Potion or Scroll Belt/Bandolier

This sturdy leather belt or bandolier has replaceable shaped pockets that hold potion vials or scrolls. First created by the Altherians, these belts and bandoliers can be found in almost any military unit on Onara. Once per round, the wearer may retrieve a potion or scroll from one of these items as a free action. This provokes attacks of opportunity. However, since the items are in such easy reach of the wearer, opponents attempting a Sleight of Hand attempt to grab an item from the belt/bandolier have the DC increased by 10. Each belt or bandolier may hold up to 5 potions, scrolls, or a combination of the two. Items stored in the belt or bandolier gain no protection from the elements or any other type of damage. A character may only wear one belt and two bandoliers at any time.



Spellcaster's Bandolier

First created by the Elorii, these handy bandoliers have found widespread use among members of the Sancturum and some have even been recovered from Ymandragoran agents. A small leather belt fitted with small pockets and loops for carrying wands, potions, and scrolls, this bandolier is usually worn across the chest by spellcasters, but some wear them as belts. In either case, each bandolier can hold up to four wands, four scrolls, and two potions. Items in the bandolier are considered hidden (Spot check DC 20, Search check DC 10) but can still be drawn as a move-equivalent action, or as a free action with the Quick Draw feat. A character may only wear one belt and two bandoliers at any time.

Waterproof Flintlock Case

These small devices were first created by the val'Ossan family to protect their flintlocks from the harsh elements frequently encountered during sea voyages. Made from various cured animal bladders, each of these form-fitted waterproof sleeves may store a single loaded flintlock weapon, keeping it safe from any normal water damage. Flintlocks stored in this manner are not subject to damage or any other harmful effects of water. As a full-round action that provokes attacks of opportunity, a flintlock may be placed into or retrieved from one of these cases. Alternatively, a character may retrieve a stored flintlock as a move-equivalent action that does not provoke attacks of opportunity, but doing so requires ripping open the case, which destroys it. If the situation is truly dire, one may simply shoot through the case without removing the flintlock at all, but the shooter suffers a -4 circumstance penalty to hit, and all range increments of the weapon are halved. Shooting the flintlock in this manner provokes attacks of opportunity as normal. These cases are very flexible. A case may be rolled into a very small tube when it is not in use. One may even use these cases to shoot flintlocks underwater, with each case being destroyed

after one shot. However, the shooter still suffers a -4 circumstance penalty to hit, and the maximum distance the bullet will be effective underwater is 10 feet, as after that its momentum is spent.

Wrist Sheath

This item is a simple leather sheath designed to be strapped onto the lower arm or wrist. Easily concealed under clothing, this small sheath is a favorite amongst spies and rogues alike. Anything more than a cursory search will reveal the sheath, but while worn it may go unnoticed by the casual observer (Spot check DC 15). This sheath may hold any single item weighing one pound or less. Constructing an item of an exotic material does not reduce the item's bulk, so this limit still applies to items constructed from special materials, as long as the original version weighed more than one pound.

Wrist Sheath, Masterwork

A cleverly-designed wrist sheath, this item may be disguised as a bracer or piece of clothing, making it much harder to detect, even with a thorough search. This sheath gives the wearer a +5 circumstance bonus to the opposed Sleight of Hand versus Search checks to hide an item on her person. This sheath does not allow an untrained Sleight of Hand skill check, however; the bonus applies only if the wearer already possesses the skill. For a casual observer, noticing an item concealed in a masterwork wrist sheath requires a Spot check (DC 20) or an opposed Spot check versus a Sleight of Hand check if the wearer possess that skill. This sheath may only hold any single item weighing one pound or less. Constructing an item of an exotic material does not reduce the item's bulk, so this limit still applies to items constructed from special materials, as long as the original version weighed more than one pound.

Chapter Eight

Magic in Arcanis

Ancient myths, especially those perpetuated by the Sarishan clerisy, tell of Sarish, whose domain includes that of magic, bestowing upon the most talented and gifted of humanity with the key unlocking the power of the arcane arts. Other tales, less well-known, say that the wily Sarish was Himself outsmarted and had the secret of magic stolen from beneath His very nose. Regardless of whichever fable is true, mortal beings have been able to tap and bend arcane energy to his will for millennia. During the height of the First Imperium it was said that certain mages held within their grasp enough power to be considered minor gods themselves.

Sadly, those days are long gone.

In the modern world, mages and sorcerers are looked upon with equal parts fear and suspicion. Although the events that comprised the Time of Terror was over a thousand years ago, its effects are still felt with every Dark Kin born howling from the womb. Though not the fault of the Mages of Arcanis, other than the Sorcerer-King of Ymandragore, those who were able to manifest even the most insignificant spell were blamed by the harried and superstitious peasant populace for releasing the hordes of demons and devils upon them. These innocent wizards and sorcerers were frequently hunted down and burned with Nier's purifying flame.

Today, though not hunted down on sight, the gifted of Arcanis have an even greater menace to their life and freedom. The immortal Sorcerer-King of Ymandragore has laid claim to any and all who can command the sorcerous energy that permeates Arcanis, regardless of race or nationality, social status or gender. Though cursed to never set foot again upon the continent, his Harvesters are such a constant threat that the mages have had to create secret chantries where they may learn and practice their arts without fear of being harvested.

Just goes to show that even the learned and powerful can be naïve'.

A Word about Magic in Arcanis

Alignment-Keyed Spells

Several spells from the core rules are replaced by new spells that use the [Alignment-Keyed] descriptor.

"Evil" Spells

If a spell is used to aid the survival of a character or adventuring company, regardless of the spell's descriptor, it is not considered an evil act. As with all actions in the World of Shattered Empires, the character's intent and execution make the difference between good or evil, not the simple use of a spell.

Intent: If the reason a good caster is summoning and binding a demon/devil/evil outsider/etc. is to cause chaos and random bloodletting (i.e. a murder rampage for no other reason than the sheer love of it) then that is an evil act. Summoning the same creature, but commanding it to defend a breached wall from the

savage Voei, would not be considered an evil act.

Execution: If the spell demands the blood of an innocent babe, freshly ripped from her mother's womb, then that would be considered an evil act regardless of why the spell was being cast.

Example using the *animate dead* spell:

Intent: I want to use the corpses of my enemy's recently slain family as a way to torment him. ["Evil" (not to mention twisted.)]

Intent: I call upon my fallen comrades (or ancestors, etc.) to save this village from a rampaging horde of ogres. [Not an evil act. The cause can be construed as a noble one, especially if the undead are released when the need has ended.]

Execution: "By the spilling of this innocent's blood upon your blasted bones, let his wailing call you from the grave!" – [Evil]

Execution: "By laying the Holy Symbol of Neroth and the sprinkling of His holy water upon your brow, I do call you up, my brother." – [Not Evil.]

Sarishan Clerics and the Summoning of the Infernal

Sarishan characters **do not** worship demons, devils, or other Infernal creatures in any way, shape, or form. On the contrary, Sarish is known as the binder and summoner of Infernals, meaning that these beings are *forced to do His bidding*.

Thus, priests of Sarish can use the *summon monster I* spell to bring forth a fiendish badger, for example, but said badger is being forced to fight on the summoner's behalf; it is not fighting willingly because they are of the same alignment or because they share the same goals.

However, a Sarishan must be careful when dealing with Infernal creatures more powerful than he is, especially those "free-willed" Infernals, i.e. those that have never been bound by any Sarishan. These creatures are loath to give up their freedom, even for a short period of time, and they must be bargained with in order to acquire their services. It is in these negotiations that alignment may come into play. A Sarishan may always attempt to "mark" an Infernal and bind it to the service of Sarish, but this is a very risky prospect, which is detailed further in the altered description of *planar binding* and in the Sarishan Binder prestige class.

If the Infernal demands that innocent blood be spilled before it will aid the Sarishan, then that would be considered an evil act and a good character would not be able to seal the bargain. If the Infernal demands a coveted magic item owned by the character, then a good-aligned character should not have a crisis of conscience when sealing that deal.

Positive and Negative Energy

Positive and negative do not equate to good and evil on Arcanis. They are simply opposite sides of the energy spectrum. Just like any other tool, positive and negative energy can be used for good or evil. The mages, sorcerers, clerics and other that tap into other-planar energy see them as just another source of power, and do not necessarily ascribe good or evil attributes upon them.

Alterations to Core Spells

The following spells do not exist on Onara:

chaos hammer
cloak of chaos
order's wrath
reincarnate
shield of law
unholy blight

Alterations to Core Spells That

Call Upon A Deity

The Gods have not spoken to mortals since the First Imperium. As such, spells such as *miracle* call upon one of the known Valinor of the caster's deity. It is widely accepted that only the most powerful divine casters have heard the voice of a Valinor, and only they have the power to contact one. Anyone not a high-ranking member of the clergy who claims to have seen a Valinor will almost always be declared a heretic (or a drunken fool).

Altered Spells

Atonement

During the casting of *atonement*, one does not receive direct intercession from a deity. Instead the penitent must pray to her deity for 30 consecutive days without outside influence or interruption (except eating or sleeping). Sometimes this prayer takes the form of a pilgrimage or quest.

Commune

Through the use of this spell, the caster contacts celestial (or Infernal in the case of the Sarishan Church) allies of his deity. However, some of these alliances, forged ages ago, have become strained. Each time this spell is cast, there is a 5% chance that the entity contacted may become fickle and require additional "tribute" for the spell to be successful. This additional tribute can be in the form of extra experience-point expenditure (200 XP) or a magic item (valued at 50 gp or more). If for any reason the caster has had a chance to form a new alliance with a powerful outsider (CR 18+) or if he has marked

a powerful Infernal (CR 18+), then the caster can use this spell to contact this new ally directly. This method ignores any chance of diplomatic mishaps.

Contact Other Plane

This spell does not contact any deity. Instead, it contacts extraplanar entities, which may have made alliances with the caster's church or may have been bound to the service of the caster's god. Use **Table 8-1 - Contact Other Plane** to determine the results of the spell when cast on Onara.

Modifications to Intelligence checks: Elorii suffer no chance of decreased Intelligence when contacting an elemental plane tied to their bloodline. Ardakene Elorii gain a +5 circumstance bonus to their Intelligence checks when contacting a powerful non-allied celestial. Sarishan casters or casters with 10 ranks of Knowledge (the planes) enjoy a +2 circumstance bonus to their Intelligence checks when contacting powerful unbound Infernals.

Detect Evil/Good/Law/Chaos

Unlike other worlds, *detect alignment* spells only work on creatures that possess an especially strong aura. Only creatures with an aura gained from a class ability (such as Aura of Faith) or creatures with the Evil, Good, Lawful, or Chaotic descriptors will register with these detection spells. A commoner who happens to have an evil alignment would not register as evil. Although creatures do not have an aura except as noted above, the various detect alignment spells may still detect items and spells of the appropriate alignment.

Undead

In the world of Arcanis, undead are created differently than suggested by the core rules. Therefore, all undead do not automatically radiate as evil creatures. Unless stated otherwise, undead radiate like any other creature (as described above) regardless of their origins. This change affects no other aspect of undead other than alignment and all other spells affect undead normally. Unless detailed otherwise, undead are created with negative energy. However, some undead on Onara are animated through the use of positive energy. These "positive energy undead" possess the following special ability:

Positive Energy Undead (Ex): Undead animated through the use of positive energy are affected differently by spells and attacks that utilize positive and negative energy. Like living beings, *cure* spells heal and *inflict* spells cause damage to positive energy undead. However, the effects for these spells are

Table 8-1: Contact Other Plane

Plane Contacted	Avoid Int/Cha		Don't		Random Answer
	Decrease	True	Know	Lie	
Elemental Plane	DC 7/1 week	01–34	35–62	63–83	84–100
Strongly Favored Celestial being (appropriate to the caster's faith)	(DC 7/1 week)	(01–68)	69–75	76–98	99–100
Positive/ Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Temple/ Church Ally, Bound Infernal	DC 10/2 weeks	01–49	50–70	71–91	92–100
Powerful Non-Allied Celestial	DC 12/3 weeks	01–60	61–75	76–95	96–100
Powerful Unbound Infernal	DC 14/4 weeks	01–73	74–81	82–98	99–100

doubled. For example, a *cure light wounds* spell would heal double the normal amount of damage, and an *inflict light wounds* spell would cause double the normal amount of damage (the positive energy undead would still receive a Will save for half of this doubled damage, of course).

Additionally, positive energy undead are affected by turning attempts differently. Clerics channeling positive energy rebuke or command positive energy undead instead of turning or destroying them. Clerics channeling negative energy do just the opposite.

Holy/Unholy Aura

These spells are replaced with the *aura of faith* spell.

Holy Smite

This spell is replaced with the *divine smite* spell.

Miracle

This spell does not request aid directly from a deity. Instead, it contacts a powerful extraplanar ally of a deity to request aid in the deity's name.

Planar Binding (Greater and Lesser)

A cleric or priest of Sarish may use *planar binding* to mark an Infernal (as if through the successful use of the *Sigil of Sarish* ability; see the Sarishan Binder prestige class, see **Chapter 6 - Prestige Classes**) allowing the caster to summon the marked Infernal through the use of "*summon thy own*" spells. Casting *planar binding* in this way is a very dangerous act. First, the Infernal and caster must be within 10 feet of each other with no obstructions between them. Second, no other creature may be within 30 feet of the Infernal or the caster during the entire casting. The Infernal gains a +2 bonus to its Will save to resist this version of the spell.

If the caster is successful, the Infernal is marked upon the brow (or equivalent area for Infernals that lack a brow) with a personalized *Sigil of Sarish*. An Infernal marked in this way may be instantly banished (with the use of the *banishment* spell) by the creator of the sigil with no save. An Infernal from "beyond the wall" banished in this way simply returns to the area beyond the wall since these trapped creatures cannot be returned to their home plane through use of the *banishment* spell.

If the Infernal successfully resists the spell and avoids being marked, it breaks free from the caster's control (effectively ending any effect used to control or bind the Infernal). The Infernal becomes immune to any turning or rebuking attempts by the caster and it gains SR 20 (or gain a +20 bonus to its existing SR if it already possesses spell resistance). This SR bonus applies only to spells cast by the character who unsuccessfully attempted to mark the Infernal. Unfortunately for the caster, this SR increase lasts for a period in years equal to (50 - the caster's level).

Raise Dead, Resurrection

Arcanis is a dangerous world, and death comes to even the mightiest of heroes. However, under the right circumstances, even death may not be irreversible. The spells *raise dead* and *resurrection* may be used to bring a dead character back to life, but such a process is not as easy as it might sound. The primary factor in determining a character's post-mortem fate is his race, as follows:

Dwarven characters have specific rules for being brought back from the dead. See the dwarf entry in the races section in **Chapter 2 - Races** for more details.

All other races: Elorii, dark-kin, half-hobgoblins, half-orcs, humans, gnomes, ss'ressen, and Val may only be brought back to life if a *raise dead* or *resurrection* spell is cast upon the dead character within 24 hours of his death. If an appropriate spell is not cast in time, the character is usually gone forever.

True Resurrection

Sometimes circumstances conspire to keep characters from being brought back from the dead within the time limits allotted to the *raise dead* or *resurrection* spells. Once this time has elapsed, the only way to bring these unfortunates back to life is with a *true resurrection* spell, but simply casting such a spell will not suffice.

True resurrections on Onara are extremely rare and stuff of legends. Sometimes this spell involves a performing a dangerous quest or extremely difficult task for the churches or persons performing the ritual. The clergy of Beltine and Neroth must agree to cast this spell in concert for it to be successful. Once the ritual is secured, the person requesting the spell must then journey into the underworld to retrieve the soul of the departed person he is trying to return to life. Usually the requesting party will undertake such a journey with many powerful allies, but even so, such journeys usually end in failure...with many more deaths.

New Bonus Types

Divine: Divine bonuses come from holy power. They do not stack with Corrupted bonuses.

Corrupted: *Corrupted bonuses* only benefit Infernals or those with the Tainted subtype. They do not stack with divine bonuses.

Spell Lists

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, are considered to have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

New Spell Descriptors: To represent the nature of magic in Onara, a new descriptor [Alignment Keyed] replaces all good and evil descriptors from *Core Rulebook I*. [Alignment Keyed] is a fluid descriptor. It always matches the primary alignment of the caster (Good, Evil or Neutral). Such spells can also be keyed to the secondary alignment of the caster at the caster's whim (Lawful or Chaotic). Rumors persist of casters who can key spells to match their auras precisely, with interesting effects.

Specialty Spells: Some spells may only be cast by clerics of a specific faith or a specific Val bloodline; spells restricted in this way are noted in their level description. For example, Clr 5 (Illir) would be a 5th level clerical spell only available to clerics of Illir, and Brd 3 (val'Mehan) would be a 3rd level bard spell only available to a Val of the val'Mehan bloodline.

Key: A ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively. Such a component is not normally included in a spell component pouch and must be provided separately by the caster. Costly material components are consumed during the casting of the spell; focus components are not consumed and may be reused. An ^X denotes a spell with an XP component. This cost must be paid by the caster.

On the domain spell lists, a dagger (†) denotes a new spell that is found in this chapter. The "spell list additions" are all new spells. These are considered to be part of the core spell list for the given classes and may be selected freely (assuming the caster meets the prerequisites). Many of the new spells are specialty spells (see above), so be sure to review the spell descriptions carefully.

Bard Spell List Additions

1st-LEVEL BARD SPELLS

Hardness: Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

Songs in the Night (val'Borda, val'Trisin): Disappear from sight leaving music in your wake.

Summon Tome (val'Abebi): Call forth a phantom tome from the Great Library of Altheria for a short time.

3rd-LEVEL BARD SPELLS

Dance of Fate (val'Sheem, val'Sungha): Gain a +2 fate bonus to all rolls for a short time.

Oath (val'Mehan): Create a Sarishan Oath.

6th-LEVEL BARD SPELLS

Heroism, Mass: Gives many allies a +2 bonus on attack rolls, saves, and skill checks.

Cleric Spell List Additions

1st-LEVEL CLERIC SPELLS

Skeletal Companion (Neroth): Creates a skeletal servant.

2nd-LEVEL CLERIC SPELLS

Armor of Faith (Larissa): Wrap yourself in an armor of faith.

Bleed: You cause a target to bleed for 1d4 damage per round.

Crushing Weight (Saluwé) ^M: Make a creature stick to the ground.

Discern Value (Althares) ^F: Discern the gold piece value of one or more items.

Epiphany (Althares): Improves Knowledge and Craft skills for a short time.

Glimpse of the Cauldron (Beltine) ^M: Give your enemies a glimpse into the horrors of Beltine's Caldron.

Hold the Spirit (Beltine) ^M: Hold one spirit to its body for longer than the normal 24-hour period, but at great risk.

My Master Allows (Sarish): Use spell-completion devices or spell-trigger devices for a short time.

Skyward (Hurrian): Launch yourself or an ally up into the air with limited maneuverability upon descent.

Songs in the Night (Cadic): Disappear from sight leaving music in your wake.

Sticks to Snakes (Anshar): Transmute a number of sticks into snakes that attack at your foes.

Summon Tome (Althares): Call forth a phantom tome from the Great Library of Altheria for a short time.

Twist of Fate (Larissa): Allows a second chance roll before the GM declares whether the roll results in success or failure.

Wild Ride: Enchant yourself and your mount to travel impossible distances.

Whirlwind of Blades (Hurrian): Call forth multiple copies of your sword, which attack all those around you.

Your Time to Die (Neroth) ^M: Cause a spirit to leave the body before the normal 24-hour period.

3rd-LEVEL CLERIC SPELLS

Battle Spines (Saluwé): Cause long, jagged bone spines to erupt from your body.

Mantle of Unassailable Flame: Cover yourself in intense flame.

Mark of Thralldom (Neroth) ^M: Animate an undead after a short time.

My Honor is My Strength (Illir): The strength of your personality adds to your physical Strength in combat for a short time.

Retribution (Hurrian): With all damage you suffer, you become greater in combat.

Saltburst (Yarris): An explosion of salt crystals and brine assaults your enemies.

Shadow Stride (Cadic): Step from one shadow to another far away.

Smell of Death (Neroth): Creates a cloud of nauseating stench that emanates from the caster.

Water Stride (Yarris): Step from one body of water to another far away.

4th-LEVEL CLERIC SPELLS

Beltine's Blessed Strike: For 1 hour per level you make a weapon the bane of all undead.

His Blade Shall Not Harm Me (Hurrian): Gain damage reduction 10/bludgeoning for a short time.

Like Water (Yarris) ^M: Gain +4 to your AC and damage reduction of 5/bludgeoning for a short time.

Neroth's Embrace (Neroth): Cause an opponent's appendage to shrivel up.

Not Where You Think (Cadic): Take short jaunts though the shadow plane to escape danger.

Oath (Sarish, val'Mehan only): Create a Sarishan Oath.

Phantasmal Lover (Larissa): Summon the loving grace of Larissa to heal your wounds.

Share my Pain (Anshar): Recall any amount of damage suffered over the last 5 rounds and deliver that damage as a touch attack.

Shield Other, Improved (Hurrian) ^F: You take 75% of subject's damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.

Steamblast (Nier) ^M: Release a cone of super-heated steam at your enemies.

Your Fire is Mine (Nier): Steal a target's rage.

5th-LEVEL CLERIC SPELLS

I Feel You (Larissa): Gain tremorsense and blindsense for a short time.

Perfect Human Form (Illir): Gain ability scores of 18 for a short time.

Retribution, Greater (Hurrian): With all damage you suffer, you become greater in combat.

Reenervate the Chosen (Neroth) ^M: Restore unlife to a sentient undead creature.

Summon Thy Own, Lesser (Sarish) ^X: Summon a marked Infernal to do your bidding.

7th-LEVEL CLERIC SPELLS

Heroism, Mass: Gives many allies a +2 bonus on attack rolls, saves, and skill checks.

Revelation (Illir): Allows you to see things as they really are.

Shield Other, Greater (Hurrian) ^F: You take all of a subject's damage, and the subject gains a +3 deflection bonus and a +3 resistance bonus.

Summon Thy Own (Sarish) ^X: Summon a marked Infernal to do your bidding.

9th-LEVEL CLERIC SPELLS

Cry for Sprit's Release (Beltine): Destroy undead with a cry to the heavens.

Harm, Mass (Neroth): As *harm*, but with several subjects.

Summon Thy Own, Greater (Sarish) ^X: Summon a marked Infernal to do your bidding.

Word of Purification (Illir): With a word you radiate a glimmer of Illir's unforgiving radiance.

Arcanis Clerical Domains

† Denotes a new spell described in this chapter. Some of these spells are drawn from previously-published products; the versions in this chapter supersede any earlier published versions of these spells.

Afterlife Domain

Deity: Beltine

Granted Powers: You gain a +2 circumstance bonus on all Knowledge(Religion) skill checks. You turn or rebuke undead as if you were one level higher.

Afterlife Domain Spells

1. **Consecrate** ^M: Fills area with positive energy, making undead weaker.
2. **Speak with Dead**: Corpse answers one question/two levels.
3. † **Beltine's Blessed Strike**: For 1 hour per level you make a weapon the bane of all undead.
4. **Death Ward**: Grants immunity to death spells and negative energy effects.
5. **Disrupting Weapon**: Melee weapon destroys undead.
6. **Undeath to Death** ^M: Destroys 1d4 HD/level undead (max 20d4).
7. **Control Undead**: Undead don't attack you while under your command.
8. **Sunburst**: Blinds all within 10 ft., deals 6d6 damage.
9. † **Cry for Spirit's Release**: Destroy undead with a cry to the heavens.

Air Domain

Deity: Hurrian

Granted Powers and Spells: Per *Core Rulebook I*.

Ancestor Domain

Deity: Beltine

Granted Powers: Once per day, you may petition your ancestors for aid. This requires a short ceremony of one minute in length. Upon completing this ceremony, you gain a +4 insight bonus on your next skill check. This bonus must be used within one minute or it is lost. Since this is a short-duration bonus, it may not be used in conjunction with the Craft skill.

Ancestor Domain Spells

1. **Bless**: Allies gain +1 on attack rolls and saves against fear.
2. **Aid**: Allies gain a +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Prayer**: Allies gain a +1 bonus on most rolls, enemies -1 penalty.
4. **Divination** ^M: Provides useful advice for specific proposed actions.
5. **Commune** ^X: Powerful planar ally answers one yes-or-no question/level.
6. **Legend Lore** ^{M, F}: Lets you learn tales about a person, place, or thing.
7. **Eyebite**: Target becomes panicked, sickened, and comatose.
8. **Antimagic Field**: Negates magic within 10 ft.
9. **Miracle** ^X: Requests a powerful outsider's intercession.

Animal Domain

Deities: Belisarda (Elonbé) and Saluwé

Granted Powers and Spells: Per *Core Rulebook I*.

Artificer Domain

Deity: Althares

Granted Powers: You gain a +2 competence bonus on skill checks with any three Craft skills of your choice.

Artificer Domain Spells

1. † **Hardness**: Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.
2. **Identify** ^M: Determines properties of magic item.
3. **Stone Shape**: Sculpts stone into any shape.
4. **Minor Creation**: Creates one cloth or wood object.
5. **Major Creation**: As *minor creation*, plus stone and metal.
6. † **Reanimate Construct** ^{M, X}: Partially repairs and reanimates a destroyed construct under your control.
7. † **Presence of Master Smiths** ^{F, X}: Call upon past smiths to assist you in the creation of amazing weapons and armor.
8. **Polymorph Any Object**: Changes any object into anything else.
9. **Miracle** ^X: Requests a powerful outsider's intercession.

Cavern Domain**Deity:** Saluwé**Granted Powers:** You gain the stonecunning ability of a dwarf. Characters who already have stonecunning gain an additional +2 bonus on their stonecunning checks.**Cavern Domain Spells**

1. **Detect Snares and Pits:** Reveals natural or primitive traps.
2. **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3. **Meld into Stone:** You and your gear merge with stone.
4. **Spike Stones:** Creatures in area take 1d8 damage, may be *slowed*.
5. **Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.
6. **Stone Tell:** Talk to natural or worked stone.
7. **Earthquake:** Intense tremor shakes 5-ft./level radius.
8. **Repel Metal or Stone:** Pushes away metal and stone.
9. **Imprisonment:** Entombs subject beneath the earth.

Charm Domain**Deity:** Larissa**Granted Powers:** Once per day, you can attempt to fascinate a target creature by making a Charisma check with a +2 bonus. The target can negate this effect with a Will save equal to or greater than your check result. The target suffers a -2 penalty on this save. While fascinated, the target's Spot and Listen checks suffer a -2 penalty, and his attitude improves by one step on the NPC attitude chart (see the Diplomacy skill in *Core Rulebook I*). This effect lasts for 1 round per cleric level or until you willingly dispel it. Otherwise it functions exactly as a bard's *fascinate* ability detailed in *Core Rulebook I* with your Charisma check replacing the Perform check normally used by the bard.**Charm Domain Spells**

1. **Charm Person:** Makes one person your friend.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Suggestion:** Compels subject to follow stated course of action.
4. **Charm Monster:** Makes monster believe it is your ally.
5. **Dominate Person:** Controls humanoid telepathically.
6. **Suggestion, Mass:** As *suggestion*, plus one subject/level.
7. **Insanity:** Subject suffers continuous *confusion*.
8. **Demand:** As *sending*, plus you can send *suggestion*.
9. **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.

Cold Domain**Deity:** Yarris**Granted Powers:** You gain the ability to turn or destroy creatures with the Fire subtype as a cleric turns or rebukes undead. You may use this ability a number of times per day equal to 3 plus your Charisma modifier.**Cold Domain Spells**

1. **Endure Elements:** Exist comfortably in hot or cold environments.
2. **Chill Metal:** Cold metal damages those who touch it.

3. **Sleet Storm:** Hampers vision and movement.
 4. **Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
 5. **Cone of Cold:** 1d6/level cold damage.
 6. **Freezing Sphere:** Freezes water or deals cold damage.
 7. ***Control Weather:** Changes weather in local area.
 8. **Finger of Death:** Kills one subject.
 9. ****Elemental Swarm:** Summons multiple elementals.
- * cleric may only create cold weather
** cleric may only summon water elementals

Commerce Domain**Deity:** Althares**Granted Powers:** You gain Sense Motive and Knowledge (local) as class skills. You gain a +2 bonus on all Diplomacy skill checks.**Commerce Domain Spells**

1. **† Discern Value ^F:** Discern the gold piece value of one or more items.
2. **Detect Thoughts:** Allows "listening" to surface thoughts.
3. **Glibness:** You gain a +30 bonus on Bluff checks, and your lies can escape magical discernment.
4. **Sending:** Delivers short message anywhere, instantly.
5. **True Seeing ^M:** Lets you see all things as they really are.
6. **Fabricate:** Transforms raw materials into finished items.
7. **Mage's Magnificent Mansion ^F:** Door leads to extra-dimensional mansion.
8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Discern Location:** Reveals exact location of creature or object.

Daemonology Domain**Deity:** Sarish**Granted Powers:** You may control or rebuke infernals as an evil cleric controls or rebukes undead. You may use this ability a number of times per day equal to 3 plus your Charisma modifier.**Daemonology Domain Spells***

1. **Summon Monster I:** Calls extraplanar creature to fight for you.
2. **Summon Monster II:** Calls extraplanar creature to fight for you.
3. **Summon Monster III:** Calls extraplanar creature to fight for you.
4. **Summon Monster IV:** Calls extraplanar creature to fight for you.
5. **Summon Monster V:** Calls extraplanar creature to fight for you.
6. **Summon Monster VI:** Calls extraplanar creature to fight for you.
7. **Summon Monster VII:** Calls extraplanar creature to fight for you.
8. **Summon Monster VIII:** Calls extraplanar creature to fight for you.
9. **Summon Monster IV:** Calls extraplanar creature to fight for you.

* Summons only fiendish or Infernal creatures

Death Domain

Deity: Neroth

Granted Powers and Spells: Per *Core Rulebook I*.

Destruction Domain

Deities: Neroth and Nier

Granted Powers and Spells: Per *Core Rulebook I*.

Disease Domain

Deity: Neroth

Granted Powers: You are immune to all diseases, including magical diseases such as mummy-rot and lycanthropy.

Disease Domain Spells

1. **Warp Wood:** Bends wood (shaft, handle, door, plank).
2. † **Neroth's Embrace:** Cause an opponent's appendage to shrivel up.
3. **Contagion:** Infects subject with chosen disease.
4. **Blight:** Withers one plant or deals 1d6/level damage to plant creature.
5. **Insect Plague:** Locust swarms attack creatures.
6. **Harm:** Deals 10 points/level damage to target.
7. **Destruction** ^F: Kills subject and destroys remains.
8. **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Divination Domain

Deities: Althares, Beltine, and Larissa

Granted Powers: You cast divination spells at +2 caster level.

Divination Domain Spells

1. **Detect Secret Doors:** Reveals hidden doors within 60 ft.
2. **Locate Object:** Senses direction toward object (specific or type).
3. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
4. **Divination** ^M: Provides useful advice for specific proposed actions.
5. **Contact Other Plane:** Lets you ask question of extraplanar entity.
6. **Legend Lore** ^{M F}: Lets you learn tales about a person, place, or thing.
7. **Vision** ^{M X}: As *legend lore*, but quicker and strenuous.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

Earth Domain

Deities: Fire Dragon and Saluwé

Granted Powers and Spells: Per *Core Rulebook I*.

Fate Domain

Deity: Larissa

Granted Powers: You are able to peek into and manipulate the strands of fate. Once per day, you gain a +2 insight bonus on a single attack roll, saving throw, or skill check. You must announce that you are using this ability before making the roll to which it will apply.

Fate Domain Spells

1. † **Twist of Fate:** Allows a second chance roll before the GM declares whether the roll results in success or failure.
2. **Augury** ^{M F}: Learns whether an action will be good or bad.
3. † **Dance of Fate:** Gain a +2 bonus on all rolls for a short time.
4. **Freedom of Movement:** Subject moves normally despite impediments.
5. **Contact Other Plane:** Lets you ask question of extra planar entity.
6. **True Seeing** ^M: Lets you see all things as they really are.
7. **Vision** ^{M X}: As *legend lore*, but quicker and strenuous.
8. † **Larissa's Kiss:** Roll two d20, for each roll receive the best outcome for a short time.
9. **Moment of Prescience:** You gain an insight bonus on single attack roll, check, or save.

Fire Domain

Deities: Fire Dragon and Nier

Granted Powers and Spells: Per *Core Rulebook I*.

Glory Domain

Deities: Illiir and Nier

Granted Powers: You gain Strength of the Coryani heart as a bonus feat even if you do not possess the prerequisites.

Glory Domain Spells

1. **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
2. **False Life:** Gain 1d10 temporary hp +1/level (max +10).
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Shout:** Deafens all within cone and deals 5d6 sonic damage.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
8. **Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
9. **Foresight:** "Sixth sense" warns of impending danger.

Healing Domain

Deities: Anshar, Belisarda, and Beltine

Granted Powers and Spells: Per *Core Rulebook I*.

Holy Domain

Deities: All

Granted Powers: Choose one from Chaos, Evil, Good or Law depending on your alignment (e.g. Lawful Good may choose either Law or Good). This choice applies to the domain spell for each level when there are different versions of alignment-dependent spells. You cast all holy domain spells at +1 caster level.

Holy Domain Spells

1. **Protection from Chaos/Evil/Good/Law***: Gain +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid**: Gain +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Chaos/Evil/Good/Law***: As *protection* spells, but 10-ft. radius and 10 min./level.
4. † **Divine Smite***: Damages and blinds creatures of your opposite alignment.
5. **Dispel Chaos/Evil/Good/Law***: Gain +4 bonus against attacks by creatures of your opposite alignment.
6. **Blade Barrier**: Wall of blades deals 1d6/level damage.
7. **Word of Law/Chaos/Good/Evil*^F**: Kills, paralyzes, slows, or deafens creatures of your opposite alignment.
8. † **Aura of Faith**: Gain +4 to AC, +4 resistance, and SR 25 against spells cast by casters of your opposed alignment.
9. **Summon Monster IX***: Calls extraplanar creature to fight for you.

* Cast as a spell of the chosen descriptor only.

Honor Domain

Deity: Illiir

Granted Powers: You give off an aura of honor and trust. Once per day, you can inspire greatness in your allies, granting them a +1 morale bonus on attack and damage rolls and a +2 morale bonus on saving throws against fear and all mind-affecting spells and effects. Your allies must be able to hear you speak for this power to work. Activating this power is a free action. This power lasts for a number of rounds equal to your Charisma modifier.

Honor Domain Spells

1. **Bless**: Allies gain +1 on attack rolls and saves against fear.
2. † **My Honor is My Strength**: The strength of your personality adds to your physical Strength in combat for a short time.
3. **Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.
4. **Magic Vestment**: Armor or shield gains +1 enhancement per four levels.
5. **Heroism, Greater**: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
6. **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
7. † **Heroism, Mass**: Gives many allies a +2 bonus on attack rolls, saves, skill checks.
8. † **Aura of Faith**: Gain +4 to AC, +4 resistance, and SR 25 against spells cast by casters of your opposed alignment.
9. † **Sword of Faith**: Enchant a weapon to become the bane of your foes for a short time.

Knowledge Domain

Deities: Althares and Cadic

Granted Powers and Spells: Per *Core Rulebook I*.

Luck Domain

Deity: Larissa

Granted Powers and Spells: Per *Core Rulebook I*.

Magic Domain

Deity: Sarish

Granted Powers and Spells: per *Core Rulebook I*.

Murder Domain

Deity: Cadic

Granted Powers: You may deliver a coup de grace as a standard action instead of a full round action. This action still provokes attacks of opportunity as normal.

Murder Domain Spells

1. **Spider Climb**: Grants ability to walk on walls and ceilings.
2. **Silence**: Negates sound in 15-ft. radius.
3. **Keen Edge**: Doubles normal weapon's threat range.
4. **Poison**: Touch deals 1d10 Con damage, repeats in 1 min.
5. **Slay Living**: Touch attack kills subject.
6. **Harm**: Deals 10 points/level damage to target.
7. **Finger of Death**: Kills one subject.
8. **Destruction^F**: Kills subject and destroys remains.
9. **Power Word Kill**: Kills one creature with 100 hp or less.

Music Domain

Deities: Cadic, Larissa

Granted Power: You gain Perform as a class skill. Once per day, you may sing or play an instrument to use the *inspire courage* bardic music ability exactly as if you were a 1st-level bard.

Music Domain Spells

1. **Charm Person**: Makes one person your friend.
2. † **Songs in the Night**: Disappear from sight leaving music in your wake.
3. **Sound Burst**: Deals 1d8 sonic damage to subjects; may stun them.
4. **Shout**: Deafens all within cone and deals 5d6 sonic damage.
5. **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.
6. **Suggestion, Mass**: As *suggestion*, plus one subject/level.
7. **Cure Critical Wounds, Mass**: Cures 4d8 damage +1/level for many creatures.
8. **Charm Monster, Mass**: As *charm monster*; but all within 30 ft.
9. **Wail of the Banshee**: Kills one creature/level.

Nature Domain

Deity: Saluwé

Granted Powers: You may turn aberrations as a cleric turns undead. You may use this ability a number of times per day equal to 3 plus your Charisma modifier.

Nature Domain Spells

1. **Pass without Trace**: One subject/level leaves no tracks.
2. **Speak with Animals**: You can communicate with animals.
3. **Plant Growth**: Grows vegetation, improves crops.
4. **Command Plants**: Sway the actions of one or more plant creatures.
5. **Commune with Nature**: Learn about terrain for 1 mile/level.
6. **Liveoak**: Oak becomes treant guardian.
7. **Control Weather**: Changes weather in local area.

8. **Control Plants:** Control actions of one or more plant creatures.
9. **Shambler:** Summons 1d4+2 shambling mounds to fight for you.

Oath Domain

Deity: Sarish

Granted Powers: You gain Sense Motive as a class skill. You gain Skill Focus (Sense Motive) as a bonus feat.

Oath Domain Spells

1. **Sanctuary:** Opponents can't attack you, and you can't attack.
2. **Zone of Truth:** Subjects within range cannot lie.
3. † **Oath:** Create a Sarishan Oath.
4. **Planar Ally, Lesser^X:** Exchange services with a 6 HD extraplanar creature.
5. **Mark of Justice:** Designates an action that will trigger a *curse* on subject.
6. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7. **Refuge^M:** Alters item to transport its possessor to you.
8. **Binding^M:** Utilizes an array of techniques to imprison a creature.
9. **Soul Bind^F:** Traps newly dead soul to prevent *resurrection*.

Pain Domain

Deity: Anshar

Granted Powers: You can deliver a *touch of pain* once per day. You must succeed on a melee touch attack against a living target creature. This is considered an armed attack. When you successfully touch the target, it suffers a –2 enhancement penalty to Strength and 1d6 + your cleric level points of damage. The *touch of pain* is a supernatural ability.

Pain Domain Spells

1. **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
2. **Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).
3. † **Share my Pain:** Recall any amount of damage suffered over the last 5 rounds and deliver that damage as a touch attack.
4. **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
5. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
6. † **Touch of Agony:** With a touch you can amplify a target's damage.
7. † **Anshar's Burning Blood:** Ignite the blood of your enemies.
8. **Destruction^F:** Kills subject and destroys remains.
9. **Implosion:** Kills one creature/round.

Plant Domain

Deities: Belisarda (Elonbé) and Saluwé

Granted Powers and Spells: per *Core Rulebook I*.

Pleasure Domain

Deity: Larissa

Granted Powers: You receive a +4 competence bonus on all Bluff, Diplomacy, Gather Information, and Sense Motive skill checks. The bonus applies only on checks made against those that would have a reasonable chance of having a physical attraction to you, typically those of the opposite sex.

Pleasure Domain Spells

1. **Hideous Laughter:** Subject loses actions for 1 round/level.
2. **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
3. † **Euphoria:** With a touch you fill your victim with overwhelming pleasure.
4. † **Phantasmal Lover:** Summon the loving grace of Larissa to heal your wounds.
5. **Dream:** Sends message to anyone sleeping.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Scintillating Pattern:** Twisting colors *confuse*, *stun*, or render unconscious.
8. **Irresistible Dance:** Forces subject to dance.
9. † **Rapture:** Overwhelm many targets with pleasure.

Protection Domain

Deities: Belisarda, Fire Dragon, Hurrian, Illiir, Larissa, Saluwé, and Yarris

Granted Powers and Spells: Per *Core Rulebook I*.

Refuge Domain

Deities: Belisarda (Elonbé), Fire Dragon, Hurrian, and Illiir.

Granted Power: Once per day, as a standard action, you may cast *sanctuary* upon yourself or another willing target within 30 feet.

Refuge Domain Spells

1. **Shield:** Invisible disc gives +4 to AC, blocks *magic missiles*.
 2. **Shield Other^F:** You take half of subject's damage.
 3. **Glyph of Warding^M:** Inscription harms those who pass it.
 4. † **Shield Other, Improved^F:** You take 75% of subject's damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.
 5. **Hallow/Unhallow*:** Designates area as holy/unholy.
 6. **Forbiddance^M:** Blocks planar travel, damages creatures of different alignment.
 7. † **Shield Other, Greater^F:** You take all of subject's damage, and the subject gains a +3 deflection bonus and a +3 resistance bonus.
 8. † **Safeguard:** Monitor those who enter and leave an area.
 9. **Symbol of Death^M:** Triggered rune slays nearby creatures.
- * This spell is dependent upon the alignment of the caster. Good and neutral characters receive *hallow*. Evil casters receive *unhallow*.

Saurian Domain

Deity: Fire Dragon

Granted Powers: You gain the Wild Empathy ability with reptiles of all sorts. The Wild Empathy ability is detailed on page 35 of *Core Rulebook I*.

Saurian Domain Spells

1. **Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.
2. **Produce Flame:** 1d6 damage +1/level, touch or thrown.
3. **Protection from Energy (Fire Only):** Absorb 12 points/level of damage from one kind of energy.
4. **Magic Fang, Greater:** One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
5. **Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
6. **Fire Seeds:** Acorns and berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Shapechange* F:** Transforms you into any creature, and change forms once per round.

* Great Drakes only (Red or Gold only)

Sea Domain

Deity: Yarris

Granted Powers: You gain Swim as a class skill. You can breathe underwater as if under the effects of a *water breathing* spell cast at one level higher than your cleric level. This is a spell-like ability that occurs automatically whenever it is needed (without conscious action on your part). Unlike the spell, this ability can activate multiple times during a day (the duration does not have to be contiguous). The total duration available to you each day is as dictated by the spell.

Sea Domain Spells

1. † **Dolphin Chant/Mn'harr's Mighty Swimming:** Swim like a dolphin for a short amount of time.
2. **Water Breathing:** Subjects can breathe underwater.
3. **Freedom of Movement:** Subject moves normally despite impediments.
4. **Control Water:** Raises or lowers bodies of water.
5. † **Water Stride:** Step from one body of water to another far away.
6. † **Riptide:** Fire a jet of water strong enough to knock down your opponents.
7. **Control Weather:** Changes weather in local area.
8. **Summon Monster VIII (Water Elemental or sea creatures only):** Calls extraplanar creature to fight for you.
9. **Elemental Swarm (Water Elementals only):** Summons multiple elementals.

Secrets Domain

Deities: Cadic, Sarish

Granted Powers: You gain Gather Information as a class skill. Once per day, as a standard action, you can cast *detect thoughts* with a caster level equal to your cleric level. This is a spell-like ability.

Secrets Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Whispering Wind:** Sends a short message 1 mile/level.
3. **Detect Thoughts:** Allows "listening" to surface thoughts.
4. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
5. **Scrying F:** Spies on subject from a distance.
6. **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
7. **Mislead:** Turns you invisible and creates illusory double.
8. **Scrying, Greater:** As *scrying*, but faster and longer.
9. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Senses Domain

Deity: Larissa

Granted Powers: Once per day, you can heighten one of your five senses as follows: Sight—you gain low light vision 30 ft.; Scent—you gain the Scent extraordinary ability as detailed in *Core Rulebook III*; Hearing—you gain a +2 enhancement bonus on Listen skill checks; Taste—you can identify the specific ingredients in anything you taste, including having a 1% chance per level of identifying magical potions and liquids; Touch—you are able to identify the most precise details on anything touched, including gaining a +2 enhancement bonus on any Search check where touch is involved (e.g. searching a wall for secret doors). These enhancements are spell-like abilities that last for 1 full round for every cleric level. During that time, you are doubly sensitive to attacks of each of the sense's nature as follows: Sight—you suffer from Light Sensitivity as detailed in *Core Rulebook III*; Scent—all gas attacks (*stinking cloud*, green dragon's breath weapon, etc.) inflict double damage and have their duration doubled against you; Hearing—all sonic attacks inflict double damage and have their duration doubled against you; Taste—all flavors are twice as sharp and any harmful liquid ingested inflicts double damage; Touch—all touch attacks inflict double damage and have their durations doubled against you.

Senses Domain Spells

1. **Detect Secret Doors:** Reveals hidden doors within 60 ft.
2. **Darkvision:** See 60 ft. in total darkness.
3. **See Invisibility:** Reveals invisible creatures or objects.
4. † **I Feel You:** Gain tremorsense and blindsense for a short time.
5. **True Seeing M:** Lets you see all things as they really are.
6. **Seeming:** Changes appearance of one person per two levels.
7. **Vision M X:** As *legend lore*, but quicker and strenuous.
8. **Foresight:** "Sixth sense" warns of impending danger.

Spirit Domain

Deity: Beltine

Granted Powers: Once per day, as a standard action, you may cast *see invisibility* with a caster level equal to your cleric level. This is a spell-like ability.

Spirit Domain Spells

1. **Hold the Spirit (Beltine) ^M:** Hold one spirit to its body for longer than the normal 24-hour period, but at great risk.
2. **Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.
3. **Commune ^X:** Deity answers one yes-or-no question/level.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Contact Other Plane:** Lets you ask question of extraplanar entity.
6. **† Knowledge of the Elders:** Gain a +20 bonus on trained Knowledge checks and a +10 bonus on untrained Knowledge checks.
7. **Vision ^{M X}:** As *legend lore*, but quicker and strenuous.
8. **Ethereal Jaunt:** You become ethereal for 1 round/level.
9. **† Summon Spirit Warrior:** Call a spirit warrior to fight for you.

Storm Domain

Deities: Belisarda (Entaris), Hurrian and Yarris

Granted Powers: Once per day, you can predict the natural weather for the next 24 hours with perfect accuracy.

Storm Domain Spells

1. **† Alter Wind:** Change the strength and direction of the wind for a short while.
2. **Endure Elements:** Exist comfortably in hot or cold environments.
3. **Lightning Bolt:** Electricity deals 1d6/level damage.
4. **Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
5. **Control Winds:** Change wind direction and speed.
6. **Wind Walk:** You and your allies turn vaporous and travel fast.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Strength Domain

Deities: Anshar and Hurrian

Granted Powers and Spells: Per *Core Rulebook I*.

Subterfuge Domain

Deity: Cadic

Granted Powers: You gain Bluff, Disguise, Forgery, and Sleight of Hand as class skills. Once per day, when you are about to make a skill check using any one of these skills, you may activate this power to gain a +5 bonus on the skill check. Activating this power does not change the amount of time that it takes you to use the skill. This is a supernatural ability.

Subterfuge Domain Spells

1. **Disguise Self:** Changes your appearance.
2. **Undetectable Alignment:** Conceals alignment for 24 hours.
3. **Invisibility:** Subject is invisible for 1 min./level or until it attacks.
4. **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
5. **False Vision ^M:** Fools scrying with an illusion.
6. **Mislead:** Turns you invisible and creates illusory double.
7. **Invisibility, Mass:** As *invisibility*, but affects all in range.
8. **Screen:** Illusion hides area from vision, scrying.
9. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Suffering Domain

Deity: Anshar

Granted Powers: You gain Iron Will as a bonus feat.

Suffering Domain Spells

1. **Bane:** Enemies take –1 on attack rolls and saves against fear.
2. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
3. **Bestow Curse:** Give enemy –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
4. **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
5. **Insect Plague:** Locust swarms attack creatures.
6. **Circle of Death ^M:** Kills 1d4/level HD of creatures.
7. **Insanity:** Subject suffers continuous *confusion*.
8. **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9. **Energy Drain:** Subject gains 2d4 negative levels.

Sun Domain

Deity: Illiir

Granted Powers and Spells: Per *Core Rulebook I*.

Travel Domain

Deities: Anshar and Belisarda (Entaris)

Granted Powers and Spells: Per *Core Rulebook I* with the following exception. Clerics of Anshar who choose this domain gain the val'Inares bloodline ability *Walk the Path of Stars* instead of gaining Survival as a class skill.

Trickery Domain

Deity: Cadic

Granted Powers and Spells: Per *Core Rule Book I*.

Undead Domain

Deity: Neroth

Granted Power: You gain Extra Turning as a bonus feat.

Undead Domain Spells

1. **Detect Undead:** Reveals undead within 60ft.
2. **Desecrate** ^M: Fills area with negative energy, making undead stronger.
3. **Animate Dead** ^M: Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Reenergize the Chosen (Neroth)** ^M: Restore unlife to a sentient undead creature.
6. **Create Undead:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Control Undead:** Undead do not attack you while under your command.
8. **Create Greater Undead:** Creates shadows, wraiths, spectres, or devourers.
9. † **Harm, Mass:** As *harm* but with several subjects.

War Domain

Deities: Belisarda, Hurrian, Illiir, and Nier

Granted Powers and Spells: Per *Core Rulebook I*.

Water Domain

Deity: Yarris

Granted Powers and Spells: Per *Core Rulebook I*.

Druid Spell List Additions

4th Level – Druid Spells

Nature's Gift: Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.

5th Level – Druid Spells

Rending: Calls forth a storm of ripping thorns.

Water Stride: Step from one body of water to another far away.

8th Level – Druid Spells

Safeguard: Monitor those who enter or leave an area.

Holy Champion Base Spell List

All holy champions, regardless of alignment or spiritual calling, share these spells. Each holy champion also has a specific spell list. Holy champions may choose spells from both spell lists and all spells cast by holy champions are divine in nature regardless of the origin of the spell.

1st Level – Holy Champion (All)

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.

Bless Water ^M: Makes holy water.

Bless Weapon: Weapon strikes true against evil foes.

Create Water: Creates 2 gallons/level of pure water.

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

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

Detect Poison: Detects poison in one creature or small object.

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

Endure Elements: Exist comfortably in hot or cold environments.

Magic Weapon: Weapon gains +1 bonus.

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

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

Read Magic: Read scrolls and spellbooks.

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

Resistance: Subject gains +1 on saving throws.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

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

Virtue: Subject gains 1 temporary hp.

2nd Level – Holy Champion (All)

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

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

Delay Poison: Stops poison from harming subject for 1 hour/level.

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

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

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

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

3rd Level – Holy Champion (All)

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

Daylight: 60-ft. radius of bright light.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Heal Mount: As *heal* on warhorse or other special mount.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Prayer: Allies gain a +1 bonus on most rolls, enemies –1 penalty.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

4th Level – Holy Champion (All)

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Death Ward: Grants immunity to death spells and negative energy effects.

Freedom of Movement: Subject moves normally despite impediments.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Mark of Justice: Designates action that will trigger *curse* on subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration ^M: Restores level and ability score drains.

† **Sword of Faith:** Enchant a weapon to become the bane of your foes for a short time.

Specific Holy Champion Spell Lists

Bearers of Woe Spells

1st Level – Bearer of Woe Spells

Bleed: You cause a target to bleed for 1d4 damage per round.

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

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

Ray of Enfeeblement: Ray deals Strength damage, 1d6 +1 per two levels.

2nd Level – Bearer of Woe Spells

Inflict Moderate Wounds: Touch deals 2d8 damage +1/level (max +10).

† **Share my Pain:** Recall any amount of damage suffered over the last 5 rounds and deliver that damage as a touch attack.

† **Sticks to Snakes:** Transmute a number of sticks into snakes that attack at your foes.

3rd Level – Bearer of Woe Spells

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and skill checks.

Inflict Serious Wounds: Touch deals 3d8 damage +1/level (max +15).

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as HP.

4th Level – Bearer of Woe Spells

Inflict Critical Wounds: Touch deals 4d8 damage +1/level (max +20).

Deathbringer of Neroth Spells

1st Level – Deathbringer Spells

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

Detect Undead: Reveals undead within 60 ft.

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

2nd Level – Deathbringer Spells

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

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

† **Your Time to Die (Neroth)** ^M: Cause a spirit to leave the body before the normal 24-hour period.

3rd Level – Deathbringer Spells

Halt Undead: Immobilizes undead for 1 round/level.

† **Smell of Death:** Creates a cloud of nauseating stench that emanates from the caster.

Speak with Dead: Corpse answers one question/two levels.

4th Level – Deathbringer Spells

Dispel Evil: +4 bonus against attacks by evil creatures.

† **Neroth's Embrace:** Cause an opponent's appendage to shrivel up.

Fatespinner Spells

1st Level – Fatespinner Spells

Bane: Enemies take -1 on attack rolls and saves against fear.

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

True Strike: +20 on your next attack roll.

† **Twist of Fate:** Allows a second chance roll before the GM declares whether the roll results in success or failure.

2nd Level – Fatespinner Spells

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

Augury ^{M F}: Learns whether an action will be good or bad.

† **Dance of Fate:** Gain a +2 bonus on all rolls for a short time.

3rd Level – Fatespinner Spells

Arcane Sight: Magical auras become visible to you.

† **Euphoria:** With a touch you fill your victim with overwhelming pleasure.

† **Larissa's Kiss:** Roll two d20, for each roll receive the best outcome for a short time.

4th Level – Fatespinner Spells

Divination ^M: Provides useful advice for specific proposed actions.

† **I Feel You (Larissa):** Gain tremorsense and blindsense for a short time.

Harbinger of the Dawn Spells

1st Level – Harbinger of the Dawn Spells

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

Command: One subject obeys selected command for 1 round.

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

2nd Level – Harbinger of the Dawn Spells

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

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Calm Emotions: Calms creatures, negating emotion effects.

3rd Level – Harbinger of the Dawn Spells

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

Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and skill checks.

† **My Honor is My Strength:** The strength of your personality adds to your physical Strength in combat for a short time.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

4th Level – Harbinger of the Dawn Spells

Command, Greater: As *command*, but affects one subject/level.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

† **Perfect Human Form:** Gain ability scores of 18 for a short time.

Zone of Truth: Subjects within range cannot lie.

Holy Judges of Nier Spells

1st Level – Holy Judge of Nier Spells

Burning Hands: 1d4/level fire damage (max 5d4).

Command: One subject obeys selected command for 1 round.

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

2nd Level – Holy Judge of Nier Spells

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Person: Paralyzes one humanoid for 1 round/level.

Produce Flame: 1d6 damage +1/ level, touch or thrown.

Zone of Truth: Subjects within range cannot lie.

3rd Level – Holy Judge of Nier Spells

Searing Light: Ray deals 1d8/two levels damage, more against undead.

† **Steamblast**^M: Release a cone of super-heated steam at your enemies.

† **Your Fire is Mine:** Steal a target's rage.

4th Level – Holy Judge of Nier Spells

Dispel Chaos: +4 bonus against attacks by evil creatures.

Divine Power: You gain attack bonus, +6 to Str, and 1 HP/level.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Order of Beltinian Hospitaler Spells

1st Level – Beltinian Hospitaler Spells

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

Detect Undead: Reveals undead within 60 ft.

† **Glimpse of the Cauldron**^M: Give your enemies a glimpse into the horrors of Beltine's Caldron.

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

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

2nd Level – Beltinian Hospitaler Spells

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

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate^M: Fills area with positive energy, making undead weaker.

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

Gentle Repose: Preserves one corpse.

3rd Level – Beltinian Hospitaler Spells

Cure Light Wounds, Mass: Cures 1d8 damage +1/level (max +5) for many creatures.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

† **Hold the Spirit:** Hold one spirit to its body for longer than the normal 24-hour period, but at great risk.

Magic Circle against Evil: As *protection* spells, but 10-ft. radius and 10 min./level.

Remove Disease: Cures all diseases affecting subject.

4th Level – Beltinian Hospitaler Spells

† **Beltine's Blessed Strike:** For 1 hour per level, you make a weapon the bane of all undead.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level (max +10) for many creatures.

5th Level – Beltinian Hospitaler Spells

Atonement^{F X}: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level (max +15) for many creatures.

Dispel Evil: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Hallow^M: Designates location as holy.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Raise Dead^M: Restores life to subject who died as long as one day/level ago.

Spell Resistance: Subject gains SR 12 + level.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing^M: Lets you see all things as they really are.

Order of the Philosophic Warrior Spells

1st Level – Order of the Philosophic Warrior Spells

Comprehend Languages: You understand all spoken and written languages.

† **Discern Value**^F: Discern the gold piece value of one or more items.

† **Hardness:** Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

Identify^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

2nd Level – Order of the Philosophic Warrior Spells

Augury^{M F}: Learns whether an action will be good or bad.

Detect Thoughts: Allows "listening" to surface thoughts.

† **Summon Tome:** Call forth a phantom tome from the Great Library of Altheria for a short time.

3rd Level – Order of the Philosophic Warrior Spells

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

Tongues: Speak any language.

4th Level – Order of the Philosophic Warrior Spells

Detect Scrying: Alerts you of magical eavesdropping.

Legend Lore^{M F}: Lets you learn tales about a person, place, or thing.

Order of the Inner Demon Spells

1st Level – Order of the Inner Demon Spells

Comprehend Languages: You understand all spoken and written languages.

Disguise Self: Changes your appearance.

† **My Master Allows:** Use spell-completion devices or spell-trigger devices for a short time.

2nd Level – Order of the Inner Demon Spells

Darkness: 20 ft. radius of supernatural shadows.

Produce Flame: 1d6 damage +1/ level, touch or thrown.

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

Undetectable Alignment: Conceals alignment for 24 hours.

3rd Level – Order of the Inner Demon Spells

Fear: Subjects within cone flee for 1 round/level.

Deeper Darkness: Object sheds supernatural shadow in 60 ft. radius.

† **Oath (val'Mehan only):** Create a Sarishan Oath.

Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min/level.

Magic Circle against Law: As *protection from Law*, but 10-ft. radius and 10 min/level.

Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min/level.

Nondetection ^M: Hides subject from divination, scrying.

4th Level – Order of the Inner Demon Spells

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.

† **Summon Thy Own, Lesser:** Summon a marked Infernal to do your bidding.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

Order of the Storm Lord Spells

1st Level – Order of the Storm Lord Spells

† **Alter Wind:** Change the strength and direction of the wind for a short while.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Feather Fall: Objects or creatures fall slowly.

2nd Level – Order of the Storm Lord Spells

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Heroism: Gives +2 on attack rolls, saves, and skill checks.

Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

† **Retribution (Hurrian):** With all damage you suffer, you become greater in combat.

Status: Monitors condition, position of allies.

† **Whirlwind of Blades:** Call forth multiple copies of your sword, which attack all those around you.

3rd Level – Order of the Storm Lord Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

† **Retribution, Greater (Hurrian):** With all damage you suffer, you become greater in combat.

† **Shield Other, Improved (Hurrian) ^F:** You take 75% of subject's damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th Level – Order of the Storm Lord Spells

Air Walk: Subject treads on air as if solid (climb at 45 degree angle).

Dispel Evil: +4 bonus against attacks by evil creatures.

Divine Power: You gain attack bonus, +6 to Str, and 1 HP/level.

† **His Blade Shall Not Harm Me:** Gain damage reduction 10/bludgeoning for a short time.

Order of the Verdant Champion Spells

1st Level – Order of the Verdant Champion Spells

Calm Animals: Calms (2d4 + level) HD of animals.

† **Crushing Weight ^M:** Make a creature stick to the ground.

Detect Undead: Reveals undead within 60 ft.

Entangle: Plants entangle everyone within 40 ft.

Speak With Animals: You can communicate with animals.

2nd Level – Order of the Verdant Champion Spells

Animal Messenger: Sends a Tiny animal to a specific place.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

† **Battle Spines:** Cause long, jagged bone spines to erupt from your body.

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

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

3rd Level – Order of the Verdant Champion Spells

Meld into Stone: You and your gear merge with stone.

Stone Shape: Sculpts stone into any shape.

4th Level – Order of the Verdant Champion Spells

Fire Seeds: Acorns and berries become grenades and bombs.

† **Nature's Gift:** Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.

† **Rending:** Calls forth a storm of ripping thorns.

Spike Stones: Creatures in area take 1d8 damage and may be *slowed*.

Stoneskin ^M: Ignore 10 points of damage per attack.

Order of the Twilight Warrior Spells

1st Level – Order of the Twilight Warrior Spells

Darkness: 20-ft. radius of supernatural shadow.

Disguise Self: Changes your appearance.

Pass Without Trace: One subject/level leaves no tracks.

Undetectable Alignment: Conceals alignment for 24 hours.

2nd Level – Order of the Twilight Warrior Spells

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

Deeper Darkness: Object sheds supernatural shadow in 60-ft.

Find Traps: Notice traps as a rogue does.

Knock: Opens locked or magically sealed doors.

Misdirection: Misleads divinations for one creature or object.

Silence: Negates sound in a 15 ft. radius.

† **Songs in the Night:** Disappear from sight leaving music in your wake.

Spider Climb: Grants ability to walk on walls and ceilings.

3rd Level – Order of the Twilight Warrior Spells

† **Not Where You Think:** Take short jaunts though the shadow plane to escape danger.

Shadow Conjunction: Mimics conjuration below 4th level, but only 20% real.

† **Shadow Stride:** Step from one shadow to another far away.

4th Level – Order of the Twilight Warrior Spells

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Dispel Evil: +4 bonus against attacks by evil creatures.

Nondetection ^M: Hides subject from divination, scrying.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

Order of the Twelve Oaks Spells

1st Level – Order of the Twelve Oaks

Bane: Enemies take -1 on attack rolls and saves against fear.

Comprehend Languages: You understand all spoken and written languages.

Undetectable Alignment: Conceals alignment for 24 hours.

2nd Level – Order of the Twelve Oaks

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.

Detect Thoughts: Allows “listening” to surface thoughts.

Tongues: Speak any language.

Zone of Truth: Subjects within range cannot lie.

3rd Level – Order of the Twelve Oaks

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

Nondetection ^M: Hides subject from divination, scrying.

Sending: Delivers short message anywhere, instantly.

4th Level – Order of the Twelve Oaks

Detect Scrying: Alerts you of magical eavesdropping.

Scrying ^F: Spies on subject from a distance.

Sea Lords of Yarris Spells

1st Level – Sea Lord of Yarris

† **Alter Wind:** Change the strength and direction of the wind for a short while.

† **Dolphin Chant/Mn’harr’s Mighty Swimming:** Swim like a dolphin for a short amount of time.

Obscuring Mist: Fog surrounds you.

2nd Level – Sea Lord of Yarris

Control Winds: Change wind direction and speed.

† **Saltburst:** An explosion of salt crystals and brine assaults your enemies.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

3rd Level – Sea Lord of Yarris

Control Water: Raises or lowers bodies of water.

† **Destroy Water:** Destroys water or damages a water creature.

4th Level – Sea Lord of Yarris

† **Like Water** ^M: Gain a +4 to your AC and damage reduction of 5/bludgeoning for a short time.

† **Riptide:** Fire a jet of water strong enough to knock down your opponents.

† **Water Stride:** Step from one body of water to another far away.

Sentinels of the Blazing Wyrms Spells

1st Level – Sentinel of the Blazing Wyrms Spells

Burning Hands: 1d4/level fire damage (max 5d4).

Faerie Fire: Outlines subject with light, canceling *blur*, concealment, and the like.

Produce Flame: 1d6 damage +1/level, touch or thrown.

2nd Level – Sentinel of the Blazing Wyrms Spells

Calm Emotions: Calms creatures negating emotion effects.

Heat Metal: Make metal so hot it damages those who touch it.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Status: Monitors condition, position of allies.

3rd Level – Sentinel of the Blazing Wyrms Spells

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

† **Mantle of Unassailable Flame:** Cover yourself in intense flame.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

4th Level – Sentinel of the Blazing Wyrms Spells

† **Safeguard:** Monitor those who enter and leave an area.

Tongues: Speak any language.

Paladin Spell List Additions

4th Level – Paladin Spells

Beltine’s Blessed Strike: For a short time make a weapon the bane of all undead.

Shield Other, Improved (Hurrian) ^F: You take 75% of subject’s damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.

Sword of Faith: Enchant a weapon to become the bane of your foes for a short time.

Priest Spell List

0 Level – Priest Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

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

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

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

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

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

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st Level – Priest Spells

† **Armor of Faith:** Wrap yourself in an armor of faith.

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water ^M: Makes holy water.

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

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

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

Curse Water ^M: Makes unholy water.

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

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

Detect Undead: Reveals undead within 60 ft.

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

Endure Elements: Exist comfortably in hot or cold environments.

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

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

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.

Summon Monster I: Calls extraplanar creature to fight for you.

2nd Level – Priest Spells

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

Augury ^{M F}: Learns whether an action will be good or bad.

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

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

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate ^M: Fills area with positive energy, making undead weaker.

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

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

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate ^M: Fills area with negative energy, making undead stronger.

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

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

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

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

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Silence: Negates sound in 15-ft. radius.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3rd Level – Priest Spells

Animate Dead ^M: Creates undead skeletons and zombies.

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.

Contagion: Infects subject with chosen disease.

Continual Flame ^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding ^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispel invisibility within 5 ft. per level.

Locate Object: Senses direction toward object (specific or type).

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Speak with Dead: Corpse answers one question/two levels.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if it were solid.

Wind Wall: Deflects arrows, smaller creatures and gases.

4th Level – Priest Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination ^M: Provides useful advice for specific proposed actions.

Freedom of Movement: Subject moves normally despite impediments.

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser ^X: 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 ^M: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Summon Monster IV: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

5th Level – Priest Spells

Atonement ^F ^X: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune ^X: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Hallow ^M: Designates location as holy.

Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Plane Shift ^F: As many as eight subjects travel to another plane.

Raise Dead ^M: Restores life to subject who died as long as one day/level ago.

Reenergize the Chosen (Neroth) ^M: Restore unlife to a sentient undead creature.

Scrying ^F: Spies on subject from a distance.

Spell Resistance: Subject gains SR 12 + level.

Summon Monster V: Calls extraplanar creature to fight for you.

Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing ^M: Lets you see all things as they really are.

Unhallow ^M: Designates location as unholy.

6th Level – Priest Spells

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft. field hedges out living creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Find the Path: Shows most direct way to a location.

Forbiddance ^M: Blocks planar travel, damages creatures of different alignment.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Planar Ally ^X: As *lesser planar ally*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Symbol of Fear ^M: Triggered rune panics nearby creatures.

Symbol of Persuasion ^M: Triggered rune charms nearby creatures.

Word of Recall: Teleports you back to designated place.

7th Level – Priest Spells

Control Weather: Changes weather in local area.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.

Refuge ^M: Alters item to transport its possessor to you.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion: Creatures can't approach you.

Restoration, Greater ^X: As *restoration*, plus restores all levels and ability scores.

Resurrection ^M: Fully restore dead subject.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Monster VII: Calls extraplanar creature to fight for you.

Symbol of Stunning ^M: Triggered rune stuns nearby creatures.

Symbol of Weakness ^M: Triggered rune weakens nearby creatures.

8th Level – Priest Spells

Antimagic Field: Negates magic within 10 ft.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Planar Ally, Greater ^X: As *lesser planar ally*, but up to 18 HD.

Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Symbol of Death ^M: Triggered rune slays nearby creatures.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

9th Level – Priest Spells

Astral Projection ^M: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions.

Gate ^X: Connects two planes for travel or summoning.

Heal, Mass: As *heal*, but with several subjects.

Miracle ^X: Requests a powerful extra planar ally's intercession.

Soul Bind ^F: Traps newly dead soul to prevent *resurrection*.

Summon Monster IX: Calls extraplanar creature to fight for you.

True Resurrection ^M: As *resurrection*, plus remains aren't needed.

Ranger Spell List Additions

3rd Level – Ranger Spells

Nature's Gift: Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.

4th Level – Ranger Spells

Water Stride: Step from one body of water to another far away.

Sorcerer/Wizard Spell List Additions

1st Level – Sorcerer/Wizard Spells

Alter Wind: Change the strength and direction of the wind for a short while.

Hardness: Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

Skeletal Companion: Creates a skeletal servant.

Transmute Liquids: Change one liquid to another.

2nd Level – Sorcerer/Wizard Spells

Bleed: You cause a target to bleed for 1d4 damage per round.

Dolphin Chant/Mn'harr's Mighty Swimming: Swim like a dolphin for a short amount of time.

Epiphany: Improves Knowledge and Craft skills for a short time.

Force Strike: Fire a beam of pure force to damage your enemies.

Saltburst: An explosion of salt crystals and brine assaults your enemies.

Wild Ride: Enchant yourself and your mount to travel impossible distances.

3rd Level – Sorcerer/Wizard Spells

Destroy Water: Destroys water or damages a water creature.

Mantle of Unassailable Flame: Cover yourself in intense flame.

Mark of Thralldom (val'Mordane) ^M: Animate an undead after a short time.

Shadow Stride (val'Borda, val'Trisin): Step from one shadow to another far away.

4th Level – Sorcerer/Wizard Spells

Oath (val'Mehan): Create a Sarishan Oath.

5th Level – Sorcerer/Wizard Spells

Neroth's Embrace (val'Mordane): Cause an opponent's appendage to shrivel up.

6th Level – Sorcerer/Wizard Spells

Riptide: Fire a jet of water strong enough to knock down your opponents.

Reanimate Construct ^{M, X}: Partly repairs and reanimates a destroyed construct under your control.

Reenervate the Chosen ^M: Restore unlife to a sentient undead creature.

7th Level – Sorcerer/Wizard Spells

Anshar's Burning Blood: Ignite the blood of your enemies.

Heroism, Mass: Gives many allies a +2 bonus on attack rolls, saves, skill checks.

9th Level – Sorcerer/Wizard Spells

Cry for Sprit's Release (val'Ishi, val'Sosi): Destroy undead with a cry to the heavens.

New Spells of Arcanis

Alter Wind

Transmutation [Air]

Level: HC (Hurrian, Yarris) 1, Storm 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 round

Range: Personal

Area: 5-ft./level-radius spread centered on you

Duration: 10 minutes + 1 min./level (D)

Saving Throw: None

Spell Resistance: None

With this spell you may slightly alter most non-magical winds. You may only affect one aspect of the wind (its strength or its direction). Once your selection is made, it is final and the change caused by this spell is immediate within the area of effect (which is centered on you).

Successive castings of this spell do not stack, but the caster may alter a different aspect of the wind with a subsequent casting (direction for the first casting, strength for the second) or he may cast it to counter an opposing caster's *alter wind* spell. In the overlapping area, the natural wind conditions will prevail. This spell cannot affect any magically-created wind.

The wind direction may only be altered if the original wind force was in the "light" category. If so, the caster may cause the wind to blow in any direction.

The force of the wind may be altered by one category listed in *Core Rulebook II*. Only winds of "severe" force and less may be altered, and severe force winds may only be decreased in strength. All other categories of wind may be increased or decreased by one level. If this spell makes the wind speed 11+ mph, it will blow non-magical fog, dust, smoke, or poisonous gas away and thereby negate their effects. The altered wind will affect magical gaseous effects (e.g., *fog cloud*, *obscuring mist*, and *stinking cloud*) as per each spell's description and the final wind speed. See *Core Rulebook II* for more details on wind effects.

Focus: A small tube through which the caster blows.

Anshar's Burning Blood

Transmutation [Fire]

Level: Pain 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell causes open wounds on living, bleeding creatures to open further as their blood begins to boil. Every bleeding creature within the area of effect suffers 1d4+1 points of damage per caster level (up to a maximum of 20d4+20). This spell only affects living, bleeding creatures that have not had their wounds treated in any way. Thus, if a creature has been wounded but has subsequently been treated with *cure minor wounds* or a Heal check (DC 15) prior to the casting of this spell, that creature's wounds would be exempt from this spell. For purposes of this spell,

any lethal damage is considered bleeding damage, and is subject to this spell's effects. Due to the nature of this spell, undead, constructs, and most plants are immune to its effects.

Material Component: Spilled blood of wounded, living creatures in a 30 ft. radius centered on the caster.

Armor of Faith

Conjuration (Creation) [Force]

Level: Clr (Larissa) 1, Pst 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Conjuring the power of your God, you are able to wrap yourself in an invisible but tangible field of energy that provides you with an armor bonus detailed on the chart below.

Caster Level	Armor Bonus
1-4	+4
5-8	+5
9-12	+6
13-16	+7
17-20	+8

This armor bonus does not stack with any type of armor or shield bonus. In fact, if the caster wears armor of any kind while under the effects of this spell, the spell ends immediately.

Aura of Faith

Abjuration [Alignment-Keyed]

Level: Holy 8, Honor 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by creatures of an opposed alignment, and causing creatures of an opposed alignment to suffer ill effects when they strike the subjects.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers the spell's effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the spell's effects if it is lawful good, neutral good, or chaotic good. A creature whose alignment is not diametrically opposed to the key alignment is unaffected by this spell, except as noted below.

This abjuration has four effects:

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all its saving throws. This benefit applies against all attacks, not just against attacks by creatures of the diametrically opposed alignment.
- Second, each warded creature gains spell resistance 25 against all spells with the opposed alignment descriptor and all spells cast by creatures of the diametrically opposed alignment.
- Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. This benefit applies regardless of the alignment of the creature that is attempting to possess or mentally influence a subject.
- Finally, if a creature of the diametrically opposed alignment succeeds on a melee attack against a warded creature, the offending attacker suffers the listed secondary effect (Fortitude save negates, but against this spell's save DC).

In Arcanis, this spell replaces the following spells from the core rules: *cloak of chaos* (which becomes Aura of Faith [Chaotic]); *holy aura* (which becomes Aura of Faith [Good]); *shield of law* (which becomes Aura of Faith [Lawful]); and *unholy aura* (which becomes Aura of Faith [Evil]).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp

Battle Spines

Transmutation

Level: Clr (Saluwé) 3, HC (Saluwé) 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No (harmless)

Spell Resistance: Yes (harmless)

You cause long jagged bone spines to grow from your body. Your natural attacks deal more damage than normal as these razor-sharp protrusions tear into your opponent. When grappling, these spines impale your enemies. When fighting with natural weapons, you inflict an additional 1d4 points of piercing damage per attack. This extra damage is not multiplied upon a critical hit. When grappling, you deal an additional 2d4 points of piercing damage if you elect to inflict damage upon your opponent with a successful grapple check or attack him with a natural weapon while grappling. This extra damage is not multiplied upon a successful critical hit. Like all weapons, these spines will increase in damage according to the weapon damage chart found in *Core Rulebook II* should the caster increase in size while under the effects of this spell.

Material Component: A handful of bone spurs.



Beltine's Blessed Strike

Evocation

Level: Afterlife 3, Clr 4, HC (Beltine) 4, Pal 4

Components: V, F

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 hour / level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Calling upon Beltine's hatred for undead, the caster may imbue any melee weapon with Her divine fury. Once blessed, the weapon begins to glow bright blue, giving all Hide checks made by the wielder a -20 circumstance penalty. For the duration of the spell, the weapon gains the weapon qualities *ghost touch* and *bane vs. undead*. This spell can be cast upon most magical and natural weapons except weapons already possessing the *bane* quality, scaling weapons, or soul-bound weapons. This spell may be combined with the *disrupting weapon* spell.

Focus: The melee weapon to be enchanted.

Bleed

Necromancy

Level: Clr 2, HC (Anshar) 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter an incantation, releasing a ray of energy that causes any living creature it strikes to start bleeding. You must make a ranged touch attack to hit. If the attack succeeds, the subject begins bleeding for 1d4 hit points per round for the duration of the spell. Only magical healing or the end of the spell's duration can stop this bleeding.

A successful critical hit with this spell will double the bleeding damage for the entire duration of this spell, or until magical healing is applied. Due to the nature of this spell, undead, constructs, and most plants are immune to its effects.

Crushing Weight

Evocation [Earth]

Level: Clr (Saluwé) 2, HC (Saluwé) 1

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

When grappling a creature upon solid earth (the ground, in a stone building, on a stone wall), you may attempt to cast this spell to leave the creature rooted in place. When cast, this spell creates a powerful force that holds the target in place and attempts to prevent it from escaping. For the duration of this spell, each time the creature attempts to break your pin or your grapple, you may make a grapple check using your caster level plus your Wisdom modifier plus any special bonuses (such as the Improved Grapple feat) to keep the creature trapped in its current square, even if you are no longer physically grappling it. In essence, this spell allows you to leave a creature that you have grappled unattended. The force generated by the spell works to keep the creature in place, allowing you to attend to other matters. If left unattended, the creature is still considered "in a grapple" while the caster is not. Ranged attacks against the unattended target cannot hit the caster. However, this spell may not be used to damage the target or to do anything other than maintain an existing grapple or pin. This spell ends as soon as the affected creature breaks the grapple and escapes the hold.

Material Component: A polished lodestone worth 50 gp.

Cry for Spirit's Release

Necromancy

Level: Afterlife 9, Clr (Beltine) 9, Sor/Wiz (val'Ishi, val'Sosi) 9,

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Area: One undead creature/level within a 30-ft. spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By chanting the most holy of Beltine's blessings, you release a burst of positive energy so potent that any negative energy undead within its area of effect are utterly destroyed unless they succeed on a Fortitude save. All living creatures within the spell's area of effect are healed 10 hp/caster level.

Dance of Fate

Transmutation

Level: Brd (val'Sheem, val'Sungha) 3, Fate 3, HC (Larissa) 2**Components:** V, S**Casting Time:** 1 round**Range:** Personal**Target:** You**Duration:** 1 min./level**Saving Throw:** None (harmless)**Spell Resistance:** No

Larissa teaches her chosen to manipulate the strands of fate to their advantage. You have learned to do so, and by casting this spell, you gain a +2 bonus on all saves, attack rolls, damage rolls, and skill checks for the duration of this spell.

Destroy Water

Transmutation

Level: HC (Yarris) 3, Sor/Wiz 3**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Medium (100 ft. +10 ft./level)**Target:** 10-foot cube of water or single creature with the water subtype**Duration:** Instantaneous**Saving Throw:** None or Fortitude half; see text**Spell Resistance:** Yes

When cast, this spell instantly destroys any non-magical liquid within its area of effect. If cast on a creature with the Water subtype, that creature must make a Fortitude save or suffer 1d6 points of damage per caster level.

Arcane Component: A pinch of earth from a dry riverbed.

Discern Value

Divination

Level: Commerce 1, Clr (Althares) 2, HC (Althares) 1**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Targets:** 1 object held or 20-ft. radius area of goods to a maximum of one object or group of objects/level**Duration:** Instantaneous**Saving Throw:** None or Will negates; see text**Spell Resistance:** No

You concentrate on one object or group of objects within range and you are able to discern their current market value. This spell may produce different results every time it is cast as the market forces change by the minute. For purposes of this spell, a group of like objects (50 arrows) is considered a single object. Unattended items receive no save against this spell, but attended items receive the Will save of their owner to resist the effects.

Focus: A miniature masterwork merchant scale (valued at 50 gp).

Divine Smite

Evocation [Alignment-Keyed]

Level: Holy 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Area:** 20-ft. radius burst**Duration:** Instantaneous**Saving Throw:** Will partial; see text**Spell Resistance:** Yes

You draw down divine power to smite your enemies. This spell's alignment descriptor is keyed to the descriptor you chose for the Holy domain. Only creatures whose alignment differs from yours along the chosen axis are affected. For example, if you cast this spell as a Good spell, only evil and neutral creatures are harmed by it. True neutral characters cannot cast this spell.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers partial effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the full effects if it is lawful good, neutral good, or chaotic good. A creature that matches the key alignment component is completely immune to this spell's effects.

Full Effects: The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each creature in the area that suffers its full effects. Outsiders instead take 1d6 points of damage per caster level (maximum 10d6). All creatures that suffer the spell's full effects also suffer the listed secondary effect. A successful Will saving throw reduces damage to half and negates the secondary effect completely.

Partial Effects: The spell deals only half damage to creatures that suffer partial effects, and they do not suffer the secondary effect at all. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

In Arcanis, this spell replaces the following spells from the core rules: *chaos hammer* (which becomes Divine Smite [Chaotic]); *holy smite* (which becomes Divine Smite [Good]); *order's wrath* (which becomes Divine Smite [Lawful]); and *unholy blight* (which becomes Divine Smite [Evil]).

Divine Word

Evocation [Alignment-Keyed, Sonic]

Level: Clr 7, Holy 7**Components:** V**Casting Time:** 1 standard action**Range:** 40 ft.**Area:** Creatures of an opposed alignment in a 40-ft.-radius spread centered on you**Duration:** Instantaneous**Saving Throw:** None or Will negates; see text**Spell Resistance:** Yes

You speak a single word of divine power. Any creature whose alignment is diametrically opposed to yours within the area that hears the *divine word* suffers the following ill effects. The effects of this spell are

cumulative and concurrent. Any creature whose Hit Dice are equal to or lower than your caster level receives no saving throw against these effects; any creature whose Hit Dice are greater than your caster level receives a Will save to negate the effects. The effects are based on the alignment descriptor you choose when you cast the spell, not on the subject creature's alignment.

AURA OF FAITH

Key Alignment	Affected Foes	Secondary Effect
Chaotic	Lawful X	Confused 1 round, as <i>confusion</i>
Evil	X Good	1d6 points of temporary Strength damage
Good	X Evil	Blinded, as <i>blindness/deafness</i>
Lawful	Chaotic X	Slowed 1 round, as <i>slow</i>

DIVINE SMITE

Key Alignment	Full Effects	Partial Effects	Secondary Effect
Chaotic	Lawful X	Neutral X	Slowed 1d6 rounds
Evil	X Good	X Neutral	Sickened 1d4 rounds
Good	X Evil	X Neutral	Blinded 1 round
Lawful	Chaotic X	Neutral X	Dazed 1 round

DIVINE WORD

Creature's Hit Dice	Chaotic Effect	Evil Effect	Good Effect	Lawful Effect
16 or more	Deafened	Dazed	Deafened	Deafened
11-15	Stunned, deafened	Weakened, dazed	Blinded, deafened	Slowed, deafened
6-10	Confused, stunned, deafened	Paralyzed, weakened, dazed	Paralyzed, blinded, deafened	Paralyzed, slowed, deafened
5 or below	Killed, paralyzed, stunned, deafened	Killed, paralyzed, weakened, dazed	Killed, paralyzed, blinded, deafened	Killed, paralyzed, slowed, deafened

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

Confused: The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting compulsion effect.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Slowed: The creature is slowed, as by the *slow* spell, for

2d4 rounds.

Stunned: The creature is stunned for 1 round.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the diametrically opposed alignment within the area of effect are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the divine word. The banishment effect allows a Will save (at a -4 penalty) to negate.

In Arcanis, this spell replaces the following spells from the core rules: *blasphemy* (which becomes Divine Word [Evil]); *dictum* (which becomes Divine Word [Law]); *holy word* (which becomes Divine Word [Good]); and *word of chaos* (which becomes Divine Word [Chaos]).

Dolphin Chant / Man'harr's Mighty Swimming

Transmutation

Level: HC (Yarris) 1, Sea 1, Sor/Wiz 2

Components: V, S

Casting time: 1 standard action

Range: Touch

Targets/area: One creature

Duration: 5 min./level (D)

Saving throw: None (harmless)

Spell resistance: None (harmless)

The subject of this spell gains a swim movement rate equal to one-half his normal base movement rate. (Creatures with a swim speed do not need to make Swim checks to move through water under normal circumstances.) Additionally, the target of this spell is able to vault out of the water much like a dolphin, allowing him to gain his feet when leaving the water (up to a land or ship height of 10 feet) as a free action that does not provoke attacks of opportunity. The target of this spell may also speak with dolphins as if under the effects of *speak with animals*.

Epiphany

Transmutation

Level: Clr (Althares) 2, Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

When this spell is cast, you widen your perceptions and focus your thoughts and actions. For the duration of this spell, you gain a +5 bonus on all Knowledge and Craft skill checks. However, this intense internal focus is distracting you from the external, physical world and you suffer a -5 circumstance penalty on Spot, Search, and Listen skill checks.

Material Component: A silver piece tossed over one shoulder during the casting of the spell.

Focus: A piece of string tied around the caster's finger.

Euphoria

Enchantment (Compulsion) [Mind-Affecting]

Level: HC (Larissa) 3, Pleasure 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Large size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

By casting this spell, you overwhelm your target with pleasurable stimuli. The target must succeed on a Will save to resist the lure of these euphoric delights. If the save fails, then for the duration of this spell, the target is stunned. The effects of being stunned are detailed in *Core Rulebook II*.

Force Strike

Evocation [Force]

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates a ray of pure force originating from your hand. You must succeed on a ranged touch attack with the ray to deal damage to the target. This ray of force deals 1d6 points of damage plus an additional 2 points of damage per caster level, to a maximum of 1d6+20. This is a force effect.

Glimpse of the Cauldron

Necromancy [Fear, Mind-Affecting]

Level: Clr (Beltine) 2, HC (Beltine) 1

Components: V, S, M

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

Beltine is responsible for stirring the cauldron and ladling out the souls of the unworthy. Her champions have seen this process and they know it is not something they wish to experience first hand. By casting this spell, they can give one target a glimpse of the Cauldron itself, shaking the target's soul to the core. Evil creatures must make a successful Will save or become shaken (as detailed in *Core Rulebook II*) for 1d6 rounds. Those of Neutral alignment are shaken for 1d4 rounds and those of Good alignment are shaken for 1 round. The effects of this spell do not stack (in other words, casting the spell a second time upon the same creature while it is already under the effects of a first casting has no additional effect.)

Material Component: The eye of a murderer, available for 20 gp in Canceri and 50 gp everywhere else.

Hardness

Transmutation

Level: Artificer 1, Brd 1, HC (Althares) 1, Sor/Wiz 1

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One object

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes

This simple protective ward bestows a +5 bonus to the target object's hardness and gives it 10 extra temporary hit points. If this spell is applied to a non-magical suit of armor or shield, the item also gains a +1 enhancement bonus for the duration of the spell. This spell also offers items immunity to most known Entropic effects.

Harm, Mass

Necromancy

Level: Clr (Neroth) 9, Undead 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart.

Duration: Instantaneous

Saving Throw: Will half; as per *harm* spell, see text

Spell Resistance: Yes

This spell functions like *harm*, except as noted above. The maximum number of hit points of damage inflicted to each affected creature is 250.

Heroism, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Clr 7, Honor 7, Sor/Wiz 7,

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: You and one ally per level within a 40-ft. burst, centered on you

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues all allies within the area of effect with great bravery and morale in battle. All targets gain a +4 morale bonus on attack rolls, saving throws, and skill checks. They also gain immunity to all fear effects and a number of temporary hit points equal to your caster level (maximum 20).

His Blade Shall Not Harm Me

Abjuration

Level: Clr (Hurrian) 4, HC (Hurrian) 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is granted Hurrian's blessing of protection from cuts, stabs, and slashes. The subject gains damage reduction 5/bludgeoning for the duration of the spell.

Hold the Spirit

Necromancy

Level: Clr (Beltine) 2, HC (Beltine) 3, Spirit 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature that died within the last 24 hours

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Beltine owns the spirit and has granted her devout followers the power to hold the spirit to the body for a short amount of time. By casting this spell, the spirit may be bound to the body for longer than the standard 24-hour period. As long as the soul is bound to the body in this fashion and the other requirements of the spell are met, a *raise dead* spell will bring the target back to life even after the 24-hour limit associated with the cosmology of Arcanis.

However, death is not easily cheated and this spell is not cast without substantial risks. First, binding the soul to the body in this manner is very traumatic. For every day the target's soul is bound to its body through this spell, there is a chance the experience will drive the intellect insane. Every day the target is under the effects of this spell, it must make a Will save (DC 10 plus the number of days under the spell's effect) or become insane as if affected by the *insanity* spell. Only a *heal*, *limited wish*, *miracle*, or *wish* can restore the target's mind. Second, any target of this spell that is not returned to life, for any reason, is forever cursed in the afterlife. When the spell expires without the target being returned to life, it rises, becoming an undead menace to the living. The target gains the ghost template and immediately switches alignment to Chaotic Evil. The first priority of this abomination is to seek out those who were responsible for its death, as well as the caster of the spell who caused its current state. If these goals cannot be met for any reason, the ghost will wander an area equal to one square mile per character level or Hit Die it had in life, slaying all living creatures who enter its domain.

Material Component: A pearl worth at least 50 gp, which is placed in the corpse's mouth and remains there until life is returned to the body. The pearl is consumed when the soul returns to its body or when the spell's duration ends and the body rises as an undead abomination.

I Feel You

Transmutation

Level: Clr (Larissa) 5, HC (Larissa) 3, Senses 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell heightens your senses to an incredible degree giving you the ability to feel your surroundings. For the duration of the spell, you gain tremorsense and blindsense (as detailed in *Core Rulebook II*) with a range of 25 feet plus 5 feet per 2 caster levels (maximum 75 feet).

Material Component: A piece of silk and a river stone.

Knowledge of the Elders

Divination

Level: Spirit 6

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

With the permission of Beltine, you call upon the spirits of your deceased elders. You gain a +20 holy bonus on all Knowledge skill checks for any Knowledge skill you possess ranks in. You also gain the ability to make untrained Knowledge checks, which are made with a +10 holy bonus.

Larissa's Kiss

Alteration

Level: Fate 8, HC (Larissa) 3

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

You have learned to channel a minor portion of the luck of Larissa. For the duration of this spell, you roll twice for every saving throw you are forced to make, taking the better roll each time.

Like Water

Abjuration

Level: Clr (Yarris) 4, HC (Yarris) 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of this spell, the warded creature gains some of the protective qualities of water. The subject gains a +4 deflection bonus to its Armor Class, gains damage reduction 5/bludgeoning, and gains fire resistance 5.

Material Component: A vial of holy water and a pearl worth 50 gp.

Mantle of Unassailable Flame

Enchantment [Fire]

Level: Clr 3, HC (Fire Dragon, Nier) 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

This spell causes a magical flame to engulf the target creature. This flame does no damage to the target or its belongings, but any non-magical weapon used to

make physical attacks against the target suffers 4d6 points of fire damage from the protective flames. This fire damage is applied to the weapon as detailed in *Core Rulebook I*. Any creature that strikes the target with natural weaponry suffers full damage from the *mantle of unassailable flame*. The damage inflicted by this spell is applied to the weapon before the weapon hits the target. If the damage from the *mantle* destroys the weapon, then any damage that would have been dealt by the hit is effectively nullified.

Mark of Thralldom

Necromancy (Creation)

Level: Clr 3 (Neroth), Sor/Wiz (val'Mordane) 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One living creature

Duration: One year and one day

Saving Throw: Will negates

Spell Resistance: Yes

By casting this spell on a single living creature, you ensure that when that creature dies, it will animate as an undead within 1-3 rounds. The target will become either a zombie or a skeleton depending on how intact the body is immediately after death. At the time of the casting, you may issue one simple command that the subject will obey when it returns as one of the living dead, such as "Seek me out for further orders" or "Kill the Elorii in the red tunic."

Once the spell is cast, the *mark of thralldom* lasts for one year and one day, and it is very difficult to remove. First, the victim must have a *remove curse* cast by a higher level caster than the caster of the *mark of thralldom*. This nullifies the effects of the mark for 24 hours and allows further steps to be taken to remove it. Next, the victim must have an *erase* spell cast to remove the mark, then a *heal* spell cast to nullify the remaining effects. Once this final step is taken, the red dye will seep from the skin and flake away.

Due to the nature of the casting of this spell, it may not be cast through a *spectral hand* spell.

Material Component: A red dye worth 100 gold pieces that is smeared on the subject.

My Honor Is My Strength

School: Enchantment

Level: Clr (Illir) 3, HC (Illir) 3, Honor 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

When you cast this spell, you are able to utilize the power of your presence to fuel your physical attacks. You may now add your Charisma bonus to your Strength bonus when attacking and dealing damage with a melee weapon. If you are Lawful-aligned, any melee weapon you wield gains the *axiomatic* special quality for the duration of this spell.



My Master Allows

Transmutation

Level: Clr (Sarish) 2, HC (Sarish) 1

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

For the duration of this spell, you may use any spell completion or spell trigger item as if the appropriate spell is on your spell list.

Focus: A spent magic wand.

Nature's Gift

Alteration

Level: Drd 4, HC (Saluwé) 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

Calling upon the spirits of the wild, you sharpen your senses to an almost unnatural level. You gain the Scent extraordinary ability as detailed in *Core Rulebook II* and low-light vision. You also gain a +5 enhancement bonus on all Spot, Search, and Listen skill checks.

Neroth's Embrace

Necromancy (Death)

Level: Clr (Neroth) 4, Disease 2, HC (Neroth) 4, Sor/Wiz 5 (val'Mordane)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial, plus Will negates (see text)

Spell Resistance: Yes

When laying your hand upon a living creature, you drain some of the vitality from that creature, causing 1d4 points of temporary Strength damage. The target must make a Fortitude save or one of its appendages shrivels into a desiccated version of its former self. All actions requiring the use of this appendage suffer a -6 circumstance penalty. If a leg is shriveled, the target can no longer stand up. A creature reduced to 0 Strength through the use of this spell dies and must make a Will save or return as a zombie under the control of the caster in 1d3 days. The appendage may only be repaired if a *regenerate* or a *heal* spell is cast upon the subject. To determine which appendage is affected, roll a d4.

1. Right arm.

2. Left arm.

3. Right leg.

4. Left leg.

Material Component: A desiccated scarab beetle.

Not Where You Think

Transmutation

Level: Clr (Cadic) 4, HC (Cadic) 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

If you are attacked in melee while under the effects of this spell, you instantaneously jump through the plane of shadow to a spot up to 15 feet away from your location when first attacked. The melee attack that triggers your transport is resolved as normal. Once the attack is resolved, you may choose any spot within 15 feet of your starting location to "jump" to. You must be able to see your target location clearly to transport to it. This movement does not provoke attacks of opportunity. If you end your transport in a location that your current attacker can still reach, he may continue his iterative attacks against you, which will trigger further jumps. You may never attack yourself to trigger the effects of this spell.

Oath

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

Level: Brd (val'Mehan) 3, Clr (Sarish, val'Mehan only) 4, HC (Sarish, val'Mehan only) 3, Oath 3, Sor/Wiz (val'Mehan) 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature; see text

Duration: Permanent until discharged (D)

Saving Throw: None

Spell Resistance: No

This spell places a magical seal on a contract. For this contract to be binding, several considerations must be met. First, all parties to the contract must be willing participants. Second, all parties to the contract must be able to understand each other and the terms of the contract. Third, all parties to the contract must be present for the casting of this spell. Fourth, all parties to the contract must agree to all terms of the contract.

Contracts can range from the simple to the complex, but they must contain terms and conditions that can be reasonably met (GM's discretion). Time conditions may be included in the contract, and if they are, they reduce the duration of this spell to the duration of the time conditions specified in the contract. Once the conditions of the contract are agreed upon and the other conditions of this spell are met, an *oath* may be used to seal the contract. Once sealed, all parties to the contract must follow the contract to the best of their ability. If any party violates the contract (GM's discretion), that individual immediately suffers the *curse of the oath breaker*.

The *curse of the oath breaker* is a serious penalty. First, the oath breaker suffers a -2 penalty to all his or her ability scores. This penalty increases by 2 each day until reaching a maximum penalty of -8. No ability score can be reduced to less than 1 with this curse. This ability score damage is removed within 24 hours if the party actively resumes obeying the conditions of the contract. If the contract is breached in a way that it may not be reinstated, this ability score loss becomes permanent. This ability score loss may be repaired by a *restoration* (for each score drained) or a *greater restoration*, but only after removing the curse. The *curse of the oath breaker* may only be removed through an *atonement* spell followed by a successful *break enchantment*, *limited wish*, *miracle*, or a *wish*.

Focus: The contract to be honored by all parties involved. All parties must sign this contract with a drop of their own blood at the completion of this spell.

Material Component: A drop of the caster's blood. This blood must be from the val'Mehan bloodline.

Perfect Human Form

Enchantment

Level: Clr (Illir) 5, HC (Illir) 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Illir grants you the perfect human form. This spell causes all your ability scores to increase or decrease to 18 for the duration of the spell. This is the perfect human form, and thus, your ability scores cannot be increased by any other means. However, they can be decreased if you take ability score damage of any sort. Once the spell ends, any ability score damage remains and must be cured through normal means.

This spell affects those of human blood (humans and Val) normally. Creatures that are only partially human (dark-kin, half-orcs, half-hobgoblins, and gnomes) are also affected by this spell, but they lose access to all beneficial racial abilities for the duration of this spell. Elorii and dwarves are not affected by this spell.

Phantasmal Lover

Illusion (Healing) [Mind-affecting]

Level: Clr (Larissa) 4, Pleasure 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One conscious living creature

Duration: 2 rounds + 10 minutes; see text

Saving Throw: None; see text

Spell Resistance: Yes

Tapping into the subconscious mind of the subject, you call upon the seductive powers of your goddess to create a phantasmal image of the most alluring creature imaginable. Only the subject of the spell can clearly see the image – all others view a shadowy, indistinct form. The image hovers over the subject, writhing enticingly and whispering promises of physical fulfillment. The image fades in 2 rounds unless the subject takes further action.

Should the subject willingly decide to succumb to the figment's promises, he spends the next 10 minutes lost in a euphoric state, during which he is catatonic and is considered helpless. While in this state, the subject may not wake up or break away for any reason. At the end of the spell's duration, the ambient spell energy works with the subject's mind to cleanse his body of disease and injury. This process completely cures the subject of all diseases (including all magical diseases), blindness, deafness, hit point damage, and temporary ability damage.

Presence of Master Smiths

Divination

Level: Artificer 7

Components: V, S, F, XP

Casting Time: 1 hour

Range: Personal

Target: You

Duration: Special; see text

Saving Throw: None

Spell Resistance: No

For an Altherian, forging is one of the most holy of rituals. With this special blessing, this ritual takes on an entirely new level of devotion. Upon completion of the spell, the caster must immediately begin work on any single weapon, shield, or suit of armor. The caster must have at least 10 ranks in the corresponding Craft skill for the selected item to create it. Until this item is complete, the caster gains the following virtual feats: Craft Magic Arms and Armor and Master Craftsman. While crafting this single item, the caster need not eat or sleep, thereby cutting the amount of time normally needed to create this item in half. All items made through use of this spell are of greater masterwork quality. No skill checks are needed to forge these items, as the caster can hear and feel the guidance of other master smiths long since deceased. This spell in

no way lowers the normal cost of materials used to create the item.

Focus: An anvil worth at least 5,000 gp created by the artificer's own hand. This anvil may not be created by any magical means.

XP Cost: Double whatever the normal cost would be for creating the specific item using a normal item creation feat (if applicable).

Rapture

Illusion (Healing) [Mind-Affecting]

Level: Pleasure 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

Duration: 2 rounds + 10 minutes; see text

Saving Throw: None; see text

Spell Resistance: Yes

This spell functions like *phantasmal lover*, except that it can affect more than one creature. Each creature may decide for itself whether or not to accept the rapturous embrace offered by the spell.

Rending

Transmutation

Level: Drd 5, HC (Saluwé) 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When casting this spell, you direct an explosion of hundreds of sharp thorns that cut, pierce, and rend the flesh of all within the spell's area of effect. All victims within the area take 1d6 slashing/piercing damage per caster level (to a maximum of 15d6).

Material Component: A handful of thorns.

Reanimate Construct

Transmutation

Level: Artificer 6, Sor/Wiz 6

Components: V, S, M, XP

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One destroyed construct

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may reanimate any one construct, binding it to your service. The affected construct becomes a Reanimate, and the Reanimate template (see *Appendix*) is applied to the construct's original unharmed statistics. The target construct must be relatively intact. Though it may be missing limbs or a head, it must still be possible for the target to move under its own power (the spell cannot be used on disintegrated constructs, iron golems destroyed by rust, or constructs reduced to a limbless torso). A construct may only be reanimated once by this spell. If destroyed a second time, further attempts at reanimation are hopeless.

Material Component: A powder made from crushed gems (a minimum of 500 gp value) and a pinch of material ground from a still-active construct (not from another reanimated construct).

XP Cost: 50 XP times the Hit Dice of the reanimated construct.

Retribution

Transmutation

Level: Clr (Hurrian) 3, HC (Hurrian) 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No (harmless)

When this spell is cast, you are imbued with the divine retribution of your deity. For every 10 points of lethal damage (round down, so if a blow deals 9 points of damage to you, this spell does not trigger) you take from any source (except yourself), you gain a +1 circumstance bonus on all melee attack and damage rolls. Note that this spell does not negate the damage that you take. The bonuses granted by this spell stack with one another, up to a maximum bonus equal to your caster level. This spell is superseded by (does not stack with) the *greater retribution* spell.

Retribution, Greater

Transmutation

Level: Clr (Hurrian) 5, HC (Hurrian) 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No (harmless)

When this spell is cast, you are imbued with the divine retribution of your deity. For every 5 points of lethal damage (round down, so if a blow deals 9 points of damage to you, this spell triggers for a +1 bonus, not a +2 bonus) you take from any source (except yourself), you gain a +1 circumstance bonus to all melee attack and damage rolls. The bonuses granted by this spell stack with one another, up to a total bonus equal to your caster level. This spell supersedes (does not stack with) the *retribution* spell.

Revelation

Divination

Level: Clr 7 (Illir)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: 5-ft./level emanation centered on caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell reveals all things within the area of effect as they really are. This spell affects spells, spell-like abilities, and supernatural abilities. Use the guidelines of the *true seeing* spell to help determine

what is and what is not affected. For each creature or object within the area of effect that is invisible, *polymorphed*, etc., make a dispel check (1d20 +1 per caster level, maximum +20) against a DC of 6 + the spell or effect's caster level (the lower DC is due to this spell's specialized nature). If this roll is successful, the concealing spell or ability is negated, although the creature or object can be hidden, shapechanged, etc. again without penalty. Concealment spells or abilities on objects that are not held by a creature and any freestanding illusions (figments, etc.) are automatically dispelled by this spell. Spells and abilities affected by *revelation* are actually dispelled, not merely seen through, so the results of this spell are visible to all.

Reenervate the Chosen

Necromancy

Level: Clr 5 (Neroth), Pst 5 (Neroth), Sor/Wiz 6

Components: V, S, M / DF

Casting Time: 1 minute

Range: Touch

Target: Destroyed intelligent undead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Once Neroth has blessed his Chosen, and claimed the soul of those he has blessed, the normal rules governing the disposition of souls no longer apply to those entities.

With the casting of this spell, you restore unlife to a destroyed intelligent undead creature. You can restore a creature that has been inanimate for any length of time, provided the creature has sufficient energy to power its return to unlife. However, the subject's intellect must be free and willing to return, or the spell does not work; therefore, the spell requires no saving throw. This spell has no effect on living creatures, on the dead bodies of living creatures that have not been transformed into undead, or on the destroyed remains of non-intelligent undead creatures (such as skeletons and zombies).

It does not matter whether the undead was destroyed by being reduced to 0 hit points or by some other effect that resulted in its instant destruction. The condition of the remains is not a factor. So long as some small portion of the creature's body exists, it can be reanimated, but the portion receiving the spell must have been part of the creature's body at the time of its destruction. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.)

Reanimation is an ordeal. The subject of this spell loses one character level (or Hit Die). This level loss cannot be repaired by any means. An undead with only a single level or Hit Die at the time of its destruction can be reanimated by this spell, but it comes back as a mindless skeleton or zombie, exactly as if the animate dead spell had been used instead of this spell.

The reanimated creature has a number of hit points equal to its current Hit Dice. Any ability scores (other than Constitution) damaged to 0 are raised to 1. Magical curses and other lingering ill effects are not undone. None of the creature's equipment or possessions are affected in any way by this spell. An undead that was destroyed with spells prepared has a 50% chance of losing any given spell upon being

reanimated, in addition to losing spells for losing a level. A spellcasting undead that doesn't prepare its spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

The subject of this spell is reenergized using whichever type of energy powered its original undead transformation (usually negative, but in Arcanis it is also possible to have positive-energy undead).

Material Component: Ground onyx powder worth at least 5,000 gp.

Riptide

Evocation [Water]

Level: HC (Yarris) 4, Sea 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: A single line (5 ft. wide) up to the maximum range, or a single line (10 ft. wide) up to one-half the maximum range.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Riptide releases a jet of water that strikes targets with a tremendous force. This spell deals 1d6 points of bludgeoning damage per caster level (to a max of 15d6) to all creatures hit by the stream. Additionally, those who fail their save are bull rushed (as detailed in *Core Rulebook I*) by the jet. This bull rush does not provoke attacks of opportunity. Treat the Strength bonus of the bull rush to be equal to your caster level +4. Regardless of the result of the bull rush, you cannot move targets past the range of this spell.

This spell may also be used to break down doors and other barriers. If used in this manner, you may deal normal spell damage to break objects within the line of effect. This attack deals one-eighth of its normal damage to objects (reduce the amount of damage before checking against the hardness of the object). Alternately, you may use the jet to make Strength checks to force open doors and other barriers, with a Strength equal to your caster level plus 4. This spell creates a total of 50 gallons of water, and the water does not disappear after the spell is completed.

Safeguard

Divination

Level: Drd 8, HC (Fire Dragon) 4, Refuge 8

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: Circle, centered on you, with a radius of 100 ft./level.

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

With this spell, you place an invisible wall around the chosen area. This wall helps you determine if enemies are entering or leaving. After *safeguard* is cast, you are given mental notification every time a creature passes the border you have laid out. The information you receive is limited. You do not know

the name, race, or even type of creatures that pass the border. You do get an impression of their relative strength (Hit Dice), their alignment, at which point on the border they crossed, and whether they are coming in or going out. No other facts are forthcoming, though the use of other divination spells can provide more information. The sense of location is enough to target a *scrying* spell or similar spells or powers, if you have access to such.

This spell only discovers creatures that actually cross the border. Creatures that use *teleport*, *dimension door*, or similar means to gain access to the area, and creatures that were already within the area when the spell was cast, are not detected.

Saltburst

Conjuration (Creation)

Level: Clr (Yarris) 3, HC (Yarris) 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft. radius burst, plus 5 ft./3 levels (maximum + 20 ft.)

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An explosion of salt crystals and brine erupts in a sphere at your direction. This spell deals 2d4 points of dehydration damage to all creatures within the area of effect. Against plants, water creatures, and any creature with a particular vulnerability to salt, this damage is increased to 2d8 points of damage. Against fire creatures, this spell deals no damage.

Shadow Stride

Conjuration (Teleportation)

Level: Clr (Cadic) 3, HC (Cadic) 4, Sor/Wiz 3 (val'Borda, val'Trisin)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

Saving Throw: None

Spell Resistance: No

You gain the ability to enter shadows and move from inside one shadow to another shadow. The first type of shadow you enter and all others you enter must be of the same type (interior or exterior), and all must be large enough to completely encompass your own shadow. By moving into one shadow, you instantly know the location of all other like shadows within transport range (200 ft./caster level) and may choose whether you wish to transport to another shadow or simply step out of the one you originally moved into. You may move into a shadow up to one time per caster level (passing from one shadow to another counts only as moving into one shadow). This spell lasts until the duration expires or you exit a shadow. This means that a 10th level cleric of Cadic could move across a large city by jumping from shadow to shadow 10 times, up to 2000 feet between each shadow. Each such jump is a full-round action.



You can, at your option, remain within a shadow without transporting yourself, but you are forced out when the spell ends. If the shadow you are in is destroyed (such as with a *light* spell), you are slain if you do not exit before the process is complete.

Share My Pain

Necromancy

Level: Clr (Anshar) 4, HC (Anshar) 2, Pain 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this spell, you are able to recall any single instance of damage you suffered within the last 5 rounds and share that pain, damage, and damage type with your target. For example, suppose that in the last 5 rounds you suffered 30 points of damage from a *lightning bolt*, several hits from a longsword for 23, 17, and 10 points of damage, 21 points of damage from an empowered *magic missile* spell, and 14 points of bludgeoning damage from a mace. You can choose any one of those damage instances to share with your target. With a successful melee touch attack, you could give the target 30 points of electricity damage (*lightning bolt*), 21 points of force damage (*magic missile*), 14 points of bludgeoning damage (mace), or 23, 17, or 10 points of slashing damage (longsword). This spell only transfers physical damage, not special effects such as ability score damage or negative levels.

Damage that would have been dealt to you but that you did not suffer does not count for purposes of this spell. For example, if you were under the effects of a *protection from energy (electricity)* spell when the *lightning bolt* hit you and you took no damage because your protection negated all 30 points of damage, you would not be able to share the pain of the *lightning*

bolt, because you did not actually experience that pain. Likewise, if some of the force of a blow against you is negated because of your damage reduction, you may only share the amount of damage that got past your DR.

Once you deliver the memory of a particular source of damage, you may not share that same pain a second time; you must choose a different source of damage upon subsequent castings of the spell. For example, if you chose to transfer the 23-point longsword slash, and then you cast *share my pain* again the next round, you would only be able to share the 17-point or 10-point slashes (in addition to the bludgeoning, electricity, and force damage, assuming they were still within the 5-round time limit).

Shield Other, Greater

Abjuration

Level: Clr (Hurrian) 7, Refuge 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *shield other*, except the subject gains a +3 deflection bonus to his armor class and a +3 resistance bonus to his saving throws. Additionally, the subject takes no hit point damage for the duration of this spell. Instead, the caster receives 100% of the hit point damage.

Focus: A pair of platinum rings (worth at least 200 gp each) worn by both you and the warded creature.

Shield Other, Improved

Abjuration

Level: Clr (Hurrian) 4, HC (Hurrian) 3, Pal (Hurrian) 4, Refuge 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *shield other*, except the subject gains a +2 deflection bonus to his armor class and a +2 resistance bonus to his saving throws. Additionally, the subject takes only one-fourth of the hit point damage dealt to him during the duration of this spell. The caster suffers the other three-fourths.

Focus: A pair of platinum rings (worth at least 100 gp each) worn by both you and the warded creature.

Skeletal Companion

Necromancy

Level: Clr (Neroth) 1, Blackguard 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One corpse or skeleton

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell you may create a skeletal companion. Though limited by its mindless nature; a skeletal companion can be quite useful. This spell animates the body or bones of a Medium-sized or smaller creature and turns it into a skeleton that will follow your simple spoken commands. This skeleton remains animated until destroyed or dismissed by the original caster. Once animated by this spell, the skeleton may never be animated again by any other means. Only a single skeleton from this spell may be controlled at any one time. Any further castings of this spell will fail if you already have one skeletal companion.

This undead companion does not count against your limit on the number of Hit Dice of undead creatures you may control at any one time. A skeletal companion can only be created from a mostly intact skeleton or corpse. If made from a corpse, the flesh falls off of the bones during animation. The skeletal companion is equal in all respects to the Human Warrior Skeleton entry found in *Core Rulebook III*.

This spell will not work on any recently deceased corpse or any corpse that has a spirit still bound to the body in some way.

Material Component: A small black onyx worth 50 gp, which is placed in the skeleton or corpse's eye socket or mouth.

Skyward

Transmutation

Level: Clr (Hurrian) 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell propels one willing creature skyward at breathtaking speeds. During the ascent, the subject may take no actions, but he may act normally as he moves toward the ground at 60 feet per round with clumsy maneuverability (as detailed in *Core Rulebook II*). The subject of this spell may not regain or maintain altitude with this spell; he must fly toward the ground.

The distance ascended is determined by the spell's recipient, to a maximum of 400 ft. + 40 ft. per caster level.

Smell of Death

Conjuration (Creation)

Level: Clr (Neroth) 3, HC (Neroth) 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

This spell creates a cloud of nauseating vapors centered on you. All living creatures within the cloud, except for you, must succeed on a Fortitude save or become nauseated (as detailed in *Core Rulebook II*). This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round it remains in the cloud.

Material Component: A piece of dead flesh.

Songs in the Night

Illusion (Glamer)

Level: Brd (val'Borda, val'Trisin) 1, Clr (Cadic) 2, HC (Cadic) 2, Music 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Item or creature touched

Duration: 1min./level (D)

Saving Throw: Will negates (harmless), or Will negates (harmless, object)

Spell Resistance: Yes (harmless), or Yes (harmless, object)

The creature or object touched becomes invisible, but the sound of music can be heard emanating from the area where the invisible creature/object is located. This sound is not centered on the creature/object and cannot be pinpointed to a specific location. However, the music makes it easier for an opponent to attack the creature/object. In effect, this gives the subject a 30% miss chance as opposed to the normal 50% miss chance for *invisibility*. The subject still gains all other benefits from being invisible as per the *invisibility* spell.

Any condition that would break the subject's *invisibility* also breaks the effect of this spell. (For example, if the subject attacks or casts an offensive spell.)

Arcane Component: A string from a lute.

Steamblast

Evocation [Fire]

Level: Clr (Nier) 4, HC (Nier) 3

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Steamblast creates a blast of super-heated steam, originating at your hand and extending outward in a cone. This steam deals 1d6 points of damage per caster level (maximum 10d6).

Material Component: A vial of holy (or unholy) water that you drink as part of the spell casting.

Sticks to Snakes

Alteration

Level: Clr (Anshar) 2, HC (Anshar) 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more sticks, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

By means of this spell, you are able to change 1d6 Tiny sticks (light crossbow bolts), 1d4 Small sticks (arrows), 1d3 Medium sticks (clubs, torches), or 1 Large stick (staff) into any normal snake (your choice) of an equal size to the stick altered. See *Core Rulebook III* for appropriate snake sizes and types. All such created snakes are under your mental control. The sticks to be affected must be within the spell's area of effect. Only non-magical sticks may be affected by this spell. If any of the sticks targeted by this spell are attended objects, the possessor of the stick receives a Will save to resist the effects of the spell.
Material Component: A small piece of bark and a few snake scales.

Summon Spirit Warrior

Necromancy (Summoning)

Level: Spirit 9

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned spirit warrior

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

With this spell, you may summon a spirit warrior (detailed below) to come to your aid. Once summoned, the spirit will do everything in its power to protect and fight for you. In all other respects, this spell is identical to *summon monster IX*.

Spirit Warrior

Medium undead (incorporeal)

Hit Dice: 11d12 (66 hp)

Initiative: +4

Speed: fly 30 ft. (6 squares) (perfect)

Armor Class: AC 21 (+1 Dex, +10 full plate* & shield*) touch 11, flat-footed 20

Base Attack/Grapple: +11/+17

Attack: +4 *ghost touch frost longsword* +21 *melee* (1d8+9+1d6)

Full Attack: +4 *ghost touch frost longsword* +21/+16 *melee* (1d8+9+1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Corrupting Gaze, Corrupting Touch, Draining Touch, Frightful Moan, Horrific Appearance, Malevolence, Manifestation, Telekinesis*

Special Qualities: *Turn Resistance* +4

Saves: Fort +9, Ref +8, Will +10

Abilities: Str 22, Dex 12, Con --, Int 12, Wis 15, Cha 16

Skills: Climb +7, Handle Animal +8, Intimidate +8, Jump +2, Listen +12, Ride +9, Search +6, Spot +12, Survival +14

Feats: Cleave, Combat Reflexes, Dodge, Combat Expertise, Great Cleave, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Summon Thy Own

Conjuration (Calling)

Level: Clr 7 (Sarish), Binding 7

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or two bound Infernals, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *summon thy own, lesser* except you may call a single Infernal of 12 HD or less, or two Infernals of the same kind whose Hit Dice total no more than 12.

Note: For details on the Greater Binding Domain, see the Sarishan Binder Prestige Class, *Chapter 6 – Prestige Classes*.

XP Cost: 250 XP.

Summon Thy Own, Greater

Conjuration (Calling)

Level: Clr 9 (Sarish), Binding 9

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to three bound Infernals, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *summon thy own, lesser* except that you may call a single Infernal of 18 HD or less, or up to three Infernals of the same kind whose Hit Dice total no more than 18.

Note: For details on the Greater Binding Domain, see the Sarishan Binder Prestige Class, *Chapter 6 – Prestige Classes*.

XP Cost: 500 XP.

Summon Thy Own, Lesser

Conjuration (Calling)

Level: Clr (Sarish) 5, Binding 5, HC (Sarish) 4**Components:** V, S, DF, XP**Casting Time:** 10 minutes**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One bound infernal of 6 HD or less**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

By casting this spell, you call upon an Infernal outsider of 6 HD or less whom you have bound to the service of Sarish. You may ask the creature to perform one task for you. Tasks might range from the simple to the complex. Either way, the task must be one that can be completed within 24 hours. Any task that requires more time requires an additional casting of this spell and each subsequent casting may extend the time allotted to complete the task another 24 hours. You must be able to communicate with the creature called in order to have it perform your bidding. Unlike *planar ally*, you need not pay for the Infernal's services. However, you must be very careful in the description of your task, since the creature will follow the task as you explained it to the absolute letter, while often seeking to twist your intent. No Infernal likes being marked and forced to serve Sarish.

An Infernal called to service through the use of this spell will never accept a task that seems suicidal. At the end of its task, or when the duration expires, the Infernal returns to the hells (or beyond the Godswall if summoned from there).

Scrolls of *summon thy own* (all types) are most treasured and rare. Some temples of Sarish actually require Sarishan Binders to supply their temples with a scroll of *summon thy own* (lesser or greater depending upon the power of the Infernal marked) for each and every Infernal they have marked through the use of the *Sigil of Sarish* ability. When a scroll of *summon thy own* is scribed, the true name of the Infernal is also written into the spell, allowing the scroll to be used by any cleric of Sarish, even one who may not have personally bound the infernal. Once the Infernal is summoned with the scroll, it must then be bound to the cleric who read the scroll. This is accomplished through an alternate use of a *planar binding* spell (lesser or greater respectively).

Alternatively, the caster may negotiate a type of service (the instructions do not have to be as specific in this case) with the Infernal when casting this spell, supply the agreed-upon payment as per the *planar ally* spell, and then scribe the scroll of *summon thy own*, in which case the Infernal will immediately take the payment and return to the abyssal realms from whence it came. When the scroll is read, the Infernal must respond, whoever reads the scroll can then demand an appropriate service of the type that the original caster agreed to with the Infernal, which has already had the benefit of its payment for some time. Of course, the Infernal will almost certainly try to dicker and insist that the payment it received was not high enough for the service that is now being asked of it...

Note: For details on the Greater Binding Domain, see the Sarishan Binder Prestige Class, *Chapter 6 – Prestige Classes*.

XP Cost: 200 XP.

**Summon Tome**

Conjuration (Summoning)

Level: Brd (val'Abebi) 1, Clr (Althares) 1, HC (Althares) 2**Components:** V, S**Casting Time:** 1 round + 1 hour; see text**Range:** See text**Effect:** One summoned tome**Duration:** 1 hour/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell summons one phantasmal version of a tome from the Great Library of Althares. The tome will cover any one Knowledge skill you wish (and which is generally available – see *Chapter 4 - Skills* for some examples). For example, you may call for a book on Knowledge (local: Savona) but you cannot call for a book covering Knowledge (arcana: Deepest Secrets of the Sorcerer King).

If you spend one hour to read the tome summoned by this spell, you can then make untrained Knowledge checks on the chosen subject for the duration of the spell. If you currently have the appropriate Knowledge skill, you gain a +5 bonus on your skill checks. After the book is read, or after the spell ends, the book disappears along with all the temporary knowledge you gained.

Sword of Faith

Evocation [Alignment Keyed]

Level: Honor 9, HC (All) 4, Pal 4**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Touch**Target:** Weapon touched**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

This spell blesses any weapon with your god's power. The weapon receives a +5 enhancement bonus, and deals an additional 2d6 points of holy damage to members of your opposite primary alignment. For example, in the hands of a Lawful Good cleric, this weapon would do an additional 2d6 points of holy damage vs. Evil creatures, and in the hands of a Neutral Evil cleric, this weapon would do an additional 2d6 points of holy damage vs. those of Good alignments. Additionally, the wielder of the weapon projects a field of *crushing despair* in a 10' radius, which only affects the wielder's enemies. Paladins of Illiir may have this spell cast on their weapons by another caster. However, for all others, only the caster of the spell may wield the weapon enchanted with this spell. In the hands of anyone else, the weapon performs as a normal weapon of its type.

Focus: A weapon of masterwork or better quality that is to be enchanted by this spell.

Touch of Agony

Enchantment [Mind-Affecting]

Level: Pain 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

With a touch, you suddenly amplify the pain in a single target. Upon a successful melee touch attack, the target suffers intense pain from the slightest scratch. For the duration of this spell, all hit point damage suffered by the target is multiplied by 3. Half the damage suffered (rounded down) is nonlethal. For example, if you cast this spell on a creature and then in the next round hit that creature for 5 points of damage, the creature actually suffers 15 points of damage – 8 lethal and 7 nonlethal. Creatures that are not subject to critical hits and/or do not have the capacity to feel pain (such as undead, constructs, and plants) are immune to the effects of this spell.

Transmute Liquids

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: 1 pint/level

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell permits you to convert one type of naturally-occurring liquid into an equal amount of another form of a harmless naturally-occurring liquid. You must touch the liquid (not merely its container) for the spell to take effect. Magical liquids (such as potions) are completely unaffected by this spell. Living creatures are completely unaffected by this spell. For example, one cannot convert someone's blood to wine. However, non-magical poisons can be rendered harmless by this spell, but the spell does not affect any poison that has already been ingested. This spell

may transmute a poison or an acid into a non-harmful naturally-occurring liquid, but the same is not true for the reverse. The caster may not convert water into poison, acid, or oil.

Material Component: A drop of the desired liquid, which must be dropped into the base liquid from your fingertip.

Twist of Fate

Transmutation

Level: Clr (Larissa) 2, Fate 1, HC (Larissa) 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

At any time during the duration of this spell, as an immediate action you may re-roll any single die roll. You must accept the second roll, regardless of the outcome. Alternately, you may force another player or the GM to re-roll any one die with the same restrictions. In any case, once any re-roll is made, this spell is discharged. This spell does not stack with itself for purposes of gaining or forcing multiple re-rolls. Any subsequent castings of this spell fail if a previous casting of this spell is already in effect. Any individual creature may only be affected once by this spell in any 24-hour period, regardless of the caster.

Water Stride

Conjuration (Teleportation)

Level: Clr (Yarris) 3, Drd 5, HC (Yarris) 4, Rgr 4, Sea 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

Saving Throw: None

Spell Resistance: No

You gain the ability to enter bodies of water and move from inside one body of water to another body of water. The first type of water you enter and all others you enter must be of the same type (salt or freshwater), and all must be large enough to completely immerse yourself in. By moving into one body of water, you instantly know the location of all other like bodies of water within transport range (200 ft./caster level) and may choose whether you wish to transport to another body of water or simply step out of the one you originally moved into. You may move into a body of water up to one time per caster level (passing from one body of water to another counts only as moving into one body of water). This spell lasts until the duration expires or you exit a body of water. This means that a 10th level cleric of Yarris could move across a large city by jumping from well to well 10 times, up to 2000 feet between each well. Each such jump is a full round action.

You can, at your option, remain within a body of water without transporting yourself, but you are forced out when the spell ends. If the body of water you are in is evaporated, lowered, frozen, or somehow destroyed, you are slain if you do not exit before the process is complete.

Whirlwind of Blades

Transmutation

Level: Clr (Hurrian) 2, HC (Hurrian) 2**Components:** V, S, F**Casting Time:** 1 standard action**Range:** 10 ft.**Area:** 10-ft. radius burst centered on caster**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

With the casting of this spell, you release your longsword into the air. It splits into 8 identical blades, which attack all targets around you, making no distinction between friend and foe. You make a melee attack (using your BAB + Wisdom modifier + any enhancement bonus possessed by your longsword) upon each target within the area of effect. Any target struck by one of these attacks suffers damage equal to that normally dealt by your longsword + your Wisdom modifier. For example, if you are using a *holy longsword* +2 and you possess a Wisdom of 18, the sword deals 1d8 (sword) +2 (enhancement bonus) +4 (Wisdom modifier) + 2d6 (holy damage if the target was Evil) points of damage. Your Strength bonus does not apply to damage dealt by the *whirlwind of blades*, and your feats and other special abilities (such as Weapon Focus or Weapon Specialization) do not factor into attack or damage rolls for these longswords.

Focus: Any longsword being wielded by the caster.

Wild Ride

Transmutation

Level: Clr 2, Sor/Wiz 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Targets:** You and one mount**Duration:** 24 hours (D)**Saving Throw:** None (harmless)**Spell Resistance:** No (harmless)

Before casting this spell, you pick a location and picture it in your mind (you must have visited the location). This desired location may not be changed after the spell is cast. Then, with a few short words, you invoke the spirit of the storm horse, which possesses your mount. After possession, you and your mount become incorporeal and start to move with incredible speed. For 24 hours, the mount will run in a straight line at ten times its normal movement rate to the destination pictured by you at the time of the casting. Neither you nor the mount need food, drink, or rest for the duration of the spell.

Word of Purification

Evocation [Good, Sonic]

Level: Clr 9 (Illir)**Components:** V**Casting Time:** 1 standard action**Range:** 80 ft.**Effect:** 80-ft. radius burst centered on you**Duration:** See text**Saving Throw:** Fortitude and Reflex partial; see text**Spell Resistance:** Yes

With but a single brilliant word, you radiate a glimmer of Illir's unforgiving radiance. This spell causes a globe of searing radiance to explode around you, creating a multitude of effects. First, all creatures in the globe (except you) are blinded and take 6d6 points

of damage unless they make a successful Reflex save. A successful save negates the blindness and halves the damage. A creature to which sunlight is harmful takes double damage. Second, all creatures in the area must make a successful Fortitude save or be stunned for 1d4 rounds. Third, negative energy undead and creatures with the Entropic or Tainted subtype caught within the burst take 1d8 points of damage per caster level (maximum 25d8). A successful Reflex save will half this damage. Any undead creature specifically harmed by sunlight is destroyed if it fails this save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were negative energy undead creatures. Fourth, the area within the effect of this spell becomes temporarily hallowed as per the *hallow* spell. Finally, this spell dispels any active spells with the Darkness descriptor that are wholly or partially within its area of effect.

Your Fire is Mine

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr (Nier) 4, HC (Nier) 4**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One humanoid creature that is raging**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

When you cast this spell, you steal the rage from a target. The affected target immediately stops raging and becomes fatigued (even if it does not normally become fatigued when its rage ends). You gain all of the benefits of the rage you stole from the target, including bonuses and duration. This does not stop the target from raging again if it has that capability (even if it could not normally rage more than once during the same encounter). You will rage for the number of rounds remaining when the rage was "stolen" from the target. You may not end the rage early, even if the target had the ability to do so. When the stolen rage ends, you suffer whatever negative effects (if any, such as becoming fatigued) that the creature you stole the rage from would have suffered. This spell in no way immunizes you from any limitations of raging, including spellcasting and skill use limitations.

Your Time to Die

Necromancy

Level: Clr (Neroth) 2, HC (Neroth) 2**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Touch**Target:** One dead creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

The Nerothians cannot use a dead body until the spirit is gone, and sometimes 24 hours is just too long to wait. This spell expels the spirit from the body immediately. The victim of this spell gets a Will save to negate the effects of the spell and keep his spirit with his body for the normal 24-hour period. If the victim makes the save, it is not his time to die, and that body cannot be targeted by this spell again.

Material Component: A vial of holy or unholy water (dependent upon the caster's alignment) that is sprinkled over the body of the target at the time of casting.

Bloodline Powers

A Val's bloodline reflects the divine influence granted to him and his kin by their patron deity. A Val's blood rank reflects the strength of this deific gift. As such, no Val can ever possess more than one bloodline, nor can he voluntarily change the bloodline he was born with under any normal circumstances. In all recorded history, the only reported instance of a Val switching bloodlines occurred during the creation of the val'Sosi. See the val'Sosi entry later in this chapter for more details.

Once a Val's bloodline and blood rank have been determined, he must select his bloodline powers. The number of these powers is equal to the Val's blood rank, and the powers are divided into different levels of strength. Whenever there is more than one bloodline power for any given level, a Val must possess two powers from that level before he can select powers of the next higher level. Therefore, a val'Abebi may choose *the tongues of man are of all men* as his first bloodline power, but he must then choose either *wisdom of the ages* or *enhanced memory* before he may choose any of the second-level bloodline powers. Once a power is chosen, a Val may not change his selection for any reason. A Val may advance his blood rank every four levels (4th, 8th, 12th, 16th, 20th) instead of increasing one of his ability scores. Some Val may begin their lives with a higher blood rank than others. Please see the Val racial entry (**Chapter 2 – Races**) for more information on character creation and blood rank.

Unless otherwise noted, all bonuses from bloodline powers are considered to be divine bonuses. All bloodline powers are considered to have a caster level equal to the Val's total character level. For powers that require a saving throw, the DC is equal to 10 + the Val's blood rank + the Val's Charisma modifier. Whenever a bloodline power requires the Val to divide either his blood rank or character level in half, the resulting number is always rounded down.

A character may only activate one Val bloodline power per round, even if the usage of the power is a free, immediate, or swift action. (The durations of multiple active powers may overlap once they have been activated, of course.) If a bloodline power specifically says that it may or must be used in conjunction with another power (such as the val'Borda powers *Cadic Guides My Hand* and *In Darkness There Is Death*) then activating both the linked powers at the same time only counts as a single activation.

The Major Bloodlines

val'Abebi

The val'Abebi are the descendents of a Valinor of Althares. They are originally from the far south of the eastern continent, and currently maintain a strong presence in the Republic of Altheria. They are renowned for their analytical minds and are regarded as the finest scholars on Onara today.

1st Level Bloodline Powers

Enhanced Memory (Ex)

The Autohypnosis skill (see the *Expanded Psionics Handbook*) is considered a class skill for the Val. This power does not grant the character any ranks in the skill, but he may make memorization checks (as detailed in the skill description) untrained. The Val gains a bonus equal to her total character level on all memorization checks made using the Autohypnosis skill.

The Tongues of Man are of All Men (Sp)

All knowledge is the province of Althares, and His children shall not be hindered from learning by any language barrier. Speak Language is a class skill for the Val, and she may make use of the *comprehend languages* spell at will as a spell-like ability.

Wisdom of the Ages (Ex)

Althares' wisdom lives in His children. All Knowledge skills are treated as class skills for the Val. Furthermore, every time she gains a level, the Val gains 1 extra skill point, which may only be spent on Knowledge skills.

If this power is chosen during character creation, then the Val gains a one-time bonus of 4 extra skill points (instead of 1) to spend on Knowledge skills at first level and thereafter gains the +1 skill point described above.

2nd Level Bloodline Powers

The Face of Althares (Ps) or (Sp)

To most, the motives of Althares' children are inscrutable. If the Val is psionically active and has the ability to manifest at least one psionic power, she adds the psionic power *conceal thoughts* to her list of powers known and she never has to pay the base 1 PP cost to manifest that specific power. (She still has to pay any PP costs for metapsionic feats or other extra-PP abilities that she uses in conjunction with the power.) Her manifester level for *conceal thoughts* is the same as her normal manifester level for her other psionic powers.

If the Val is not psionically active or does not have a manifester level, she instead receives the ability to activate a spell-like ability that grants the same benefits as *conceal thoughts*. This spell-like ability may be used once per day per two blood ranks (minimum 1).

If a Val who originally was not psionically active or did not have a manifester level at the time this power was gained subsequently becomes psionically active and gains a manifester level, then the benefits of this power switch from the non-psionic version to the psionic version.

The Lessons of Master Craftsmen (Ex)

The teachings of the great artificers live on in the blood of Althares' children. The Val adds her blood rank as a bonus on all Craft skill checks.

Perfect Recollection (Ex)

Once per day, the Val gains the ability to recall and review anything he has seen within the past week. With a full-round action, he may look back upon an event, a location, or any other purely visual memory for the purpose of picking out details he may have previously missed. The Val may make either a Spot

or a Search check as if he were reliving the moment, regardless of whether or not he made the check the first time. If he is unsuccessful, nothing new may be learned from his memories. The Val may attempt to use this power on the same location or event more than once, but must wait a period of 24 hours before doing so. Therefore, if a Val looked back upon a battle just before breaking camp for the night, he would have to wait until the following night to look back at that same battle again. However, if he chose to look back on a different event, he would only need to wait until dawn to do so.

3rd Level Bloodline Powers

The Gift (Sp)

Althares' knowledge extends to all things and all places. Once per day, the Val may call upon this knowledge in an attempt to augur the future. This allows the Val to use the *moment of prescience* spell as a spell-like ability.

The Secrets of Antiquity (Sp)

Because history is one of the world's greatest teachers, the children of Althares often go to great lengths to learn as much as they can about the past. Once per day, the Val may learn the history of any one item, place, or person, exactly as if he had cast *legend lore*, though all normal restrictions of the spell apply.

4th Level Bloodline Powers

The Blast (Ex)

Without the blessings of Althares, the alchemical formula for blastpowder creates little more than black sand. It is only in the prayers and incantations to Althares that the power which allows the powder to ignite and explode is found. Only a select few of His children are so gifted to know the secrets of infusing the alchemical with the divine. With an hour of prayer to Althares, the Val may infuse up to 200 shots of blastpowder with the required divine spark.

val'Assanté

The val'Assanté are the descendents of a Valinor of Illiir. The hereditary leaders of the Coryani Empire, they currently maintain their base of power in Grand Coryan. Traditionally viewed as the most prominent Val family, the val'Assanté are famous for their oratory and leadership skills.

1st Level Bloodline Powers

The Morning Banishes Shadows (Sp)

The tricks of light and shadow are no match for Illiir's unwavering light of truth. Once per day, the Val may *dispel magic*, though he may only affect spells from the Illusion school or spells with the Darkness descriptor.

Illiir Lights Your Way (Su)

Illiir illuminates the path of His faithful in even the darkest of places. At will, the Val may summon a small globe that floats around his body. The Val may move the globe in any direction as a free action by force of will alone, but the globe must remain within two feet of the Val at all times. The globe glows with a radiance equal to the *light* spell.



The Blinding Light of Truth (Sp)

The Val cannot be deceived by simple sophisms, and he may test the honesty of those around him as if he had cast *discern lies*. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

2nd Level Bloodline Powers

His Glory is With You Always (Sp)

Even in the darkest of nights, Illiir watches over mankind. His children are blessed with the ability to create *daylight*. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

He is With Me, I Shall Not Fail (Sp)

Illiir is the King of the Gods and His power is absolute. His children embody a small portion of this potential. Once per day, the Val may empower himself as if he had cast *divine power*.

The Searing Light of Illiir's Glory (Sp)

As the sun's gift is light and warmth, so too is its curse. The children of Illiir know this well. The Val may harness and concentrate the sun's energies to punish his enemies as if he had cast *searing light*. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

3rd Level Bloodline Powers

The Gift of Perfection (Su)

Illir grants a small gift of His perfection to His children. Once per day, the Val may perform a single perfect act, automatically scoring a natural 20 on any single attack roll, saving throw, or skill check. Use of this gift is a free action and does not change the time required to perform the chosen act. However, use of this gift must be selected in lieu of a die roll before the die is rolled; it may not be used to “fix” a low roll after the fact, nor may it be used to confirm an already-rolled critical threat.

The *Gift of Perfection* ability cannot be used to create an automatic critical hit. When this power is used to declare an attack roll as a natural 20, although the attack automatically hits, the power does not automatically make the attack a critical threat. A separate d20 must be rolled, and if the result of that d20 is within the weapon’s current threat range, then the attack is a critical threat. The *Gift of Perfection* only substitutes a natural 20 for the original attack roll; if a threat is rolled, then a normal critical-confirmation roll must still be made in order to turn that threat into a critical hit.

The Voice of the King of Gods (Sp)

Illir’s children share His bearing of command. Once per day, the Val may pour his force of will into his voice and impose his divinely granted authority upon those around him as if he had cast *greater command*.

4th Level Bloodline Powers

Word of Illir (Sp)

Illir’s virtuous radiance shines brightly within all His children, but only those closest to Him know how to release its glory. Once per day, the Val may purge the area around him of the impure and unworthy as if he had cast *word of purification* with the following exceptions: The Val’s effective radius is reduced to 20 feet centered on himself; the damage dealt to creatures with the Entropic or Tainted subtypes is altered to 2d8 per blood rank of the Val; the burst of light does not deal extra damage to fungi, mold, oozes, and slimes; and the *hallow* effects only last for a number of rounds equal to the Val’s blood rank.

val’Borda

The val’Borda are the descendents of a Valinor of Cadic. Within their seat of power in Plexus in the Coryani Empire, this Val family is usually viewed with fear and suspicion. Though never proven to be directly involved with shady or otherwise disreputable activities, they always seem to be peripherally associated. The val’Borda are master information brokers, spies, and if one believes the rumors, assassins.

1st Level Bloodline Powers

Music’s Soothing Charms (Sp)

Music is Cadic’s gift to Man, and His children understand the captivating intricacies of all melodies. Once per day, the Val may use music and song as if he were casting *hypnotism*. The Val must sing or play an instrument for at least 1 round and may only affect those who can hear him. In addition, the Val gains

Perform as a class skill, though no Perform skill check is required to use this bloodline ability.

Summon Night’s Shadow (Sp)

Cadic’s children roam freely throughout the night and many have discovered how to harness the shadows even in the daylight. Once per day, the Val may summon the night to his aid as if he had cast *darkness*.

To Know the Gloom of Night (Su)

The darkness of night is a welcome sight to the children of Cadic. The Val gains darkvision to a range of 60 feet. Unlike regular darkvision, he may still discern color at close range (within 30 feet). The Val is also unaffected by the *darkness* cast via *summon night’s shadow*, but he is still affected by all other forms of magical *darkness* and other spells and effects that obscure vision.

2nd Level Bloodline Powers

Cadic Guides My Hand (Su)

The children of Cadic have an uncanny knack for finding their opponents’ weaknesses. Once per day, the Val may treat one melee attack as a touch attack or one ranged attack as a ranged touch attack. Use of this gift is a free action and does not change the time required to perform the chosen attack. The use of this ability must be declared before the attack roll is made.

To Pierce the Veil of Shadow (Su)

Darkness cannot deny Cadic’s chosen from their destinies. Spells of the Evocation school with the Darkness subtype (including *darkness* and *deeper darkness*) have no effect upon the Val.

Within Night’s Embrace (Sp)

The shadows are Cadic’s ally, and His children have learned to move unnoticed within them. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may blend into the darkness as if he had cast *invisibility*. This ability may only be used in areas of low illumination, such as moonlight or candlelight. The presence of brighter light will dispel the effect.

3rd Level Bloodline Powers

In Darkness There Is Death (Su)

The children of Cadic have an instinctual habit of carefully studying their surroundings that, when combined with the intent to kill, can have devastating results. The Val learns to use the assassin’s *death attack* class ability (see *Core Rulebook II* for details). Should the Val possess the ability to perform a sneak attack as a class ability (items that grant sneak attack damage, such as *gloves of the rogue*, do not qualify) then he may perform the *death attack* as normal. Otherwise, the bloodline ability *Cadic guides my hand* must be used in conjunction with this ability for the *death attack* to be attempted.

The usage of *Cadic Guides My Hand* in conjunction with *In Darkness There Is Death* to make a death attack is considered a single activation for purposes of the usage limit of one Val bloodline power per round. When the two powers are combined

to make a death attack, there is no requirement that the target of the attack must be flat-footed or that the Val must make a successful sneak attack in order to deliver the death attack. When *In Darkness There Is Death* is used by itself, then all of the normal conditions for an assassin's death attack from the core rules must be met. In either case the Val still needs to study his target for 3 rounds before delivering the death attack.

Walking the Web of Shadows (Sp)

Cadic's children can intuitively sense the presence of natural darkness and become one with the shadows around them, slipping from one location to the next as if the shadows themselves were a doorway. The Val may use shadows as if he had cast the *shadow stride* spell. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

4th Level Bloodline Powers

Path of Shadows (Sp)

Some believe that the first shadow dancers must have tailored their shadow jump ability around one of the most famed and feared of the val'Dellenov bloodline powers. Tales abound of family monarchs "dropping in" unannounced upon their fellow kin and enemies alike. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may jump from any one area of shadow to another as if he had cast *greater teleport*. His caster level for this ability is equal to his total character level. If there are no shadows within 5 feet of the Val's chosen destination (GM's discretion), then the power fails and the Val remains in his original location, suffering no other ill effects.

val'Dellenov

The val'Dellenov are the descendents of a Valinor of Saluwé. Within their ancestral home of Panari in the Coryani Empire, the val'Dellenov follow a matriarchal system of family leadership. Most commoners associate this family with nature, and it is no surprise that this family controls vast expanses of farmlands and foodstuffs.

1st Level Bloodline Powers

The Hands of Our Mother (Su)

Saluwé's hunters stalk their prey as their animal brethren would, forgoing the weaponry of Man in favor of claws or talons. At will, the Val may, as a full-round action that does not provoke attacks of opportunity, sprout claws from her fingertips. These claws are natural weapons that deal 1d4 points of slashing damage. Monks who gain this ability may choose to strike with bludgeoning, piercing, or slashing damage when using their unarmed attacks.

We Are All Her Children (Sp)

All natural creatures are the children of the Green Mother, and just as the val'Dellenov care for the wild, the wild cares for them. The Val gains an animal companion as if she were a druid equal to one-half her character level. This animal must be a natural animal and must be of a type normally available to a druid. See the druid core class information in

Chapter 3 – Core Classes for more details. Should the Val already possess an animal companion from any class-related source (i.e. druid, ranger, master of the hounds, etc.) she is instead considered to be two levels higher in that class for the purposes of determining her animal companion's special abilities. This gift does not allow the Val to gain an additional animal companion if she already possessed one from her class levels. Furthermore, this gift does not allow a Val to select an alternative animal companion before meeting the class's level prerequisites (i.e. her actual class level, without the additional 2 levels granted by this power, must be sufficient to gain the specific animal companion according to the normal rules for the class).

The Earth's Grasping Hand (Sp)

Be it through a plentiful harvest, a fine and successful hunt, or the maintenance of a simple flower garden, the val'Dellenov appreciate and enjoy their connection with the land. The Val is so close to nature that she may call upon it for protection as if she had cast *entangle*. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

2nd Level Bloodline Powers

Nature's Voice (Ex)

All natural creatures are the children of Saluwé, and this bond allows the Val to communicate freely with her siblings. The Val is at all times considered to be under the effects of *speak with animals*.

We Are One with Her Domain (Su)

Nothing betrays hunted creatures more than their own footsteps, and the children of Saluwé were not meant to suffer such a fate. As such, the Val moves without ever leaving evidence of her passing, exactly as if she had the *trackless step* druid class ability. Furthermore, should the Val have three or more levels of druid or ranger, she may use trees for magical transportation as if she were casting *tree stride*, with the following exceptions: use of this power counts as a full-round action, with one standard action to activate it and one move-equivalent action to choose an exit point; the trees must be entered and exited in the same round; the Val may only move into a total number of trees equal to her blood rank; and she is limited to a transport range of 500 feet.

The Wild Within (Su):

Saluwé blesses her faithful with the ability to complete their connection to the environment by taking on the shape of natural animals. Once per day, the Val may turn herself into any of the following forms: baboon, badger, dire rat, dog, donkey, eagle, snake (Small viper), or wolf lizard. This ability functions exactly like the Wild Shape supernatural ability of a 5th-level druid (regardless of the Val's actual character level). See *Core Rulebook III* for statistics for these animal forms, except for the wolf lizard, which is found in the Appendix of the *Player's Guide to Arcanis*. To be clear, the only dire creature whose form can be assumed with this ability is that of the dire rat, even though some of the other animals listed also have dire versions.

A druid of at least 5th level who gains this

bloodline power instead gains one additional daily use of her wild shape ability and adds 1 to her druid level for purposes of determining which forms she can assume (but not the duration, Hit Dice limitation, or any other variable aspects of the wild shape ability).

3rd Level Bloodline Powers

The Land is My Ally (Sp)

Those close to Saluwé's teachings learn to call upon their brethren in times of need. Once per day, the Val may summon natural animals as if she had cast *summon nature's ally V*. All normal restrictions of the spell apply, except that this ability takes only a standard action to use instead of one full round.

The Thousand Forms of Nature (Su):

The children of Saluwé can tap into the primal nature within themselves with terrifying results. Once per day, the Val may turn herself into any creature from *Core Rulebook III* or the *Player's Guide to Arcanis* of the Animal type of size Tiny through Large. This ability functions exactly like the Wild Shape supernatural ability of an 11th-level druid (regardless of the Val's actual character level). Note that the 11 HD limitation of this ability will preclude the use of some animal forms that are within the allowed range of size categories.

A druid of at least 5th level who gains this bloodline power instead gains one additional daily use of her wild shape ability and adds 1 to her druid level for purposes of determining which forms she can assume (but not the duration, Hit Dice limitation, or any other variable aspects of the wild shape ability). These benefits stack with the corresponding benefits of the Wild Within bloodline power if the Val has both abilities.

4th Level Bloodline Powers

The Fist of the Earth (Sp)

As the children of the Green Mother, the val'Dellenov have a unique connection to all things associated with soil and stone. By using this connection, once per day the Val may summon earth elementals as if she had cast *elemental swarm*, though she must concentrate on nothing but controlling the elementals for the entirety of the spell or else they will return from whence they came. As per the spell, it takes 10 minutes for the first elementals to appear, and this time must be spent in uninterrupted prayer. This power may only be used to summon earth elementals; no other type of elemental will respond to the val'Dellenov's call.

val'Emman

The val'Emman are the descendents of the same Valinor of Nier as the val'Virdan. The val'Emman once lived peacefully in the city of Chendo, and became the victims of the jealousy and greed of the val'Virdan who sought their lands and power. Besieged and attacked at every opportunity by the val'Virdan family and ultimately by Leonydes val'Virdan during the Theocracy of the Cleansing Flame, this Val line was thought to be lost forever. However, the divine spark of the Gods is not so easily extinguished. Many Val who once thought they were val'Virdans have learned the truth of their lineage through the rediscovery of their *Mentagi*. This psionic crystal contains the knowledge and heritage of the val'Emman, and its

recent discovery has led many scholars to second-guess many of the accepted theories surrounding Val and their creation. Due to the recent "recovery" of this bloodline, the val'Emman have not yet had a chance to form a central base of power.

1st Level Bloodline Powers

None Shall Stand Who Oppose the Gods (Su)

The Judgment of Nier is uncompromising, and His children often share His unsympathetic views when dealing with their enemies. The Val may *smite* an opponent exactly as an equivalent-level cleric with the Destruction domain. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

The Dancing Flame (Su)

Raw strength and unyielding conviction are not the only weapons of Nier. The val'Emman enter battle with an inner fire that is as swift and deadly as a brush fire sweeping the dry plains. Once per day, the Val may either charge without being restricted to a straight line of movement (for example, around a corner) or she may add her blood rank to her attack and damage rolls when charging an opponent. The latter form of this ability stacks with the +2 bonus already provided by charging.

To Know the Sight of Our Lord (Su)

Wherever there is life, there is heat. The children of Nier can sense the energies burning within all beings, allowing them to see where normal Val cannot. The Val gains darkvision with a range of 30 feet.

2nd Level Bloodline Powers

The Flickering Flame (Sp)

Even as the fires of Nier consume all that stand in their way, each tendril of flame dances with a nimble grace that is almost impossible to follow with the naked eye. The Val has been gifted with the ability to move with such swift finesse that she becomes transient, flickering in and out of sight as if she had cast *blink*. This gift may be used once per day, and lasts for a number of rounds equal to the Val's blood rank.

The Sword of Heaven (Su)

The Lord of Flaming Destruction blesses His children with the spark that ignites the purest of flames. Any non-magical melee weapon wielded by the Val gains the *flaming* ability as detailed in *Core Rulebook II*. Any magical melee weapon wielded by the Val gains the *flaming burst* ability as detailed in *Core Rulebook II*.

To Withstand the Crucible of Flame (Sp)

There is no crucible that brings more anguish than the cleansing flames of Nier, and any who cannot withstand His trial by fire are judged unworthy of Paradise. Nier favors His children, however, and aids them in overcoming the physical pain caused by all fires, even those of His purifying inferno. Once per day, the Val may shield herself from fire as if she had cast *protection from energy (fire)* at a caster level equal to twice her blood rank (maximum caster level of 10).

3rd Level Bloodline Powers*Powerful Strike (Ex):*

Once per day, plus one additional time per day for every two blood ranks beyond 1st. The Val may use this ability as a *swift* action declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

The Wrath of the Just (Sp)

The children of the Master of Burning Ruin know well the secrets of harnessing His holy fire to strike down those who would dare to face their wrath. Once per day, the Val may call down a great pillar of flame as if she had cast *flame strike*.

4th Level Bloodline Powers*Burn the Heavens (Sp)*

Nier is the Ruler of the Fields of Ash, and in His glory shall His children reduce all before them to dust with a blazing inferno from the heavens. Once per day the Val may summon a terrible firestorm as if she had cast *meteor swarm*.

val'Holryn

The val'Holryn are unique in that they have no bloodline powers of their own and no patron deity in the Pantheon of Man. Essentially the val'Holryn are the chameleons of the Val race, able to assume the bloodline powers of any other Val family, while possessing none of their own. When selecting bloodline powers and abilities, a val'Holryn chooses any one of the other bloodlines to use for his power progression. Like all other Val, once this selection is made, it may never be changed. Historians and scholars alike are baffled by this mystery, but as of yet, no plausible explanation has been given to this enigma. Despite the mystery surrounding their lineage, the val'Holryn enjoy a reputation for being fiercely loyal and noble souls. Currently their main base of power lies in the city of Tralia in the Kingdom of Milandir.

val'Inares

The val'Inares are the descendents of a Valinor of Anshar. Generally pitied by the common populace due to the woe and suffering they endure, this Val family is scattered throughout Onara and enjoys no central base of power.

1st Level Bloodline Powers*She Takes Our Burden (Su)*

The favored of the Suffering Goddess gain a small measure of Her boundless endurance. While the Val still feels the adverse effects of harsh climates, he is no longer burdened by them and can withstand temperatures from zero to 110 degrees Fahrenheit with no ill effects. More extreme temperatures have their negative effects reduced by one-half.

Walk the Path of Stars (Sp)

The Ansharan portals predate even the elder races of Onara and Her children hold a special affinity for their use. As a full-round action, the Val may activate a portal and attune it to travel to any other portal he has studied or traveled through. Should the Val begin play with this bloodline ability, he is attuned to one portal of his choice; most often this is a portal in his home region. In order to attune himself to any further portals, the Val must either travel through said portal or spend 10 minutes studying it and running his hands over the stones. A list of portals the Val has become attuned to should be carefully maintained.

To Stride the World Entire (Su)

The children of the Far Traveler need not worry about the limitations of the body while out on the open road. Being able to resist the rigors of prolonged journeys, the Val receives a +10 bonus on his Constitution checks to resist non-lethal damage and fatigue while making a forced march.

2nd Level Bloodline Powers*Anshar Guides My Steps (Sp)*

Anshar is the Far Traveler and Her children's feet move with Her uncanny sense of direction. The Val gains Survival as a class skill and, once per day, he may pray to Anshar to guide him on his journeys. This prayer acts as the spell *find the path*, with the following exceptions: the Val may not sense or bypass *glyphs of warding* or any other magical traps; the Val may not sense or bypass any mundane traps unless they are specifically set off by feet (i.e. tripwires, false stone tiles, pressure plates on steps, etc); this gift may not be bestowed upon another person; and the Val may not use this gift to exit a *maze* spell, though he does receive a +10 bonus on his Intelligence checks to escape.

As Always, We Endure (Su)

The val'Inares are blessed with the incredible ability to tolerate even the worst pain, and even poison cannot break this steadfast endurance. As such, the Val is immune to damage from natural poisons such as a scorpion's sting or poison oak. Poisons from an unnatural source, such as shadow essence, are still deadly to the Val, though he receives a +5 bonus on his saving throws to resist their effects.

Endure the Pain of Others (Su)

As Anshar shoulders the suffering of others, so too shall Her children take these burdens upon themselves. For a number of times per day equal to his blood rank, the Val may transfer damage from a willing subject onto himself. With a successful touch attack, the Val may completely heal another natural, living creature by assuming that creature's wounds. The Val suffers damage equal to the total amount and type (lethal, non-lethal, ability) taken from the other creature, even if the amount is enough to kill him. The Val must take any and all damage at once. The Val may not select an amount of damage to heal with this ability; it is an all-or-nothing proposition.



val'Ishi

The val'Ishi are the descendents of a Valinor of Beltine. From their base of power in Enpebyn in the Coryani Empire, the members of this family are often viewed as holy men by the general populace due to their intimate connection to the afterlife.

1st Level Bloodline Powers

Return to Your Rest (Sp)

It is a rare val'Ishi who does not seek to free the walking dead from their unholy bonds of servitude to Neroth, and an even rarer one who does not wish to destroy them completely. As a child of the Warden of the Afterlife, once per day per character level, the Val may send beams of his own positive energy into his foes as if he had cast *disrupt undead* with the following exceptions: the number of rays cast with each use of this gift is equal to the Val's blood rank; and each ray requires its own separate ranged touch attack.

Speak With the Voice of Ancestors (Sp)

The blessed children of Beltine have a powerful connection to the spirits of others. Once per day, the Val can converse with a departed soul simply by visiting the gravesite or a place that was vitally important to the soul in question. Treat this ability as the spell *speak with dead* except that the Val speaks to the soul, not to the intellect or to the memories of the body.

The Hand of Ghosts (Su)

As the Forger of Souls stirs Her cauldron, seeking to simmer out the imperfections in the souls within, so too do Her children seek to touch the very spirits of those who would do wrong on Onara. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may make a single melee attack as if he were incorporeal (in other words, his normal melee attack is treated as if it were an incorporeal touch attack). Using this gift is a free action, and the Val is only considered incorporeal for the purposes of his attack; he does not remain incorporeal for the round.

2nd Level Bloodline Powers

The Loving Caress of Our Goddess (Sp)

The souls of mortal men require a lifetime of experience to learn and grow towards perfection, and a soul passing on too soon is often one that could have redeemed itself with more time. As such, the children of Beltine are tasked with healing those who cannot heal themselves. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may channel positive energy into his companions as if he had cast *mass cure light wounds* with a number of targets equal to his blood rank.

The Spirit Endures (Su)

The souls of Beltine's children know they will find no serenity in the afterlife, and thus they cling jealously to their mortal bodies. The Val, combining this resilience with the strength of his blood, gains immunity to death magics as if he were permanently protected by *death ward*.

3rd Level Bloodline Powers

Anshar's Mighty Strides (Sp)

Anshar's children shall not be restricted from traveling anywhere, even to the most remote places where Her great portals cannot reach. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may travel great distances in one step as if he had cast *dimension door*.

As We Suffer; So Shall They (Su)

The Weeping Goddess carries the weight of grief and pain not only upon Her shoulders, but also throughout Her entire being. Her children also carry such burdens, and they have learned to let it flow from their fingertips to inflict others who do not understand the path of suffering. Once per day, the Val may attempt a melee touch attack upon another living creature. This touch of pain stuns creatures with 50 or fewer hit points for 2d4 rounds and creatures with 51 or more hit points for 1d4 rounds. A successful Will save negates this effect.

4th Level Bloodline Powers

Her Gates are Everywhere (Sp)

The purest of Anshar's blood become internally attuned to the magics which flow through Her portals. Once per day, with a full minute of uninterrupted concentration, the Val may create a temporary portal within 20 feet of himself. He must select an existing gate of Anshar to which he has already become attuned to serve as his destination point the moment he opens the portal, and may not change this destination by any means. This portal will remain open for one minute, until the Val passes through it, or until it is dismissed. Whenever a portal is spontaneously created in this fashion, it leaves behind a trail that can be sensed by an Ansharan Gatekeeper's *locate portal* ability. This trail lasts for a period of hours equal to the Val's blood rank, and always registers as an inactive portal.

To Heal the Soul (Sp)

As the val'Ishi are tasked with healing the flesh, so too must they learn to heal the spirit and the very life essences governing the body. Once per day, the Val may cure a target's non-physical damage as if he had cast *restoration*. No material component is required.

3rd Level Bloodline Powers*Our Mistress Returns the Lost (Sp)*

Not all souls are ready to pass into the afterlife when the body falls. Through his intense connection to all spirits, once per day the Val may restore the soul back to its broken remains as if he had cast *raise dead*. All normal rules and time constraints for the spell apply, except the Val does not need to meet the material component requirement.

The Body is But a Shell (Su)

As the val'Ishi grows in power, he gains a greater ability to take upon the aspect of a ghost. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may shed his physical limitations and become incorporeal for a number of rounds equal to his character level. The Val gains all advantages and disadvantages of the Incorporeal subtype (as described in *Core Rulebook III*) except he does not suffer damage from holy water.

4th Level Bloodline Powers*The Mortal Coil is Not Easily Abandoned (Sp)*

Despite the frailties of the human body, the human spirit is unmatched in its determination and heroism, and it is this inner strength that the val'Ishi call upon in times of need. In order to mend the damage done to his companions, once per day the val'Ishi may concentrate and use the power of his companions' souls to restore their bodies as if he had cast *mass heal*, with the following exceptions: the Val may affect a maximum number of targets equal to his blood rank; no two targets may be more than 30 feet apart; and the maximum number of hit points the Val may restore to each creature is equal to 25 times his blood rank.

val'Mehan/val'Mehen

The val'Mehan are the descendents of a Valinor of Sarish. Centered in Nishanpur in Canceri, this Val family is treated with a mixture of fear and respect. Master manipulators and diplomats, val'Mehan are often found at the center of any intrigue.

1st Level Bloodline Powers*Arcane Servant (Su)*

The blood of the Patron of Sorcerers and Magi carries with it an affinity towards magical creatures. Even a Val without the gift of the arcane may call a familiar which will grow with him exactly as a wizard or sorcerer's familiar would. Should the Val already have a familiar, he gains the Improved Familiar feat instead, though he must meet all the normal prerequisites before he may utilize it. Therefore, a first level val'Mehan wizard may take *arcane servant* as his starting bloodline ability, but he may choose to wait as long as he desires to make use of the Improved Familiar feat he gains from it. Should the familiar

granted by *arcane servant* die, the Val suffers all normal effects for losing a familiar as detailed in *Core Rulebook I*.

Oath Maker (Sp)

Sarish is the Oath Maker, and His children are wordsmiths by instinct, writing and sealing pacts in His name with a drop of blood and a bit of wax. However, despite the ease with which their words flow, a Sarishan Oath is a devastatingly serious agreement. The Val may witness an oath between two or more willing parties. Each member of each party must supply a small quantity of blood, which the Val mixes with sealing wax. Once both parties have reviewed and agreed upon all points of the contract, the Val then binds and finalizes it with the prepared wax and his own personal seal.

Verbal agreements (known as bloodoaths) are also possible. As with the traditional Sarishan oath, the bloodoath is a pact to which all parties willingly agree. The blood required for the oath is collected in a goblet or on a sash of red cloth, during which the Val leads all involved in reciting the entirety of the agreement. While swearing upon the name of Sarish, the Val then finalizes the agreement by burning the cloth or drinking the blood. An informal version of the bloodoath can be done between two individuals by slashing their palms and shaking hands while reciting the desired oath, though the entire agreement must still be overseen by a val'Mehan.

In either case, the Sarishan oath is null and void if all involved do not participate of their own free will or if the pact encompasses specific individuals who are not present at the time of the oath making.

Should this contract be violated in any way, the offending person (or people) will be inflicted with the *curse of the oath breaker* as detailed in the *oath* spell.

Sarish is Known to His Chosen (Su)

As the Master of the Arcane, Sarish's children have an instinctual ability to sense magic within their environment. At will, the Val may determine if an object is magical simply by touching and scrutinizing it for up to three rounds as if he had cast *detect magic*.

2nd Level Bloodline Powers*Blood Calls to Blood (Sp)*

The children of the Blood God are gifted with the ability to sense and follow the trails this life-giving essence leaves behind. If the Val has access to even a single droplet of blood, regardless of age, he may unerringly track its owner once per day as if he had cast *locate creature*, with the following exceptions: The duration is extended to one day per character level; the range is extended to one mile per blood rank; firsthand knowledge, familiarity, and/or visualization of the intended target are not required; *mislead* and *polymorph* cannot be used to fool the Val; and *nondetection* on the intended target offers a 50% chance per day for the spell to hide the target from this ability. *Blood calls to blood* cannot be used more than once in any 24-hour period.

Our Master Bids You Obey (Su)

The Binder of Demons and Devils demands servitude and respect from the Infernal hordes, and

a small piece of that deference and fear is passed on to His children. As such, for a number of times per day equal to his blood rank, the Val may turn, rebuke, or command Infernal outsiders as a cleric turns undead. Clerics of Sarish who already possess this ability instead gain a +2 bonus to turning checks and an additional 1d6 points of turning damage versus Infernal outsiders.

Grace of the Cat Lord (Su)

The favored animal of Sarish is the cat, and His children are gifted with feline grace and stability. The Val gains a +5 bonus on all Balance skill checks, a +1 dodge bonus to Armor Class, and an additional 5 feet to his base movement speed. He loses the AC bonus any time he would lose any other dodge bonuses to AC.

3rd Level Bloodline Powers

Know the Work of Sarish (Sp)

Magic is so close to the val'Mehan that no amount of illusion can hide the truth of enchanted items from them. At will, the Val may determine all magical properties of any item he touches as if he had cast *identify*. The Val may also ignore any enchantments that mask the true nature of an item's magical properties, such as *magic aura*.

Stone Guardian (Su)

The children of Sarish can give some of their own essence to bind an Infernal to their service. The Val must obtain a small gargoyle statue (approximately 12 inches tall) with a market value of no less than 2,000 gold pieces, and bind it to his service with the soul of an Infernal outsider by smearing a touch of his own blood over its face and spending 24 continuous hours in ritualistic prayer. This results in the permanent loss of one hit point and costs the Val 500 experience points, but he gains a faithful and willing servant out of the statue, which now acts similarly to a *figurine of wondrous power*. Upon utterance of a chosen command word, the statue grows to the size and specifications of a Medium gargoyle (as detailed in *Core Rulebook III*). This figurine can be used once per day for a number of hours equal to the Val's blood rank. The gargoyle is considered to be an Infernal outsider and will revert to statue form if turned or commanded by a Sarishan cleric regardless of the amount of turning damage dealt. Should the gargoyle be forced to return to its statue form, either from being turned or from the Val using his command word, the gargoyle may not be called upon again for another 24 hours. If the gargoyle is ever killed, it will return to its statue form and cannot be used again for one full week. The Val may not possess more than one such gargoyle at any given time. Should this statue ever be destroyed, the Val must wait one full year before creating another.

4th Level Bloodline Powers

Brothers in Blood (Su)

The children of Sarish are masters of ritual and cooperative casting. On his own, the Val may pour his very life essence into his casting to heighten the potency of any single spell, once per day. The Val may sacrifice 5 hit points per blood rank to increase his spell's saving throw DC by 1 for every 5 hit points spent. The Val may not spend more hit points than he

would normally possess. He may not go unconscious from using this power, nor may he expend hit points gained from a temporary source, such as *heroes' feast*. This damage may not be healed in any way for 24 hours. Alternately, when using the Cooperative Spellcasting feat with his val'Mehan brethren, he may add an additional +1 caster level for every val'Mehan of equal or greater blood rank participating in the ritual, once per day. Using this ability is a free action, but only one version may be used per day. Its effects do not stack in any way; if there are two or more val'Mehan casters with the Cooperative Spellcasting feat, only one of them may make use of this bloodline ability at a time.

val'Mordane

The val'Mordane are the descendents of a Valinor of Neroth. Centered around their power bases in Abessios and Ventaka, this Val family seems to be surrounded by an air of death, making most commoners give them a wide berth.

1st Level Bloodline Powers

I Know You, Brother (Sp)

As the children of He Who Extends Life Beyond Death, the val'Mordane have an instinctual ability to sense the walking dead within their environment. At will, the Val may determine if any undead are present in his general vicinity as if he had cast *detect undead*.

Neroth's Discourse (Sp)

The flesh and the intellect are the domain of Neroth, and His children know well the value of a corpse. Once per day, the Val may call upon the memories still present in the body of the deceased, as if he had cast *speak with dead*.

The Mercy of Neroth (Su)

Neroth is the Decayed Master of Pestilence, and His children are blessed with an innate resistance to even the most lethal ailments. Though he may still carry and spread them, the Val is immune to all effects of non-magical diseases. Any time the Val needs to make a Fortitude save to determine whether or not he contracts a disease, the results of the saving throw are only used to determine whether or not he has become a carrier. In order to determine whether he is carrying a disease or not, the Val may make a Heal check (DC 15). If he is infected, all normal steps required to remove or treat the disease must be taken or else he risks infecting the others around him. (Of course, sometimes that is exactly the goal he hopes to achieve...)

2nd Level Bloodline Powers

All Things Die (Sp)

Death is many things: the passage of time, a doorway, a moment, a bit of rust, a corpse. Neroth's followers know this well, and are able to see death and decay within all things. Once per day, the Val may make an unarmed melee touch attack as if he had cast *rusting grasp*.

Eternal Servant (Sp)

Those beyond the mortal coil are destined to forever serve Neroth and His children. Once per day, the Val may call upon this heritage as if he

had cast *skeletal companion*. This may not be used in conjunction with any other casting of *skeletal companion*. Should this ability be used again before the first skeleton is destroyed or lost, the first skeleton will crumble to dust as the second one rises.

Neroth's Embrace (Sp)

Disease and virulent illness are grim celebrations of the Decayed Master of Pestilence. In order to spread His teachings, once per day the Val may infect another creature with sickness as if he had cast *contagion*. The targeted creature still receives a saving throw against the disease as normal, but the initial infection is automatic (no melee touch attack is required). The creature to be targeted must be within 30 feet of the Val at the time this ability is used.

3rd Level Bloodline Powers

Brother, Feed Elsewhere (Sp)

The undead hunger for the life essence of the living, but the children of Neroth will not be fed upon by those who have received His blessings. As such, the Val gains immunity to death magics as if he were permanently protected by *death ward*.

Death is Not an Ending (Sp)

The body is but a shell, a vessel, and a tool. The children of Neroth do not view death as an end to the usefulness of the body, nor do they see the undead as something to be feared. To demonstrate the benefits of living and fighting alongside the walking dead, the Val may shake the sleep from nearby corpses once per day as if he had cast *animate dead*.

4th Level Bloodline Powers

Neroth's Final Blessing (Ex)

The greatest blessings of Neroth do not come lightly, and few receive them with such open arms as the val'Mordane. The journey into un-life carries with it great power and strength, shedding the fears and frailties of the human form in exchange for life everlasting, though only those closest to Neroth's teachings truly comprehend this. In such a measure of understanding, the Val's body is reborn as that of a walking dead, gaining the Undead template (see *Appendix* for details).

val'Ossan

The val'Ossan are the descendents of a Valinor of Yarris. Centered around the city of Naeraanth in Milandir, these noble and slightly aloof Val enjoy being near the ocean and generally excel at all crafts and professions associated with the water.

1st Level Bloodline Powers

Upon the Oceanlord's Back (Ex)

Any ship manned by a val'Ossan need never fear being left adrift at sea by a dead calm. Whenever the Val is on a ship, that ship may sail as though it is under the effects of a moderate wind if the prevailing weather conditions are for anything less than a moderate wind. (This power does not allow the Val to reduce the strength of winds stronger than moderate or to control the weather directly.)

Yarris' Breath (Ex)

The children of the Sea King were never meant to drown within His watery domain. The Val gains the



extraordinary ability to breathe underwater through a pair of gills that sprouts from her neck whenever she is immersed in water. The Val also gains a base Swim speed of 20 feet, which allows her to move through normal water conditions without having to make Swim checks. She gains a +8 racial bonus on any Swim check to perform a difficult action or avoid a hazard. She may always choose to take 10 on a Swim check, even if distracted or endangered. The Val may use the run action while swimming, provided she swims in a straight line. Swim is always treated as a class skill for her.

Yarris' Step (Sp)

As Ruler of the Waves, Yarris grants His children a measure of control over the seas. The Val may make use of the *water walk* spell (self only) at will as a spell-like ability. This version of the spell only works for walking upon bodies of liquid water, however (i.e. it does not work on mud, quicksand, ice, snow, lava, etc.)

2nd Level Bloodline Powers

He is Master of Waters (Sp)

In all the human realms, the children of the Sea King are the only true masters of His domain. In demonstration of this intense connection to water, once per day the Val may calm even the most tumultuous waves or raise them into a dome as if he had cast *control water* with a duration of 10 minutes per blood rank.

My Brothers Shall Not Harm Me (Su)

The Master of the Oceans will not permit His minions to attack His children. No natural animals of the sea, including animal companions, will voluntarily attack the Val. Magically dominated or controlled animals, as well as summoned animals, that are commanded to attack the Val receive an additional Will save to ignore the command, even if the spell does not normally allow a saving throw (such as

summon nature's ally) or the creature already failed a previous save. Such creatures receive a divine bonus equal to the Val's blood rank on the additional saving throws granted by this power. If the creature's Will save fails then it attacks the Val as directed but may attempt another save if it is directed to continue attacking on a subsequent round. If the save succeeds then the creature stands still and does nothing for that round (continuing to defend itself normally).

My Lord's Domain is as Mine (Sp)

Water is ever-flowing and always malleable. The val'Ossan knows this and may adapt as water does. She gains the granted power of the Travel domain from *Core Rulebook I*. If she already has the Travel domain's granted power then she adds her blood rank to the duration of the *freedom of movement* effect granted by the domain.

3rd Level Bloodline Powers

The Oceanlord's Gift (Sp)

While the sea gives many gifts to the human lands, it also has the power to destroy many things that land-walkers love. With 10 full minutes of prayer to the Sea King, the Val may summon up a hurricane while in coastal areas or a terrible rainstorm while landlocked as if he had cast *control weather*. The Val may only summon up torrential rain or hurricane-force winds as detailed in the spell description, but he is not restricted to the seasonal requirements and may not change or stop his chosen weather conditions once he has summoned them; he must wait for them to pass naturally.

The Sea is My Ally (Sp)

The children of Yarris can call upon the creatures of the sea to aid them. Once per day, the Val may summon a single aquatic creature as if he had cast *summon nature's ally V* (including the ability to choose from lower-level lists and gain a larger number of creatures).

The Val automatically succeeds on any Handle Animal skill checks needed to control or direct the creatures summoned by this power. The duration of the summoning effect is one hour per blood rank (instead of the usual one minute per caster level). This power may only be used to summon creatures that have the Aquatic subtype, that normally dwell entirely within an aquatic environment (such as a celestial sea cat), or that spend a majority of their life in or under the water (such as a fiendish crocodile).

4th Level Bloodline Powers

Redeem What is His (Sp)

Water is Yarris' gift of life. Without water, the gardens of Saluwé would not bloom, the tears of Hurrian's stormy skies would not fall, the blood of Sarish would not flow, and all of Onara would crumble to dust. This gift may be reclaimed, however. Once per day the Val may make use of *horrid wilting* as a spell-like ability. Her caster level for this spell is equal to her total character level. Creatures with the Aquatic or Water subtypes do not receive a saving throw against the effect.

As the gift of water and life is taken from those who suffer the Oceanlord's wrath, it is also transferred to the child of Yarris who reclaimed it. The Val gains a number of temporary hit points equal to the amount

of damage suffered by the single creature that suffered the most damage from the spell. (If more than one creature tied for the most damage taken, then it does not matter which creature is used – the Val only gains that amount once.) These temporary hit points last for one hour per blood rank.

val'Sheem

The val'Sheem are the descendants of a Valinor of Larissa. Centered around their base of power in the city of Savona in the Coryani Empire, the val'Sheem are an extroverted and passionate family. They are widely renowned for their quick wits, winning smiles, endurance while imbibing, and their hedonistic practices.

1st Level Bloodline Powers

Fortune Favors the Bold (Su)

Luck is a fickle mistress, but She favors those who make their own fortune. Once per day, the Val may re-roll any single die roll, keeping the preferred result. This gift is limited to one die, and therefore may not be used to re-roll the total damage of a *fireball*, though it may be used to re-roll a single d6 of said damage.

Walk the Web of Fate (Sp)

Fate and fortune weave a tangled web that can be difficult for even the most devoted diviners to unravel. The children of Larissa, however, are blessed with an innate ability to peek into the near future to determine their fate. With a moment of meditation and a prayer, the Val may get a hint of insight into the wisdom of his actions once per day as if he had cast *augury*.

Gift of Joy and Pleasure (Sp)

Lady Luck understands that battle is as much of a gamble as any game of dice or cards, and She wishes for Her children to know the satisfaction of outmaneuvering their opponents. As such, the Val may fill his allies' thoughts with the most joyful dreams of success as if he had cast *bleed* in order to help turn the odds in his favor. This ability can be used once per day per bloodrank.

2nd Level Bloodline Powers

The Temptations of the Flesh (Sp)

The Divine Harlot blesses Her children with beauty and Charisma capable of wooing even the most modest knights of Milandir. Once per day, the Val may entrance another as if he had cast *charm person*, though he may only charm those who would have a reasonable chance of being physically attracted to him, such as those of the opposite sex.

Our Waters Are as Wine (Sp)

The Larissans of Sweet Savona have a saying: "In vino veritas," or "in wine there is truth." Whether it be for the sheer pleasure of imbibing, to loosen the tongue of a secretive noble, or to rejuvenate himself, the Val may transmute common water into wine, or transmute a drink of wine into a magical potion. This power may be used once per day per two blood ranks (minimum 1). The Val must be touching or holding the vessel or container. The use of this power is a standard action that provokes attacks of opportunity.

The Val may turn up to 1 pint of water per blood rank into fine wine as if he had cast *transmute liquids*

(see page 272). This change is permanent. The wine so created is always fresh and delicious (for example, the Val cannot deliberately create sour wine to discomfit a social rival). Alternatively, the Val may transform a single draught of any sort of wine into a single draught of a magical potion. This potion has a caster level equal to the Val's blood rank (maximum 5) and may be chosen from the following list: *cure light wounds*, *mage armor*, *protection from (alignment)*, *remove fear*, *sanctuary*, or *shield of faith* (+2). The potion so created functions only for the Val who manifested the power, and it turns back into non-magical wine at the end of the Val's next turn if it is not consumed. (Note that drinking the potion requires an additional standard action above and beyond the standard action required to activate this power.)

This power has no effect on any liquid that is already magical (such as potions) even if the liquid includes water or wine as part of its mixture.

The Rewards of the Flesh (Su)

Larissa teaches that there is joy to be found within all things, and Her children often spend a great deal of their life traveling the world to learn what they can of the numerous forms of pleasure. On such journeys of exploration, the Val may meet many people and hear many things, giving him a bit of insight beyond what a normal human would possess. Once per day, the Val may think back upon his travels to recall something he may have seen or heard as if he were using *bardic knowledge* as a bard equal to his total character level.

3rd Level Bloodline Powers

Look Through the Eyes of Our Mistress (Su)

The gift of foresight is often unwelcome. The character has uncontrollable flashes of insight into future events. These come as visions or dreams and cannot be directed or sought successfully. These visions are also typically cryptic and are often only appreciated after the events foretold transpire. Once per day, at the GM's discretion, the Val may make a vision check to see if he has received a vision relevant to the area or situation he is in. To make a vision check, roll 1d20 and add the Val's character level and his Charisma modifier. This ability is somewhat similar to a *bardic knowledge* check, although the visions the Val gains are fragmented and disjointed. These brief visions tend to focus on events and individuals with strong emotional elements.

Touch of Pleasure (Sp)

Those who study the Sixty-Seven Acts of Debauchery know of a pressure point that can send any human into a fit of ecstasy so powerful that they can do nothing but quiver with pleasure. The Val knows the location of this point so well that, once per day, he may simply concentrate on it from a distance, as if he had cast *euphoria* with his saving throw DC increased by a number equal to his blood rank.

4th Level Bloodline Powers

My Lover My Heart (Sp)

The most blessed follower of Larissa can call upon the memories of past lovers to fulfill and heal himself and his companions. With a shiver of pleasure, once per day the Val may send visions of love and physical gratification through his own mind and the minds of his companions, as if he had cast *phantasmal lover* with an extended number of targets equal to his blood rank.

val'Tensen

The val'Tensen are the descendents of a Valinor of Hurrian. This Val family is currently divided between two bases of power. One is in Ulfila in the Coryani Empire; the other is in Moratavia in the Kingdom of Milandir. Tension between these two factions is high and has broken out into open warfare in the recent past. The val'Tensen have a reputation for not suffering fools lightly. They are generally even-tempered and slow to anger, but when they do, their fury knows no bounds.

1st Level Bloodline Powers

His Might is Our Own (Su)

The Storm Lord strikes with the concentrated might of a thousand lightning bolts. Such intense control is truly understood only by His children, who are gifted with the ability to focus the power of their blows. With a crackle of electricity, once per day the Val may gain a +2 bonus to Strength for one minute per character level. This bonus increases by 2 for every 2 blood ranks beyond 1st (a total of +4 for blood rank 3, +6 for blood rank 5, and so on). This requires a standard action.

His Redoubtable Strength (Sp)

The children of the Grand Strategist of the Gods understand that protecting those who cannot protect themselves is just as important to victory as overcoming the opposition. Trusting in his own physical prowess and fortitude, the Val may declare a single target as his charge once per day, as if he had cast *shield other*. This charge must be of human blood (dark-kin, gnome, half-hobgoblin, half-orc, human, or Val) and will remain under the Val's protection for the rest of the day, even if the Val should fall unconscious. If the charge moves out of the spell's area of effect, the spell will resume as soon as he re-enters it. There is no focus requirement for this ability (in other words, the usual platinum rings associated with the *shield other* spell do not need to be worn by the Val and his charge).

Electricity is Our Ally (Su)

The God of Storms is also the Lord of Lightning. His children are well suited to its rigors. The Val gains an amount of permanent electricity resistance equal to three times her blood rank. For example, a val'Tensen of blood rank 3 would gain electricity resistance 9.

2nd Level Bloodline Powers

Hurrian's Wrath (Sp)

The sky is the domain of Hurrian. His breath is the wind, the pouring rain is formed of His tears, and the clouds drift and darken with His moods. His voice, however, is the rolling thunder, and each bolt of lightning is a swift strike of His longsword. The Val knows that he may call upon Hurrian's might for aid, and once per day as a full-round action he may pray for the power of the storm to assail his enemies, as if he had cast *call lightning*.

The Thunderer's Gift (Su)

The voice of Hurrian is so intense that only the most stalwart warriors may withstand its staggering conviction. With a pulse of electricity, the Val may call upon the thunder once per day to create a concussive blast that radiates out from his body 30 feet in all directions (60-foot diameter burst, centered on the Val).

The Val is immune to its effects, but all those caught within the radius suffer 2d6 points of sonic damage and must succeed on a Fortitude save or be stunned for 1d4 rounds. If the Val is in an area of *silence*, all sonic damage is negated, but the concussive force remains and the Fortitude save is still required.

The Reluctant Warrior (Ex)

The true strength of Hurrian lies in His ability to protect others. As such, once per day the Val may gain a +2 bonus to his AC, attack rolls, and saving throws for as long as he is acting in defense of one or more innocent or helpless beings. Some examples of this sort of protection include defending a farmstead from raiders, holding the walls of a city under siege, shielding a child from harm, or standing over a fallen comrade. Using this power is a free action and may not be suppressed. The Val may not choose when this power activates; it is up to the GM's discretion, and may not be abused (i.e. going into town to find a kid to walk around with just so he can be "defended" later).

3rd Level Bloodline Powers

Reluctant No More (Su)

Though Hurrian is known as the Reluctant Warrior, woe be unto those who enrage him, for his inner fury outmatches even the fires of Nier. Boiling within every val'Tensen is a focused rage that erupts with incredible fury. Because sometimes the best defense is a powerful offense, once per day the Val may go into a frenzy that is identical to the barbarian's rage ability as detailed in *Core Rulebook I* with the following exceptions: the Val retains his mental composure throughout the rage for the purposes of making tactical decisions; the Val is not fatigued when the rage ends; and the effects of this rage stack with any effects granted by rage from another source, such as barbarian levels or the spell *rage*.

The Winds are Mine to Command (Sp)

The wind and the rain flow through the children of Hurrian as if they themselves were tiny storms given human form. As such, the Val is connected to the sky and with uninterrupted prayer, once per day he may call upon the clouds to gather for a storm or part to allow the light of Illiir to shine upon his face as if he had cast *control weather*. The Val may either summon or halt a natural tornado, thunderstorm, torrential rain, or hurricane-force wind, but he is not restricted to the seasonal requirements. Once summoned, he must allow the weather to run its natural course; he may not stop it by any means.

4th Level Bloodline Powers

The Tempest (Sp)

As children of the Thunderer, the val'Tensen have a unique connection to all things associated with air and electricity. By using this connection, once per day the Val may summon air elementals as if he had cast *elemental swarm*, though he must concentrate on nothing but controlling the elementals for the entirety of the spell or else they will return from whence they came. As per the spell, it takes 10 minutes for the first elemental to appear, and this time must be spent in uninterrupted prayer. This power may only be used to summon air elementals; no other type of elemental will respond to the val'Tensen's call.

val'Virdan

The val'Virdan are the descendents of a Valinor of Nier. With their base of power centered in Northern Cancri near Nier's Spine, this Val family is renowned for its martial prowess and strict religious doctrine. Some of the finest warriors of Onara claim the lineage of this family.

1st Level Bloodline Powers

None Shall Stand Who Oppose the Gods (Su)

The Judgment of Nier is uncompromising, and His children often share His unsympathetic views when dealing with their enemies. The Val may *smite* an opponent exactly as an equivalent-level cleric with the Destruction domain. This may be done once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth).

To Know the Sight of Our Lord (Ex)

Wherever there is life, there is heat. The children of Nier can sense the energies burning within all beings, allowing them to see where normal Val cannot. The Val gains darkvision with a range of 30 feet.

The Unwavering Resolve of the Destroyer (Ex)

The children of Nier are fearless and confident, never questioning their convictions or their strength of will. As such, the Val gains a +1 bonus on all Will saves versus divine spells cast by worshippers of Nier, and an additional +1 bonus (for a total of +2) on all Will saves versus divine spells cast by worshippers of any other deity or power.

2nd Level Bloodline Powers

Judgment Awaits the Unworthy (Su)

The Judgment of the Gods has the power to send a man's spirit through the Gates of Paradise or into the boiling depths of Beltine's Cauldron. Some of this scrutiny has been passed along to His children, who often are the very ones sending these souls up to face His judgment in the first place. Once per day, the Val may impose Nier's will upon any human-blooded (dark-kin, gnome, half-hobgoblin, half-orc, human, or Val) foes within a 30-foot radius (60-foot-diameter burst, centered on the Val). Those within the area of effect must succeed on a Will save or else be deemed unworthy and suffer a penalty equal to the Val's blood rank on all attack rolls made against him; any Val caught within the radius may add her own blood rank to her saving throw.

The Sword of Heaven (Su)

The Lord of Flaming Destruction blesses His children with the spark that ignites the purest of flames. Any non-magical melee weapon wielded by the Val gains the *flaming* ability as detailed in *Core Rulebook II*. Any magical melee weapon wielded by the Val gains the *flaming burst* ability as detailed in *Core Rulebook II*.

To Withstand the Crucible of Flame (Sp)

There is no crucible that brings more anguish than the cleansing flames of Nier, and any who cannot withstand His trial by fire are judged unworthy of Paradise. Nier favors His children, however, and aids them in overcoming the physical pain caused by all fires, even those of His purifying inferno. Once per

day, the Val may shield himself from fire as if he had cast *protection from energy (fire)* at a caster level equal to twice his blood rank (maximum caster level of 10).

3rd Level Bloodline Powers

Powerful Strike (Ex):

Once per day, plus one additional time per day for every two blood ranks beyond 1st. The Val may use this ability as a *swift* action declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

The Wrath of the Just (Sp)

The children of the Master of Burning Ruin know well the secrets of harnessing His holy fire to strike down those who would dare to face their wrath. Once per day, the Val may call down a great pillar of flame as if he had cast *flame strike*.

4th Level Bloodline Powers

The Blazing Swarm (sp)

As the children of the Master of Burning Ruin, the val'Virdan have a unique connection to all things associated with flames. By using this connection, once per day the Val may summon fire elementals as if he had cast *elemental swarm*, though he must concentrate on nothing but controlling the elementals for the entirety of the spell or else they will return from whence they came. As per the spell, it takes 10 minutes for the first elemental to appear, and this time must be spent in uninterrupted prayer. This power may only be used to summon fire elementals; no other type of elemental will respond to the val'Virdan's call.

The Minor Bloodlines

val'Baucisz

The val'Baucisz are the descendents of the Valinor Mish, the Shadow of Sarish. Their traditional lands were in the ancient forested hills of what is now Upper Annonica in the Coryani Empire, but they were driven off for unspeakable atrocities after the Shadowed Age. Now, the surviving members of this clan reside in the League of Princes, mainly in Eppion and Mhyrcia. Fear and dread accompany the name of this Val family and many hope the rumors that this Val family line is slowly dying out are true.

1st Level Bloodline Powers

Consort With the Master's Pets (Sp)

The cat is the sacred animal of Sarish, placed on Arcanis as His minion to aid the adepts of magic. The val'Baucisz may converse with any feline at will as if he had cast *speak with animals*. Should the Val have access to a familiar (such as a level of wizard) and summon a cat, he does not need to pay the 100 gold piece material component fee normally associated with summoning a familiar.



Visage of the Damned (Sp)

The Shadow of Sarish takes form in the countenances of the val'Baucisz with terrifying results. Once per day, the Val is able to call upon a black rage inside himself, which distorts his face into a vicious mask of hate that instills dread into the hearts of those who gaze upon it. This functions as if he had cast the spell *cause fear* with the following exceptions: the Val may affect a number of targets equal to his blood rank; all targets must have a clear line of sight to the Val; any form of visual concealment, such as *obscuring mist*, negates the effects; and any targets who are blind or otherwise cannot see the Val are immune.

2nd Level Bloodline Powers

Thy Kindred Shall Protect and Serve Thee (Sp)

The Binder of Demons and Devils gives many gifts to his children, but few are greater than the ability to summon and control the Infernal. With a dark whispered prayer, the Val may call upon his ancient allies as if he had cast *summon monster III*, but he may only summon a fiendish creature or an infernal. All normal restrictions of the spell apply, except that this ability takes only a standard action to use instead of one full round.

Tale of Blood (Su)

While the val'Mehan are able to track a creature through its blood, the val'Baucisz are able to learn its true nature. By tasting (or having his cat familiar taste) a droplet of blood, the Val may uncover a rough idea of the background and power level of the blood's owner. After the blood has been consumed, the Val must succeed on a Will save (DC 10 for standard humans; DC 10 plus the target's blood rank for Val; DC 15 for all other creatures) to which he may add his own blood rank. For every two points above the required DC, the Val learns a single piece of information, which is revealed in the following order: Given name, Val line (if any) or surname, race, age, blood rank (if any), profession (classes, if any, and whether or not the target is higher or lower level than the Val), nationality, fealty (who the target really serves,



i.e. a Milandisian knight who is actually sympathetic to the Emperor of Coryan). The Val may not attempt to learn about the same target more than once in any 24-hour period, but he may use this ability on a number of subjects equal to his blood rank each day.

3rd Level Bloodline Powers

Ward of the Oathmaker (Sp)

The val'Baucisz guard their family secrets, never willingly allowing another to pry into their shadowy pasts. As such, once per day, the Val may cast a *glyph of warding* (*spell glyph*) with the following exceptions: the spell stored in the glyph must be *summon monster III* (alternately, if he cannot cast spells, the Val may store his bloodline ability, *thy kindred shall protect and serve thee*); the summoned creatures must be devils, demons, or fiendish creatures only; and the number of creatures summoned with this spell triggered by the glyph is double the standard amount.

Black Prince of the Night (Sp)

While the val'Baucisz do not allow others to uncover their family mysteries, they are more than adept at unraveling the secrets of those around them. The intelligence and arcane gifts of Sarish serve the Val well, and once per day plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), he may turn into a cat, bat, or rat as if he had cast *polymorph*. This transformation takes only a thought, cannot be gifted to anyone else by any means, and is a standard action that does not provoke attacks of opportunity. The Val may only choose from the three forms listed, and all forms are normal for their species with the exception of being completely jet black in fur, skin, and claws.

val'Haupt

The val'Haupt are the descendents of a Valinor of Saluwé. This minor bloodline maintains its base of power in the Hinterlands, where they field some of the finest cavalry on Onara. Thought by some to be only a family of minor importance, they nevertheless maintain holdings in Milandir, Cafela, and the League of Princes. They also maintain a vast network of mercantile contacts nearly everywhere who may or may not double as agents of information...or worse.

1st Level Bloodline Powers

Swan's Song (Sp)

The wild is filled with all the songs of nature, each one pristine and beautiful in its own respect. As the cooing dove or the baying wolf, the val'Haupt may sing with the clarity of her inner soul. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may use this song to *bless* herself and her companions.

Fierce Defender (Sp)

As the mother wolf bares her fangs at an intruder to her den and the father bear stands tall to show his might in defense of his cubs, the val'Haupt are there to protect their companions whenever they are in need. Once per day, the Val may select a charge to defend in combat. For 24 hours, whenever she begins a round within 5 feet of her charge, she may choose to forgo all other actions (including movement) and ready an action to defend. Whenever her charge is attacked in melee combat, she may take an immediate attack of opportunity against that foe. The Val effectively steps into her charge's square (though she does not incur any squeezing penalties for doing so) for her attack of opportunity and must be able to reach the opponent from that square. Therefore, if the Val is wielding a spiked chain and a creature with 10-foot reach attacks her charge from 10 feet away, the Val may freely take her attack of opportunity; however, if she were wielding a longsword, she would not be able to reach the creature and therefore could not take her attack. The Val may make attacks of opportunity provoked through this power a number of times equal to her blood rank each round. Should the Val possess any feats or abilities that grant her additional attacks of opportunity (such as Combat Reflexes), she may not use those attacks in conjunction with this power. However, should a creature provoke an attack from her in a standard fashion (such as moving through her threatened area), she may still take those attacks of opportunity as normal and they do not count against the number of attacks of opportunity provided by this power.

2nd Level Bloodline Powers

Swan's Grace (Ex)

Saluwé blessed both the swan and the val'Haupt with unmatched charm and elegance. The Val gains a +2 bonus to Balance, Diplomacy, Jump, and Tumble skill checks.

Into the Wind (Sp)

The speed and grace of a swan in flight are gifts known to no other creature, save the val'Haupt. As if she had wings of her own, the Val may cast *fly* (self only) once per day, with a duration of 1 minute per blood rank.

3rd Level Bloodline Powers*The Migration (Sp)*

As the swan migrates to warmer climates during winter, so too can Saluwé's children transport themselves to safe havens in dire times. The Val may cast *teleport* once per day.

Whistling Swan (Sp)

The call of the swan is one of the most unique sounds in all of Saluwé's realms, and only the val'Haupt have been gifted with an equally inimitable song. Once per day, the Val may emit a note so pure and true that only the most resolute warriors may be able to ever shake it from their ears. Treat this ability in all ways as a *greater shout* spell.

val'Sosi

The val'Sosi are the most recently created Val line and they are unique in that the members of this line were transformed into Val by the essence of the Serenity of Beltine with her dying breath. Those who were present at the Serenity's death were imbued and became Val, regardless of their former race. As such, this is the only known Val family who has members that are not of pure Val descent. Currently there are only six members of this family including a former val'Tensen, a dark-kin, an Elorii, and even a ss'ressen. As yet, this family has not gained sufficient numbers or strength to create a power base, but their creation has sparked more than one spirited discussion in various locations including the Mother Church, the Elorii Council, and the Black Talon ss'ressen Matriarchy.

1st Level Bloodline Powers*Soothe the Spirit (Sp)*

Though the Serenity of Beltine is no more, a small part of the divine peace she carried with her has been gifted to the heroes who gave so much trying to save her. As a result, the Val may cast calm emotions once per day.

Strength of Spirit (Ex)

The Serenity of Beltine enjoyed a divine calm that no mortal magics could pierce. A small part of this energy has been gifted to her chosen. As a result the Val gains a +4 bonus to all Will saves versus mind-affecting compulsion spells and effects from the school of Enchantment.

2nd Level Bloodline Powers*All Spirits Are the Same (Sp)*

Beltine's children bring hope to the hopeless and despair evaporates in their presence like the morning dew from the radiance of Illiir. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth) the Val may instill good hope in his companions.

Touch the Spirit (Su)

Beltine's children understand the suffering of lost souls like no other. Though there is no longer serenity in the afterlife, these souls must not be left to prey on mortals. Therefore, any weapon wielded by a Val with this bloodline ability gains the ghost touch ability as detailed in Core Rulebook II. This includes any unarmed or natural attacks made by the Val.

3rd Level Bloodline Powers*The Spirit Endures (Su)*

The souls of Beltine's children know they will find no serenity in the afterlife, and thus they cling jealously to their mortal bodies. The Val, combining this resilience with the strength of his blood, gains immunity to death magics as if he were permanently protected by *death ward*.

To Heal the Shattered Spirit (Sp)

The tenets of Beltine teach to tend the soul in the afterlife but to heal the shell in the interim. As such, once per day, the Val is able to heal a target's body as if he had cast greater restoration.

val'Sungha

The val'Sungha are the descendents of a Valinor of Larissa, though rumors exist that this bloodline also has strong ties to Sarish. Centered in the League of Princes, this Val family is currently embroiled in a myriad of political schemes and machinations. Their innate abilities with gathering information and diplomacy makes them naturally suited for such tasks, much to the chagrin of their neighbors.

1st Level Bloodline Powers*Do You Know Who I Am? (Sp)*

Whether it be for business or pleasure, the val'Sungha have learned to "put on a new face" whenever their mood, or necessity, demands it. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may alter his appearance as if he had cast *disguise self*.

A Winning Smile (Su)

Some of the most powerful tools of the val'Sungha are little more than a few choice words, a flirtatious gesture, or a well-placed smile. With such simple but effective charms, once per day the Val may double the benefits of his blood rank in regard to his *Rank and Station* racial ability for a period of one minute per character level. Therefore, if the val'Sungha were blood rank 4 and 10th level, and was speaking to a blood rank 5 val'Assanté, he could use *a winning smile* to gain a +3 bonus to his Diplomacy checks versus the val'Assanté for 10 minutes instead of incurring his usual -1 penalty.

2nd Level Bloodline Powers*Smoke and Mirrors (Sp)*

It is a very wise man indeed who is always aware of the fact that things are not always as they seem. Lucky for the val'Sungha, there is a shortage of truly wise men in the world. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may create an illusion of his choice as if he had cast *major image*. The illusion must be something the Val is very familiar with, and he cannot maintain more than one image at a time.

And Then... (Sp)

When all else fails, laughter can be the best way to alleviate tension... or to cause a distraction just long enough to slip out the door. As part of a conversation, once per day the Val may weave an incantation into his speech that can leave his listeners clutching their sides

as if he had cast *hideous laughter*. Though the actual implementation of this power is a free action, all targets must have been listening to the Val for at least two rounds beforehand. The Val may only affect a number of targets equal to his blood rank, and all targets must be able to understand him. The targets do receive a saving throw to resist this ability, but even if they succeed on the save, they remain blissfully unaware of what just happened.

3rd Level Bloodline Powers

Dance of Enthrallment (Sp)

The allure of Larissa has been gifted to the val'Sungha in a subtle, yet unforgettable way. Using the carefully entrancing steps of the most striking and mysterious dancers, once per day the Val can have his audience captivated as if he had used the *fascinate* bardic music ability. A number of spectators equal to the Val's blood rank, starting with the lowest Hit Die creature, within a radius of 30 feet from the Val must make a Will save (DC 10 + the Val's Charisma modifier + the Val's blood rank) or be fascinated with his movements. Should more than one spectator have the same number of Hit Dice, whichever one is closer to the Val is affected first. The spectators must be able to watch the Val for at least one full round before making their saving throw and they remain fascinated for as long as the Val continues to dance, which cannot exceed more than one round per blood rank. The *dance of enthrallment* has no effect on elementals, unintelligent undead, constructs, or any creature with a Charisma score of 3 or less. The Val need not have any ranks in Perform, nor is any Perform skill check necessary to use this ability. This dance is in all other ways exactly the same as the bardic ability to *fascinate* as detailed in *Core Rulebook I*.

The Faces of Many (Sp)

Whether it is a prank, a surprise, a mission of secrecy, or a method of escaping the local authorities, the Val may now disguise himself as well as his companions once per day as if he had cast *veil*. Should this gift be used on unwilling targets who succeed at their Will saves to avoid the change, they will instead hear distracting and melodic laughter from an unidentifiable source for a number of rounds equal to the Val's blood rank.

val'Trisin

The val'Trisin are the descendents of a Valinor of Cadic. Val'Trisin bloodline powers differ from standard bloodline powers in two ways. First, each bloodline power is unavoidably tied to music and sound. Second, should the val'Trisin possess any bard levels, he may reactivate any once-per-day power by spending two of his bardic music attempts for the day. He may not reactivate the same power in this fashion more than once in a 24-hour period.

1st Level Bloodline Powers

Our Voice Rings Clear (Su)

Within the spirit of all the children of Cadic is a song that can lead even the most timid of men into battle with hope and heroism in their hearts. As such, once per day the Val may sing or play an instrument in battle to *inspire courage* as if he were a first-level bard. Should the Val be in the company of a bard who possesses 8 or more ranks in a Perform skill, he may instead harmonize with the bard to *inspire greatness* for a total of 3 rounds (one round of singing plus two rounds thereafter).

Music Calms the Savage Beast (Sp)

The songs of the wild are what first inspired Cadic to bring instruments and melodies to Onara. Because of that, music will always be connected in some way to the natural world. With a gentle song, once per day the Val may *calm animals* with a maximum number of Hit Dice equal to his character level, though he may only use this gift on natural animals.

2nd Level Bloodline Powers

Webs for My Harp (Su)

When Cadic created the first harp, Saluwé granted Him the ability to walk along the silvery webs of spiders so that He could collect only the most perfect strands. This precious gift has been passed along to His children. As such, the Val may never be caught in a spider's trap. He now acts as if he were permanently under the effects of *freedom of movement*, though only when moving through or being ensnared by webs. Furthermore, even the most delicate webs will not break under the Val's feet, and as long as he is barefoot he may climb along any spider webs as if he had cast *spider climb*. (The webs must still be thick enough and strong enough to support his weight, however.)

Steady Tempo (Sp)

The harsh demands of a forced march can be alleviated with the simple beat of a drum or a whimsical tune. Once per day, for a period of no more than 8 hours, all those within 60 feet of the Val may receive a +10 competence bonus on their Constitution checks to resist the non-lethal damage and fatigue caused by making a forced march.

3rd Level Bloodline Powers

Music Calms the Soul (Sp)

Only the val'Trisin truly know how to will another creature into submissiveness simply by changing the tone of their voices. The results of this, when paired with one of their hauntingly melodic tunes, can be soothing enough to pacify even the most terrifying Voei barbarian. Once per day, the Val may *calm emotions* while singing for a number of rounds equal to his character level.

The Highest Note (Sp)

The voice of the val'Trisin is clear as a bell and as sharp as shattered crystal. Once per day, the Val may raise his voice to the heavens, reaching a piercing note capable of stunning even the greatest of warriors. All living creatures within a 30-foot radius that are able to hear the Val suffer 1d6 points of sonic damage per blood rank and must succeed on a Fortitude save or be stunned for 1d4 rounds. Furthermore, all non-magical objects made of crystal, glass, and ceramics caught in the area of effect will crack and break apart. All such objects weighing up to 10 pounds per character level (not including any within extra-dimensional spaces) suffer 1d8 points of sonic damage per blood rank. A successful Fortitude save reduces the damage dealt to objects by one-half. The Val and all items he is carrying are immune. This gift may not be used to break through a portion of an object, such as a wall, unless the total weight of the object meets the weight restrictions of the power.

Chapter Nine

Religion

Religion and the Gods touch upon almost every facet of everyday life of the peoples of Arcanis. To an outsider this may seem odd, as the Gods have not physically manifested to their followers since time immemorable. Rarely if ever, has a miracle been positively ascribed as an intervention of the Gods as another explanation has always been available. In fact, there is an underground movement of people who believe that the Gods, if they ever existed, are dead or gone, uncaring as to the actions of man or the other sentient beings alive upon Arcanis.

Yet the Mother Church of Coryan becomes more popular and powerful with each passing generation. The Church of the Dark Triumvirate, despite the fact that its oppressive theocracy threatens to crush its citizens under its harsh rule, enjoys the devotion of almost its entire population. There is one element, which separates the people of Arcanis from those of other fantasy worlds. They have no need of seeing their deities roam the streets beside them, nor do they need to commune directly with the Gods to know of their existence, for they have faith.

Faith and Divine Spells

When a priestess calls upon the power of her god to invoke some sort of magical effect, this power does not spontaneously pour out of her and manifests as she wishes. Like Mages and Sorcerers, Priests must be taught how to channel that divine energy and give it shape in the manner desired. The casting of divine spells requires three components: Ritual, Faith and Divine Spark.

The ritual is the prayer to the divine being that invokes the effect desired. The prayer to bless one's fellows and protect them from harm is very different from one, which rains down fiery terror upon the enemies faced. Each temple teaches the rituals in their own unique manner as the prayers of healing to Saluwe' is very different from one to Illir, though both may have the same effect. This is also the reason why certain spells are no longer invoked, as the ritual to do so has been lost. The discovery of ancient holy scrolls and tablets which detail the prayers of lost spells are highly sought after and have been the goal of many quests since the fall of the First Imperium.

Faith is the fuel, which powers the spell effect being invoked. Without the belief that a god's power will grant the divine caster's supplications then a ritual can be preformed flawlessly a hundred times without effect. Faith is something that cannot be taught or instilled through countless hours of training. This must come from within oneself and is the reason why many priests, holy champions, and druids say that they did not choose to walk the path of the divine caster but were divinely inspired to do so.

The last component in casting divine magic is the divine spark. While some Mourners of Silence say that divine magic is nothing more than an as yet undiscovered school of arcane magic, priests and their ilk scoff at this theory. They claim that they are but

a conduit for the divine magic that powers the spell. Much like a prism, the divine caster channels the energy through the ritual but do not actually provide the magic necessary to create the effect.

Sarishan Oaths

Swearing an Oath to Sarish is not taken lightly by the peoples of Arcanis. Sarish holds dominion over oaths and it is said that making such a vow in His name and then breaking it will bring down the ire of Sarish in the form of crippling curses and ill fortune. While this may be true, moneylenders, merchants, politicians and nobles prefer to have such pledges witnessed by a Sarishan priest. At the moment all parties involved agree to the contract, the priest bonds them to the oath in blood and sanctifies it in Sarish's name by casting the spell *Oath*.

Once sworn, the oath must be adhered to in every respect. Failure to fulfill the oath within a reasonable time (GM's decision) will cause the Oathbreaker to suffer the *curse of the oath breaker* as described in the spell *Oath* (see **Chapter 8 – Magic**)

If a character later regrets an oath he swore, he may go seek out an Oathspeaker (see *City of Secrets: The Adventurers Guide to Nishanpur* for details on this Prestige Class and its abilities.

Switching Gods, Churches, or Aspects

Divine spell casters may have a change of heart, causing one to switch one's religion, one's church, or more commonly switching from one aspect of their chosen god to another. Switching Gods or Aspects is one of the ultimate tests of faith, requiring the character to undergo a storm of inner conflict.

When a character switches from one god or church to another they must completely reevaluate their position within the church and belief system. They must not only convince a Cleric or Priest of the god or church to which they wish to convert to cast an *Atonement spell* upon them, but they must embark upon a 60 day pilgrimage to clear their mind for the difficult path ahead. The converting Cleric loses all access to the previous God's domains and must begin his new path at first level. The character's Cleric levels do not stack for purposes of any class abilities or caster level. The character effectively multiclasses as a cleric / cleric.

Example: Rykard val'Holryn, a 6th level Cleric with the Destruction and War domains, loses his faith in the righteousness of the path of Nier and elects to follow the teaching of Illir. After performing his atonement and 60 day pilgrimage he may then become a 1st level Cleric of Illir with the domains of Protection and Sun. Rykard would now be a 6th level cleric (no domains) and a 1st level cleric (Protection, Sun). His caster level would be either 6 or 1 depending upon how he prepared his spells.

More commonly a Divine caster may find themselves changing to a different aspect of their god to another, though frowned upon; it has been known to

happen within all the known major churches. Once a character switches aspects, he must convince a Cleric or Priest of that god's aspect to cast an *Atonement spell* upon him, and he must embark upon a 30 day pilgrimage to clear there mind for the difficult path ahead. Once this pilgrimage is complete, the character exchanges his domains for other domains held by the same God.

The Afterlife and Resurrection

The temples of the Pantheon teach that Man is comprised of three main elements: the Body, the Intellect and the Soul. The body is the shell that houses and protects the other two components. The intellect is the total sum of experiences and knowledge accumulated over a lifetime as well as logic; cold and calculating. Lastly, the soul is the essence of who a person is. The soul determines if one is kind or cruel, creative or unimaginative.

When one dies, the body begins to decay, the intellect dims and slips into a deep lethargic state while the soul starts to separate from its shell. According to dogma, the rays of Illiir guide a soul to the Underworld where it is judged by a Valinor, called the Judgment of Nier. This Valinor weighs the manner in which the soul lived its life and determines where it shall go.

Priests have found that they are able to sometimes return the person back to life by casting certain divine spells before the soul has completely left the body and begun their journey to the Afterlife. Through trial and error, the priests have discovered that if they are able to intervene within twenty-four hours of death, they are able to snatch the person back from the cold grip of death.

In game mechanic terms, this means that a human, half-orc, half-hobgoblin, dark kin, or gnome can be raised by the dead if a Raise Dead spell is cast within twenty-four hours of death. There are some spells known to Beltinian priests that may extend. See **Chapter 8: Magic** for details.

Elorii and dwarves are also under the twenty four hours restriction though for different in story reasons. For Elorii, it takes that long for their soul to be drawn into the Orumar and thus be reincarnated into the next generation of Elorii.

Dwarves are barred from the Afterlife. In the hopes that one day, when the Curse is lifted, Illiir will allow the dwarves to rest in Paradise, they fashioned Soul Shards which will house the soul of a dwarf for its inclusion in each of the Enclave's Chamber of Final Repose. Coincidentally, the transfer of the soul into a soul shard also takes twenty four hours. For further details, see the appropriate entry in **Chapter 2: Races**.

of the Heavens as what a Nierite would consider joyful, a Beltinian would not. Thus each adherent is granted an eternal bliss that best suits their soul.

Those unworthy of Paradise are consigned to the Underworld. When a being dies, an entry way into the Underworld appears, sometimes as a door, other times as a staircase leading downward. In which ever way it manifests, the path to the Cauldron is a place of gray shadows and frigid clinging mists that never seem to burn off yet always appears as a clear corridor that extends deeper and deeper into the Underworld. Many are the wayward souls that stray from the path because of ignorance or fear of condemnation to the boiling Cauldron. These souls are doomed to spend eternity in the Nether Realm, neither fully in the land of the living nor in the halls of the dead. These pitiable beings are sometimes seen as ghosts, specters and wraiths haunting familiar places or attacking the living in the hopes of acquiring just a bit of heat to warm their frigid souls.

At the end of the path and past its many sentinels who guard the way from those who do not belong, is the towering figure of the Valinor known as the Judgment of Nier. This massive being proceeds to weigh the actions of the spirit in life and decides whether he be worthy of entry into the Paradise of the Gods or whether the spirit should be condemned to the Cauldron, where their transgressions against humanity and the gods are burned off and the pure spirit drifts to the top.

When new souls are needed, Beltine stirs the Cauldron with her ladle, scooping up bits and pieces of different spirits. These pieces are then forged into a new soul, hopefully one more deserving of life than its previous components.

To have a person brought back to life after the requisite twenty four hour period has passed is a very complex affair. Before a powerful priest can pray for the miracle of resurrection, the representatives of two different Gods must be convinced to allow the resurrection to take place.

The God Neroth holds sway over the intellect and the body, while the Goddess Beltine presides over the soul. As long as the body of the deceased is not raised as an undead being, then Neroth usually does not interfere.

Beltine, however, is very jealous of her charges. One must convince Her High Priest why the person should be taken out of the natural cycle and be restored to life. If the High Priest can be convinced, then the way to the Underworld is granted.

How the soul is retrieved from the Underworld is a matter better left unsaid, as there may be those faint of heart reading this section. Suffice it to say that the path is guarded by fierce Guardians and fraught with peril with the price of failure being the consignment of a living being to the Cauldron.

The tenants of the Pantheon do not include the 'Heaven and Hell' concept. Hell is considered a place or a different plane of existence that is home to the Demons and Devils that so plagued mankind during the Time of Terror.

Heaven is called the Paradise of the Gods, a place where worthy souls live side by side with the Gods and Their Valinor. Each deity has His or Her own portion

Religious Factions

The Mother Church of Coryan

Heir to the First Imperium's Pantheistic Orthodoxy, the Mother Church of Coryan was formed just after the founding of the Coryani Empire. After the fall of the First Imperium and the subsequent Time of Darkness, the individual cities, towns and cities that made up that great empire lost all connection from each other and become isolated islands of civilizations amidst a sea of barbarism and chaos.

As the ages passed, the patron deity of the settlement became the central focus of the population, and the rituals, beliefs and even existence of the other deities passed from memory. After countless generations and despite the rise and fall of empires which wished to ascend in power and authority, the worship of the entire Pantheon as a whole and integrated religion fled from human memory.

Not until the city-state of Coryan rallied the other independent settlements, repelled the Infernal invasion of Onara and forged the fledgling Coryani Empire did mankind begin to realize that more than just their own patron deity existed.

During the crusade to repel the demonic forces an Illiirite high priest, Vesiti val'Assante' began reconstructing the rites and rituals of the Orthodox Pantheon. After the founding of the Coryani Empire, the Emperor appointed Vesiti the first Patriarch of the Mother Church and tasked him with reestablishing the ancient religion as it was during the Imperium.

So many centuries had passed that a truly integrated church as it was in the Imperium was impossible to create and so a compromise was reached. Each of the high priests from the twelve recognized deities would be allowed to continue to worship their god as always, but they were made to recognize the equality of the other deities and the right to see them prosper alongside their own religion. This ecclesiastic treaty was signed during the Convocation of the Divine and established the dominance of the Mother Church of Coryan, forbid any aggression between temples within the Mother Church, and established the position of the Patriarch, Pyrmen, Arch-Prelates and Prelates as superior positions within the Church with authority over the individual temples.

It has been over a millennia since its inception, and though it has had periods of crisis, nothing like what has occurred recent history. The Patriarch has been branded a heretic and executed by the Emperor on the steps of the Temple of the Pantheon in Grand Coryan and a Valinor has manifested before all and has proclaimed the Emperor the Voice of Illiir. These acts have shaken the Mother Church to its foundation and threaten to rip it apart.

Ethos

During the Mythic Age when the Gods lived amongst mankind, humanity was flawless and without malice, crafted in the image of Illiir Himself and lived without fear of disease, hunger or pain. All that changed when Neroth committed the first murder and killed Illiir. In doing so, He inadvertently released all the Evils of the World that the King of the Gods had imprisoned within Himself when He created the paradise that was Arcanis. This evil infected, to a greater or lesser extent, everything that lived upon Arcanis, including humanity.

The Mother Church extols that after His rebirth, Illiir crafted the Paradise of the Gods in the Heavens and said

unto His children that they would be welcomed when the taint of evil within them was banished from their souls. Those that are able to cleanse themselves from this evil by leading a pious life according to the dictates of the gods, are guaranteed an eternity of happiness in the Afterlife.

Those that are not able to contain the darkness within their souls should still rejoice for they will be judged in the Underworld and when found tainted, they will be sent to the Cauldron of Beltine, where the purity of their souls will separated from the evil that corrupted it. These purified souls will then be reformed and sent back to Arcanis to prove their worth. Should they live their life without becoming corrupted, their entry into paradise is assured.

Roles

The Mother Church of Coryan is primarily concerned with the spiritual wellbeing of its adherents, the spreading of the Church's dogma to the benighted populations of Arcanis as well as rooting out and destroying heretical cults whenever they seek to corrupt and turn the good people of the world away from the worship of the true gods.

Given their duties the Church is not to involve itself in secular matters, at least in theory. At times the Church does use its influence and money to affect laws, political attitudes and has even turned the tides of war. In one such instance during the Heretic Wars, the Mother Church pumped large amounts of money, men and weapons into Milandir's war effort so that they could defeat the forces of Canceri. In exchange for this, the Mother Church received concessions from the Royal Crown, permitting it to assign the Prelates and Arch Prelate of that nation.

Organization

At the head of the Church is His Holiness the Patriarch, the Vessel of Illiir. The Patriarch's duties are to ensure the expansion and continuance of the Mother Church's dominance throughout the Known Lands and beyond through his edicts and direction.

The Patriarch is advised by a council made up of twelve high priests known as Pyrmen. Usually the highest ranking priest of each of the twelve religions that make up the Mother Church is elected to serve as Pyrmen. In addition to acting as an advisory council to the Patriarch, the Pyrmen's duties also consist of interpreting the divine laws handed down by Illiir, the distribution of all tithes collected, the authorizing of new temples, and the power to elect a new Patriarch upon the death of the current one. Candidates for this position have always been chosen from within their own ranks.

Arch-Prelates are appointed high priests who are responsible for the Church's interests within an entire province. Since the breakup of the Empire's vast territories, the Arch-Prelate has also been assigned to watch over entire nations, such as the Arch-Prelate of Milandir, Sabinus val'Assante'. Arch-Prelates may be chosen from any of the twelve religions, but usually the temple with the greatest influence in a region is appointed.

Assisting the Arch-Prelate are the Prelates of a given region. Usually twelve in number for each region, one for each of the twelve deities venerated by the Mother Church, Prelates handle the day to day affairs of a given area, oversee the collection of tithes, serve as judges on the ecclesiastic courts, and deal with any threats to the spiritual welfare of their congregations.

Finally, at the lowest tier but serving as the strong foundation of the Mother Church are the priests of the different temples recognized by the Church. There tends to be three different types of priests ordained by the Mother Church: those priests which tend to stay fixed in one temple, itinerant priests who travel about the lands spreading the divine teachings of the gods, and the militant clerics who do battle with those forces who would destroy their religion.

The Church of the Dark Triumvirate

The Church of the Dark Triumvirate, the unquestioned authority of the Dark Apostate, and the rightness of their teachings form the spine of Cancerese culture. The Church penetrates the lives of its entire people, so much so, that the government and the church are indistinguishable. As a theocracy, the edicts from the church are law. There is no debate, no question, and no argument. The church's proclamations define reality for all Cancerese.

The Church of the Dark Triumvirate emerged from the corrupted teachings of the prophet Becherek, who spoke against the Mother Church's ban and restrictions on worship of the three faiths, Nier, Neroth, and Sarish, upheld in Canceri. He believed the Mother Church a flawed vessel if it would not recognize a quarter of their pantheon. He called for the restoration of the Cancerese deities to the pantheon, and the full recognition of their followers as members of the Mother Church. Furthermore, he opposed the secular influence of the emperor and the politicization of the church to support his agenda.

However, Becherek's message was inflammatory, and provoked unscrupulous and ambitious priests to bid for complete power over the Mother Church, with the Cancerese deities replacing Illiir as the head of the pantheon, and with a Cancerese patriarch, none other than an undead priest, who embodied the antithesis of Imperial values upheld in Coryani, Milandir and most other lands. After Becherek's execution, the Apostles of Becherek, who claimed to understand the message of the Prophet, used the murder to press their agenda and form the Church of the Dark Triumvirate.

Ethos

There is truth to the saying "All evil comes from Canceri," for the nation is one where its populace embraces evil, exults in the corruption others strive to overcome. It is a place where vices have outlets, where its people tolerate any crime, and where sin walks in the open. In Canceri, evil is the norm, and virtue is the aberration.

Most people of Canceri believe the gods made Good possible only without Evil. Good exists in the absence of evil, and so, if one is not pure, they are evil. As material world contains aspects of evil, Onara must be evil. Mortals are born into Onara, and thus evil. Corruption stains the soul, and regardless of mortal action, a mortal remains evil.

The possibility of goodness resides in death, free from the corruption of the material world. With the spirit free, it may choose between the light of goodness, undergoing the purifying fires of sanctity to enter Paradise, or choose the suffering of mortality. As evil is seductive and mortal pleasures a powerful force, evil compels them to choose mortality, and they are reborn into the world once more.

To overcome the allure of evil, mortals should indulge their vices, wallow in the depravity of darkness, doing all they can to satiate their evil impulses. With each act, the soul sickens of the darkness, growing weary of the pain, horror, and fear accompanying the forbidden pleasures. When the mortal dies, and if he has led a wicked life, the spirit overcomes the allure of evil and necessarily chooses purification.

Roles

The clergy, since Becherek's execution, has complete control over all aspects of Canceri society. The priesthood and its consecrated officials fill the ranks of Canceri's government, from the signing of contracts, to negotiating treaties and alliances with their neighbors, declaring war, managing resources, and even minting coins. Within the church, there is a complex hierarchy, where each member oversees a different aspect of society.

Organization

Heading the Church and acting as undisputed ruler of the nation of Canceri is the Dark Apostate. Seated upon the black throne in Nishanpur, this being's word becomes law and holy dogma in one breath. The Dark Apostate acts as the head of state and the guardian of the souls of Canceri, striving to ensure that all enjoy the fruits of paradise rather than the hell that is Canceri.

Acting as an advisory board and dealing with the enforcement of edicts and the adherence to religious dogma, the Nihang Council is made up of one Akali from each city within Canceri. As the theocracy is roughly equal in the distribution of cities which are dominated by one of the three churches venerated in Canceri, the Nihang Council is evenly balanced with the exception of those elected from Nishanpur. While all other cities are allowed to elect one Akali, Nishanpur is elects four by ancient treaty. This gives the Sarishans a slight advantage when voting on issues before the Council.

The Akali, or High Priest, deals with the day to day governance of the theocracy. Each city has a number of Akali who enforce the laws and edicts passed down by the Nihang Council and the Dark Apostate. In addition they serve as judges on the ecclesiastic courts, administrator over their citizens, and also collect the tithes from their congregations to pass on to the state.

The backbone of the Church of the Dark Triumvirate is the priests of the nation. All nobles of Canceri, those descendants of the Val families vowing to guide and protect humanity, are part of one of the three congregations of the Church of the Dark Triumvirate. As members of their respective faiths, they function as priest in names, though many are not clerics, capable of casting divine magic. Those that actually do elect to serve their dark gods spend many years in intense study, memorizing the dogma written on hundreds of holy scrolls of their particular faith as well as proving their devotion through fasting and undergoing ritual tests.

It should be noted that the priests here act as do those of the Mother Church of Coryan. Though called priests of the Dark Triumvirate, each is beholden to their particular deity and jealously guard the sacred rituals and holy items even from each other.

Belisarda and the Four Elemental Lords

The worship of Belisarda and the four Elemental Lords is one of the most ancient religions on Arcanis, preceded only by hoary cults of Ssethregore. Worshipped as their creators, the Four Elemental Lords and Belisarda, the Life Giver, enjoyed a special bond with their children although why the Ssethregoran were allowed to enslave them is a question the Elorii have never been able to answer to their satisfaction.

After the overthrow of their oppressors' empire, the Elorii controlled vast tracts of the Onaran continent and enjoyed millennia of peace and prosperity until the coming of the human and the Pantheon of Man. Within a generation the Elorii went from being the rulers of an empire to refugees taking shelter in the vast forests of the land. To make matters worse, four of their Elemental Lords, Keleos, Beroe, Marok and Osalian were destroyed; absorbed by four of the gods of man.

Since that time, the temples of the four Elemental Lords remain largely empty and silent. All but the most fanatical of Elorii pay only lip service to them. The vast majority flock to the only one of their deities, which remains: Belisarda the Life Giver. Only Her priests are still able to cast divine miracles and heal the injured and infirm. Thus even those Elorii who stubbornly maintain that the other gods will return, they must pray to Belisarda for power and divine gifts.

Ethos

Elorii believe that as the creators and givers of life, Belisarda and the four Elemental Lords are worthy and deserving of worship. The High Priests and Lifewardens teach that only through diligent adherence and faith in their religion will their lost Elemental Lords be returned to them and the ascendance of the Elorii as a people will be assured.

Their faith is bolstered by the fact that one of their deities' gifts is obvious to all Elorii: The promise of everlasting life through an endless loop of reincarnation. Given the fact that memories and experiences are at least vaguely remembered is proof, in their minds, of their gods' power and divinity.

Roles

The religion of the Elorii is very visible and active in their society, but it is not as overwhelming and all encompassing as the theocracy in place in Canceri. Belisarda's Lifewardens usually hold a seat on governing councils in almost every Eloran village, town or city. Though highly respected and given a certain amount of deference due to their wisdom and spiritual authority, Lifewardens are merely one voice of many.

Organization

The worship of Belisarda and the Four Elemental Lords is not as rigidly structured as the religious institutions of humanity. Most Elorii divine casters are either priests or clerics of Belisarda and some eventually gain the title of High Priest of a particular temple or shrine. A very few of these become Lifewardens of Belisarda. This appears to be the pinnacle of the religious organization as there is no one Elorii to whom all the other priests pay deference. This tradition may be a hold over from the days when all five deities were worshipped as equals and no one sect had ascendancy

over the others.

During the modern era, of course, only Belisarda remains and though there are some few traditionalists who maintain that they are priests of one of the dead Elemental Lords and continue to maintain their temples and perform the ancient rituals, in truth any divine abilities they may wield they do so through the beneficence of Belisarda.

The Matriarchy of the Fire Dragon

A relatively new organization in the scheme of things upon Arcanis, the Church of the Fire Dragon, also known as the Matriarchy, had its auspicious beginnings less than four hundred years ago. In those dark times, the faithless and despondent Black Talon society of Ssethregore was teetering on the edge of collapse. The Black Talons had begun to question the morality of their actions and rebelled against the corrupt and decadent government of Ssethregore. Looking for guidance, the Black Talons turned to an aged matriarch who spouted prophecies of a new god and better life for them outside the bounds of evil Ssethregore. Rallying to her visions, the Black Talons fled from Ssethregore and established themselves in the Sulphur Marsh far to the north. Under the strict but gentle guidance of the priestesses of the Fire Dragon, the society prospered and the Matriarchy was born.

Formed by the visionary Matriarch Mother Scaphiopus, and continued through her prodigy Ss'lessis Tel, the Matriarchy has risen to prominence in the last few centuries, providing an exceptional level of stability to the Black Talon culture. The Matriarchy's words are law; it governs all aspects of Ss'ressen life, from the placement of eggs near the hatching fire to determine sex and intelligence of the hatchling, to the roles of warriors, the selection of those worthy of mating, and the governing of the society as a whole.

Ethos

Tempered through the fires of their God, the Matriarchy of the Fire Dragon upholds a strict set of moral and ethical standards. While their dark cousins in Ssethregore delight meting out pain and torment in the name of their gods, the Matriarchy preaches ideals of honor, tolerance and compassion. Worshippers are encouraged to strive for personal excellence, but to always place the well being of the society over that of a single warrior. Those who follow the teachings of the Fire Dragon are usually brave stalwart individuals with a strong sense of duty and morality. These individuals are also the most likely ones to be granted the right of mating, a driving force in Black Talon society.

Roles

The clergy of the Fire Dragon are the glue that holds together Black Talon Society. The females act as teachers and advisors, nurturing the younglings and counseling adults with their wisdom. At home, the priestesses act as doctors tending to the sick, while upon the battlefield the younger clerics act as field medics. The higher-ranking matriarchs act as a council of wise ones, governing over their community, settling disputes and acting as judges. Males find roles in the clergy as divine champions or druids, acting as law enforcement for the society, heading military forces, or managing the production of foodstuffs and beasts.

Organization

The upper echelons of the Matriarchy are totally comprised of females, either as priests or clerics. Males are never allowed to enter these professions being regulated instead to divine champions and druids. Each community is overseen by a Matriarch Mother, the eldest of that community's matriarchs and by her subordinates, a council of six Matriarchs. Upon the death of a Matriarch Mother, the Council of Six puts forth candidates, either from among their own ranks or from the lower ranks of priestesses, to be sent to the capital for testing. If she survives the test the candidate becomes the new Matriarch Mother of her community.

All twenty-nine Black Talon communities answer to the High Matriarch Mother, who is situated in the capital of Lanpeltis and rules over all of the Sulphur Marsh. In turn, each Matriarch Mother holds a seat on the Ring of Fire. The Ring of Fire is assembled rarely, for its wisdom is only called upon for decisions that would affect Black Talon society as a whole (Like the election of a new High Matriarch Mother, or declaring war upon an adversary).

Below the levels of the Matriarchs, the body of the Matriarchy exists. Here lay priestesses and clerics tend to the needs of the people, providing daily sermons and tending to the ill. A Priestess is always treated with utmost respect, males always deferring to the orders of a priestess. Violence done to any priestess is an instant death sentence to the perpetrator. Such individuals are rare and rarely tried for their crimes since their own peers will usually tear them limb from limb in religious frenzy before they can be captured.

At the bottom of the Matriarchy are the rare males who are drawn to religious practices. Most males prefer to leave the prayers in the hand of the priestesses, satisfying themselves with a simple invocation of their Gods name before rushing into battle, or to ward off ill fortune. Those who are struck with true piety become divine champions or druids, for the Fire Dragon does not grant clerical or priestly powers to males. Such males act as inquisitors, enforcing Matriarchal Laws, or as officers in the Black Talon military force.

Elemental Worship and Animism

One of the earliest and most fundamental religious traditions to exist upon Arcanis is that of worshipping the primordial nature spirits, which reside within all of existence. These spirits helped guide early tribes of man to live as one with the world around them and suckle from the bountiful teat of the earth.

Some of these ancient human tribes existed on the edges of the Ssethregoran Empire long before their cousins from beyond the Eastern Ocean arrived on the continent of Onara. They stayed well away from the reptilian overlords and eventually, when the Ssethregorans were overthrown, made peace with the Elorii who supplanted them.

These human tribes and populations have been able to avoid persecution by telling the Elorii and, much later, the missionaries from the Mother Church of Coryan that they are merely worshipping a long forgotten or dimly remembered aspect of one of their equivalent gods. The more civilized Elorii or Church representatives smiled and wagged their fingers paternally, mildly scolding them that the true way to worship was their way and left assured of their superiority over these simple folk.

Worship of these ancient and ethereal beings primarily exists in the tribes of Hinterlands who pray to the spirits

that inhabit all things and on the isle of Naori where the tribesmen sacrifice to Ghord the Volcono God.

Ethos

Shamans and tribal witch doctors see the entire world around them alive and infused with spirits. Everything from the smallest creek to the largest rock formation has a spirit residing within it that will share its power with those who know how to properly pay them deference and respect. These spirits also show their displeasure to those who ignore them or squander their gifts by causing drought, famine, earthquakes and floods, but may grant power and abilities on those who take on a spirit as their personal totem.

By appeasing these primal spirits and living as part of nature rather than controlling it, these shamans are able to wield power rivaling the most civilized priest and, most importantly, bring peace and bounty to their respective tribes and peoples.

Roles

Shamans, witch doctors, and priests usually play an advisory role to chieftains or some other strong and powerful leader. It is a rare occurrence when these holy men and women actually lead a tribe or settlements as the culture in which they operate rarely are structured so that a theocracy could come into being. Having said that, however, these wise beings can easily maneuver themselves into a position where they have the ear of the leader or else prove so indispensable that they become the true power behind the throne.

Organization

Worship of these primal elemental entities or spirits rarely requires a monolithic institution. Normally a strong holy leader with a handful of acolytes is more than enough to care for the spiritual needs of the tribe or settlement. Others, like the dreaded Cult of the Jackal are a loose confederation of like-minded spell casters who share the same traditions and rituals all stemming from one teacher in the far off past.

Infernal Cults

For over a generation the Infernal Horde released during the Time of Terror roamed across Onara spreading horror and death in their passing. Some of the more malignant and ruthless of this demonic host found rich hunting grounds where the human population could be cowed into submitting and acknowledging their dominance over them. These human settlements would then sacrifice others of their kind and perform the most heinous and foul acts to appease their terrible lord.

With the coming of the First Crusade of Light, many of these creatures were uncovered and destroyed by fire and blade, but not all. To this day some villages and isolated townships continue to offer tribute to these foul otherworldly lords either out of fear or willingly in exchange for power over their fellow beings.

These Infernal Cults are usually centered on a powerful other-planar being and a cadre of cultists that range in number from a small group of malcontents to an entire settlement's population who have grown corrupted over the centuries, each generation degenerating further and further into depravity and wickedness.

Foreign Gods and Other Lesser Powers

As much as the Mother Church of Coryan espouses that the deities that make up the Pantheon of Man are the only true gods, there have existed and continue to exist those beings of a divine nature that garner worship from humans as well as from other sentient races. The ancient Myrantian Hegemony was already old when the first stone was laid in what would one day be the city of Coryan. This ancient civilization also worshipped a Pantheon of Gods, each more horrific and unspeakable than the one before. When the Coryani Empire conquered the Myrantians, the priests of the Mother Church declared that the Gods of the Hegemony were merely twisted and heretical amalgamations of the true deities of the Pantheon and began to convert the population to its way of worship.

In reality the ancient and noxious beings venerated by the Myrantians were unique and separate from those of the Pantheon of Man. Why these creatures allowed their followers to become subjugated by another is unknown. Some speculate that while these elder beings may indeed hold a divine spark, their power is overshadowed by those of the Pantheon. Being of a different power scale they are unable to confront the Coryani deities and wrest back what is rightfully theirs. Thus they wait in the shadowed corners of the universe, nursing their injured pride and waiting for the day when the stars align and they can reassert their divinity over Arcanis.

Those That Do Not Believe

Despite the overwhelming evidence to the contrary, there are those that refuse to believe that the gods exist or if they did, no longer care about humanity. This unusual group of people is made up of malcontents and philosophers, slave and noble alike. They point to the fact that a deity has not manifested nor made a miracle occur in living memory. Divine spells are discounted as a different form of magic, created by tapping into the will and power within oneself. Arcane power can make the stars fall from the sky or cause the ground to tremble with but a word and a gesture. Are these not a power of a god?

Others acknowledge that while the gods once may have created all the heavens, the earth and the creatures that live upon it, they have long grown weary of humanity's endless strife, pettiness, and incessant cries for help. Having failed to ascend as divine beings themselves, mankind is no longer deserving of their assistance or attention.

There exists one other, smaller group within this assembly of non-believers. These postulate that while the gods did exist they have either fled or were killed by the darkness that will swallow all of existence whole. The Gods of Man, unwilling or unable to confront and defeat this menace, have left humanity to its own devices, counting down the time when all wink out into utter nothingness. These ramblings are dismissed as the ravings of lunatics and laughed at derisively. It should be noted that this nervous laughter echoes hollowly in the ears of the most learned.

Worship of Althares

Althares is the said to be the most enlightened and intellectual of all the gods of the Pantheon. Patron of Sages, Wisemen, and those who seek lost secrets and knowledge, Althares favors those using their minds rather than just their brawn. This is not to say that warriors do not pray to Him for wisdom or guidance. Generals and other tacticians regularly sacrifice to Him for wisdom and clarity of mind before launching critical military campaigns or battles.

Sphere of Influence – Althares is regarded highly throughout the civilized regions of the Known Lands and His temples can be found in almost every town and city on Onara. Having a temple to Althares is considered a status symbol, boasting of the populace's enlightenment and education. Althares' clerisy promotes this attitude and even assists in funding the building of new temples or the refurbishing of older ones. Regardless of Althares' widespread devotion, the Republic of Altheria remains the stronghold of the deity's worship.

Temple – Temples of Althares are grand and stately edifices, veritable monuments to the God of Knowledge, built using the most advanced engineering techniques to erect wonders of architecture. The largest and most grandiose of Althares' holy places is in the city of Althre', where the temple floats on a gigantic shallow bowl above the streets. Staircases are replaced by plates of Aerium, spaced at a comfortable distance, that lead up to its massive gilded doors. Worshippers thus get the feeling of walking up to the heavens to commune with their deity rather than groveling upon the earth like savages.

Temples throughout the continent sometimes double as libraries and schools. Nobles and rich merchant princes vie for every precious seat available in one of these temples, as some of the greatest philosophers and intellects known have been instructed by the Altherian priesthood. The priests smile, enjoying their prestige and steady stream of wealth by saying that tending to the health of the mind is as important as that of the soul.

Not all temples are devoted to Althares' aspect of the Keeper of Knowledge. Smaller shrines exist that are devoted to his aspect as the Artificer of the Gods. Here blacksmiths, inventors and engineers pray for inspiration and assistance in their works.



Role of the priest— Priests of Althares cloud their ability to analyze matters clearly and objectively. Due to this as well as their introspective natures, the general populace views them as cold and uncaring; only their lovers, ancient tomes and musty scrolls, are able to elicit passion and excitement. In truth, the priests of Althares can be very compassionate and charitable. With the exception of the clerisy of Anshar, none are more benevolent and interested in the welfare of humanity as they.

The priesthood is concerned, some say obsessed, with discovery and enlightenment as well as the uncovering of lost secrets and sciences. Where some governments and nobles try to keep the masses enshrouded in ignorance, the Altherian priests wish to spread knowledge and encourage the education of all. They feel that when even the least amongst them has attained their highest potential, that humanity can take that next step in their evolution as dictated by the gods.

The priesthood believes that Althares at one time had codified all the information and wisdom that ever existed in the Book of Knowledge and kept its many volumes in the Celestial Library of Lazur. This book, along with the library itself was lost during the opening days of the God War with the Other. The priesthood feels it is their sacred duty to piece the Book of Knowledge back together by learning all that there is to learn. . When completed all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will become one, once again.

The priests of Althares work closely with the Illiirite clerisy in assuring the stability and expansion of civilization to the benighted areas and peoples of the world. Living as savages in the wilderness, striving to find sustenance while eluding predators is anathema to them and their philosophy. The blessings of civilization are the birthright of all humanity as well as all sentient beings. When the dark curtain of barbarism falls there can be no enlightenment, no furtherance of science, and no chance for the ascension of man.

Worship of Anshar

Anshar is the well known throughout Arcanis; Her most popular aspects being that of the Far Traveler, the Suffering Martyr, the Weeping Goddess, and the Guardian of Outcasts. Anshar looks after the destitute, the oppressed and the outcast, regardless of the reason why the person finds themselves in such a situation. Because of this, a large number of Dark Kin and Gnomes find themselves worshipping Her.

Anshar is unique amongst the Pantheon as She was not even known by Illiir until the waning years of the God War, where She was instrumental in convincing Illiir that by absorbing the power of the Elorii Elemental Lords, They would have the power to defeat the Other. This has led some to speculate that Anshar holds a terrible secret and should not be trusted. These conspiracy theorists are normally ignored as insane rabble rousers by many who point to the good that Anshar and Her priests have done.

Sphere of Influence – Given the loose structure of the priesthood of Anshar, it does not have a specific area of influence. Shrines and temples to the Suffering Goddess can be found in every city of every nation as well as the most remote places throughout the Known



Lands.

Temple— Temples to Anshar are ugly buildings shaped like beehives. Inside, the temples tend to be claustrophobic and dark, with the smell of sweat and despair from those who find sanctuary here hanging heavy and permeating every inch of the place. These places of worship regularly act as shelters for the poor and outcast.

For those temples which are large or central enough to have a Portal of Anshar, they are normally found in the central chamber which is oval in shape. Here the marbled arch of the portal spans two spear lengths high and are wide enough for four people abreast to pass through. All around the portal are supplications and benediction to Anshar written in Ancient Altharin. The secret of opening a gate is known only to the priesthood and those Val who have the blood of Anshar coursing through their veins.

Role of the priest— No other priesthood of the Pantheon have the benefit of the respect and good will that the Ansharan mendicant priests enjoy from the general populace. The poor and the down trodden turn to them for succor, comfort or even a few kind words of encouragement when they have no one else to turn to. The Ansharan priests feel it is their sacred duty to help bear the load of those that society turns a blind eye to. Whether it is easing mental anguish or the physical trauma of the crippled or wounded, Ansharans use the gifts of their goddess to help their fellow man in coping with what tragedy life has seen fit to bestow upon them.

They teach that every soul has a certain amount of pain and misery that must endured before they are allowed to ascend into the Paradise of the Gods. Anshar speaks of paying off this debt of sin as quickly as possible in life so that the times one must reincarnate here upon the mortal plane be as few as possible.

The helping of the unwanted also includes those who are mentally addled and insane. This has led to some conflict with the Nerothian priesthood who feels that the deranged are the cursed of the Gods and should be confined to asylums.

Yet it is not only the lower strata of society that venerates the Suffering Goddess. The nobility and others in power also give generously to Anshar, specifically to Her aspect as the Far Traveler. Anshar's gift of portals which allow instantaneous passage across thousands of leagues has proven to be indispensable in maintaining

communication to the furthest reaches of the Known Lands of Onara and beyond. Without these portals, the vast empires and nations of Arcanis would certainly revert back to warring city-states and nomadic savages.

The priests of Anshar are also unique in that a formal clergy does not exist. Most call themselves mendicant priests who teach any others who feel the call of Anshar on an individual basis. The only official position that exists is that of Pyrman as required by the Mother Church of Coryan.

The Ansharans enjoys one other benefit; an age old superstition holds that harming one of the Weeping Goddess' own will bring down a horrible curse upon the attacker. This superstition has not always saved Her priests from harm, but an Ansharan has emerged unscathed from riots and battles that otherwise claimed the lives of many.

Worship of Belisarda

Last of the Elemental Lords of the Elorii, Belisarda is known as the Life Mother to Her children. Elorii do not write their history down on flimsy scrolls or tomes. Instead the Marokene Crystalmancers created pure orbs of crystal that can retain hours of information. Light and airy like the soap bubbles they resemble, the orbs are able to verbally recount tales, myths, or even simple instructions as well as display images within its surface. In the most ancient of these relics Telas, one of the most revered and elder Elorii, recounts the tale of how each of the four Elemental Lords gave of their own essence to create four of the Elorii sub-races. It is Belisarda alone, however, who breathes life into all five.

It is interesting to note that with the sole exception of Kassregore, the primordial Ssethregoran deity, only Belisarda is ever credited with creating life from nothing.

With the destruction of the other four Lords, only Belisarda remains to shepherd the Elorii race, teaching it the difficult lessons of patience and forgiveness. Priests still maintain the sacred fires in the temples to Keleos, the cool pools of the temples to Beroe as well as the other two, but those gods remain silent and grant neither gift nor counsel. It is Belisarda who allows these priests to channel divine power to power their rituals. Most of these priests have accepted that the four Lords are gone and have instead turned their devotion solely to Belisarda. A few stubbornly refuse to believe that their Lords are gone forever and still cling to the belief that they will return once more.

Sphere of Influence – Elorii make up the overwhelming majority of the sentient beings who are devoted to Belisarda, although in the city of Seremas, some are teaching select humans the way of the Life Giver. As such active temples to Belisarda are found only in the bright Elorii nations of Elonbe', Entaris and Malfelen. Of course, given the vastness of the original Elorii Empire as well as its duration, ancient and ruined temples to all five of the Elorii deities can be found strewn about the entire continent of Onara. It is rumored that one of the most ancient and sacred temples to Belisarda still stands in Forgotten Arkoshia in the forest known as the Golden Boughs of Saluwe'.

Temple – Temples to Belisarda resemble monuments rather than the temples the humans build for their deities. As befits the Life Giver, each of the elements of life and nature are integral to Her places of worship. Living stone is shaped to create the spiraling columns that give the



temple its unique form. A crystal clear pool is placed before the altar and a large lit brazier stands upon a large pedestal behind the altar, lighting any ceremonies performed in then evening. Finally, the cool breeze is allowed to flow throughout the temple as it has very little in the way of walls, but is more akin to an airy atrium. Finally, no seats or pews are offered for the comfort of the faithful. Instead, the grassy earth is sufficient to their needs.

Role of the priest– The priesthood of the Life Mother is said to be the very voice of Belisarda Herself. It is through their actions, deeds and words that the will of their deity is known and enforced. Originally only the Ardakene Elorii were able to assume this mantle, but with the subsequent destruction of the other four Elemental Lords, the clergy has allowed the induction of Elorii from the other sub races. While the Ardakene strive to make the others feel welcome in their midst, some Elorii feel as if they are given only limited knowledge as to the higher rituals and ceremonies to the Goddess. They point to the fact that the majority of the Life Wardens, the highest rank in the priesthood, are Ardakene. The Life Wardens try and point out the illogic in this reasoning and point to others who have attained this lofty level and are not Ardakene.

Regardless of any internal strife within the priesthood, one thing they all agree upon is that their most sacred duty of the preservation of the Elorii race. They strive the day when the Elorii nations can eventually reemergence from seclusion and take its place amongst the other races and nations of Arcanis. They were instrumental in creating the Laerestri, Elorii who traveled beyond the borders and into the human nations of the continent. Here these brave and adventurous souls, many of them members of the priesthood, learn the ways of humanity and weigh their threat as well as their worth to the Elorii people.

Worship of Beltine

Warden of the Afterlife, Keeper of the Gates to Paradise, Mistress of the Cauldron of the Underworld, Nurturer of the Spirit, and Forger of Souls; the Goddess Beltine holds all these titles and distinctions with pride. The Shrouded Goddess' realm is that of the Underworld, a place where the spirits of the dead travel to await their final judgment.

While this Goddess is generally viewed as one of the more gentle and benevolent of the Pantheon due to Her domains of caring for the souls in the Afterlife and the healing of the wounded and infirm, She also has certain aspects that are neither wholesome nor kind. Some of these darker aspects tell of Beltine as the Gray Crone, who stalks the night to rip out the souls of living for Her ever-hungry Cauldron. Mothers tell their wayward children to behave or else She will come in the dead of night and take them to the Underworld. A bizarre cult known as the Gray Crones were once a sect of Beltinian priestesses who were corrupted by unholy texts detailing the worship of this aspect and transformed them into these horrific harbingers of death.

Sphere of Influence – Beltine is venerated throughout all of the Known Lands of Arcanis, but the bastion of Her religion remains the province of Valentia and its capital Enpybn, the City of Weeping Souls. Other temples and Shrines can be seen elsewhere even in Canceri, where Beltine is given obeisance as Neroth's wife. Funerary rites there are attending to solely by the Nerothian clergy as worship of that aspect of Beltine is proscribed.

Temple – Temples to Beltine are multi-structured complexes, usually surrounded by a meticulously tended garden. These gardens are used by the clergy to console the bereaved family and friends of the deceased, allowing them a peaceful place to meditate upon their loss and to accept it as the natural order of things.

The central building is usually a many tiered tower topped by a large belfry with four to six large bronze bells. One bell is rung when a soul departs this world and moves on to the next, while up to two or three others are rung when a person of great importance passes on. Only upon the death of the Patriarch of the Mother Church are all the bells sounded for an entire hour.

While the upper levels of the temple of open to the public, the higher rituals are performed in underground chambers carved deep below the surface. This labyrinthine maze sometimes extends down for hundreds of feet with multiple rooms carved out of the living rock. Few people, other than higher ranking members of the clergy, are allowed to travel to these sacred areas where some of the most secret ceremonies sacred to the Shrouded Goddess take place.

Role of the priest– The Beltinian clergy's duty is to attend to the funerary rites so that the spirit may pass on to the Afterlife. With the exception of Canceri, Beltinian priests are first given the body for a period of two days, during which the body is washed with



holy oils and extracts, prayed over while cloying yellow incense is burned in a bowl placed upon the deceased's chest. The clergy says that the prayers are to ensure that the soul of the dead finds its way down to the Underworld and stands before the Judgment of Nier.

When souls do go astray and remain upon the mortal plane as Shades, ghosts, specters, wraiths, and other non-corporeal entities, it is the Beltinian priests that are called to lay the unquiet spirit to rest. Given the amount of war, strife and dangers that exist upon Arcanis, many bodies are not given final rites and a proper burial causing many such creatures to exist making Beltinian Exorcists traveling about the land a common sight.

Beltinian priests are also tasked with easing the suffering of the injured as Beltine does not desire a being to visit Her realm before their time. Beltinian priests are some of the most skillful and effective healers upon Arcanis, equaled only by Her husband's clergy who share this duty and surpassed only by the Ardakene Elorii.

Though they share the ministrations of the body, Beltine abhors Her husband's penchant for granting His favored the gift of Life Beyond Life. Intelligent undead are created by using the soul of the person as the fuel that powers the transformation. This destruction of the spirit is blasphemous to Beltine and thus Her clergy delight in the destruction of undead and those foul necromancers who would animate the husks of the deceased as their playthings.

Worship of Cadic

Cadic holds the title as the Dark Hand of Illiir, performing those tasks that which are necessary but distasteful to the Lord of the Gods. He also acts as the patron to thieves, spies and assassins as well as to musicians, bards and artisans. Many outsiders view this as incongruous as these domains have little to do with one another, yet Cadic's adherents see them as merely two sides of the same coin. In a world of darkness and brutal, cold efficiency, the soul must be nurtured and given respite or else madness will surely take them over the edge of the abyss.

Sphere of Influence – Though the worship of Cadic is widespread throughout the Known Lands, it is concentrated in the val'Borda lands of the south, primarily the province of Annonica. The province's capital, Plexus, is the site of one of the oldest and most influential church, the Temple of Shadows.

Contrary to popular belief, the temples of Cadic have very little influence in the Theocracy of Canceri. Small temples and shrines exist to the Lord of Shadows, but nothing rivaling that of the primary deities venerated in the theocracy. Milandir, on the other hand, has the large Temple of the Divine Choir in Naeraanth. This temple honors the Cadic as the Lord of Epics and Song.

Temple – Temples to Cadic come in two basic forms. Those that venerate His aspects of Shadows or as either the patron of assassins and thieves tend to have small structures above ground with an extensive labyrinthine area below. The structures above ground tend to be unimposing affairs with a central tower which extends high above the temple. In this tower is a bell which is used to summon the faithful to services. It is also rung at dusk, that moment of twilight when it is neither daylight nor nighttime.

Temples that focus on Cadic's aspect as patron of bards and performers of all kind are large ostentatious buildings with its large central chamber acting as much as a concert hall as a place of worship. Besides being a place of devotion, the temple also trains some of the world's best and brightest musicians and singers. The very greatest of these songsters are chosen to attend the Coryani Emperor in the Valinoric Choir. This group serenades him every hour of every day, striving to soothe his troubled brow with their melodies.

Role of the priest– Feared and looked upon with trepidation, the clerisy of Cadic is spoken of in hushed tones and infrequently at that. All priests are considered to be equal parts thief and assassin, mercenary in their ways and with the heart of a cold blooded killer beating in their breast. Interestingly it is most often those that in positions of power that have tasted their particular brand of justice that most often hiss these aspersions.

The commoner has a very different view of these clerics. They see the priests as the great equalizers and sometimes their only avenue to pursue justice against those who have wronged them. A shopkeeper whose competitor damaged his shop, the wife brutalized by



her husband, or the freeman who feels he has been wronged by a noble all turn to the priests of Cadic for justice. The supplicants enter a small booth within the temple and whispers his complaint and gives an offering or tithe to the clergy. If the cleric listening feels there is merit in the supplicant's grievance, she will investigate the charges. If found to be true, the offender may find himself beaten brutally, see his own shop burned down or in the most extreme cases, disappear.

Care must be practiced when bringing such matters to the attention of the clergy for if the priest discovers that the supplicant is complicit or has himself committed wanton acts of injustice or cruelty, his punishment will be even more severe.

Nobles, the wealthy and those in positions of power are loathe to call upon the services of the priesthood as most have as many skeletons in their closets as their opponents. Such people also must maintain the appearance of power and control. Calling upon assistance on what is considered to be the province of the poor and the indigent would ruin their reputation beyond repair.

The clergy does have its uses for those in power however. Nobles and leaders use the priests of Cadic as facilitators and middlemen, calling upon them to either gather information or to hire those needed to accomplish the patron's needs.

Worship of the Fire Dragon

The Fire Dragon, The Blazing Wyrn, The Fiery One, Lord of the Inferno, in all these aspects and more does the Fire Dragon exist, a guardian to his chosen peoples; a deadly adversary to his foes. To his chosen, the Fire Dragon is considered a kind, yet unwavering god. He watches over his people, but rarely intervenes, preferring that his children learn their lessons the hard way and thereby grow stronger in the aftermath. Followers of the Fire Dragon consider life a series of trials, where success in your endeavors leads to betterment of yourself and prosperity for the entire clutch. The Fire Dragon is revered by the Black Talons; they consider him everything Kassegore is not. To them the Fire Dragon represents loyalty, honor, bravery, and compassion, sentiments absent from the majority of Ssethregoran Society. Through the teachings of their Lord, the Black Talons seek to better themselves, both physically and spiritually, determined to never again sink into the mire of hate and destruction that was their way under the Ssethric Empires. Those who follow the Fire Dragon hold the community over all else and consider protection of the hatching fires a sacred duty borne by all Black Talons.

Sphere of Influence – Presently the sphere of influence of the Fire Dragon is rather small, being limited to the thousands of Black Talon Ss'ressen inhabiting the Sulphur Marsh and a few hundred Ashen Hide Ss'ressen found within Nier's spine. Both of these groups are budding cultures, set to expand their own realms and therefore the worship of their god beyond their own current borders. Interestingly the ruined city of Lanpeltis, which the Black Talons rebuilt and now call their capital, was originally dedicated to the Fire Dragon, hinting that older races may have once worshipped the Fiery One.

Temple – Temples to the Fire Dragon are ornate affairs, constructed as steppe pyramids that descend deep into the earth. Even the smallest shrines have one subterranean chamber where an Idol of the Blazing Wyrn sits basking in the warm glow of the ceremonial braziers. The main Temple of Cinders at Lanpeltis is an immense imposing structure of black basalt that predates the Black Talon colonization of the area. From its uppermost tier smoke can always be seen rising both day and night, for to let the sacred fires die would signify ill omens for the reptilian worshippers. Fire is sacred to the Ss'ressen, being the element they feel most akin to, granting them life through the hatching fires, allowing them to bask in its radiance, and warming sluggish bodies in cooler northern climes. Deep below the ziggurat, in a natural cavern cut from the bedrock, there exists a vast grotto of colossal proportions. The cavern is constantly warmed by steam rising from the active geothermal rifts, and condensation drips from the myriad of stalactites high overhead. Every single free surface has been carved in ceremonial runes sacred to those of the scalykind, and bas relief images of the entire history of the reformed Black Talons rings the cavern in glorious splendor. Centermost in the chamber



is the awe-inspiring Idol to the Fire Dragon. Fully thirty feet tall, this draconic monolith of solid silver rears its head high over the assembled worshippers, its eyes constantly glowing with the immortal fires of the deity. The statue's lower tail wraps around a spectacular altar of red veined basalt, and the entire cyclopean effigy is encircled upon the cavern floor by an ever-burning ring of molten fire that flows from the very earth itself. It is in this great chamber that daily services to the Fire Dragon are held before the massed black talons.

Role of the priest– The priesthood of the Fire Dragon is the ruling political body of the entire Ss'ressen clutch. The exclusively female clergy tend to all governmental functions, as well as watch over each budding generation, guiding it with a firm, yet gentle, claw. Adventuring priests and clerics are rare among the older Ss'ressen, but the younger ranks of priestesses often leave the confines of the Sulphur Marsh for more exotic locales. Many of these wandering clerics leave to seek out ancient ruins of ssethric past in an attempt to unravel the lost histories of the Fire Dragon. In particular they search for the legendary twelve teeth of Dargas, holy relics inscribed with the lost scriptures of the Fiery One, said to predate the fall of Yahssremore. Others leave on less exotic missions, seeking to reconcile the differences between the Ashen Hide and Black Talons, or to draw other ssethrics into the Fire Dragon's flock. The recently discovered Ghost Scale Ss'ressen of Old Coryan have drawn much attention from these zealous priestesses.

Worship of Hurrian

Considered the most honorable and caring of the Pantheon deities, Hurrian is the Defender of Man, the Champion of Honor, the General of the Gods and is also known as the grim Storm Lord. Hurrian is called the Reluctant Warrior, for though He is a god of combat and is the patron of warriors everywhere, He and His followers do not revel in battle as the adherents of Nier do. Hurrian lifts His sword only when there is no other choice and then, only for the most honorable and just of reasons. His warriors do not shed blood for the glory of battle, nor do they find joy in the misery of the conquered. Yet when marauding bands of villainy appear on the horizon, seeking to burn, rape and pillage one's home and family, ever will the Blades of Hurrian rise up and defend all that they holds dear.

It may seem contradictory that a deity known for his calm and reason would have under His domain the turbulent power of lightning and storms. This power was assumed by Him during the God War when His father, Illiir, commanded Him to do battle with the Air Elemental Lord of the Elorii and absorb its power. Though still portrayed as a caring deity, some in the higher echelons of the priesthood feel that this power corrupted Hurrian, as well as the other three deities that did take unto themselves the power of the Elemental Lords, and He is at times as grim and violent and the tempests He commands.

Sphere of Influence – There are few areas in the Known Lands of Onara that do not have at least a small shrine to Hurrian. Canceri is one of these places where the teachings of Hurrian are seen as weak and repugnant. This should come as no surprise as the warriors of Canceri follow the teachings of Nier, the god of Flaming Devastation whose teachings run contrary to that of Hurrian.

The populations of the province of Ulfila in the Coryani Empire and the Duchy of Moratavia in Milandir are largely followers of Hurrian. Before the four duchies of Milandir ceded from the Coryani Empire, the lands of Moratavia were part of the province of Ulfila. This split has turned brother against brother, divided families and has caused difficulties for the clergy of Hurrian. The church tries not to involve itself with secular matters, but it must tread carefully in Milandir as some in that nation feel that the Mother Church is but a puppet of the Empire and seeks to bring the “rebellious province” back into the fold.

A final area of strong Hurranic worship is in the arid regions of the Hinterlands. Here the aspect of Hurrian as the Storm Lord is venerated for His life bringing rain and cool winds. Some of the Yhing hir tribes, especially the Skohir, worship a little known, but recognized aspect of Hurrian as the Warrior in Battle Rage. Myth has it that once Hurrian was as blood thirsty as His older brother Nier, and would fly into terrible rages that could only be sated with the total destruction of any who opposed Him. After one battle, the devastation was so horrific, that Hurrian was shocked and sickened by it. He tore these Furies from His being and cast them to the winds. The Skohir and others are able to call upon these raging Valinor and take on a tiny bit of their power in times of need.



Temple – Temples dedicated to Hurrian are built with a central atrium which is open to outside. It is considered a good omen or blessing if a rainstorm or a lightning flash strikes during a ceremony. Many of these temples are built in areas of higher ground, the most grandiose ones built high up on the mountain tops.

Role of the priest– Much like their deity, Hurranic priests believe that their most sacred duty is in the defense of mankind from all the myriad terrors and dangers that exist in the world. When conflict erupts between their charges, they first urge for a diplomatic solution and encourage compromise in the hopes of preventing bloodshed. However, when this fails, or when one side seeks the utter destruction of the other, the priests will weigh the merits of both sides and then choose. Pity the side that must now face the noble Hurranic priests, for none are more deadly than they when their ire is raised.

Worship of Illiir

Illiir holds the position of head of the Pantheon and serves as patron of Emperors, Kings, Lords and others that enjoy positions of power. Due to His station most worshippers of the Pantheon give Him praise and offer sacrifices on His holy days. According to dogma, Illiir led the rest of the Pantheon against the Usurper and Its befouled progeny and corrupted minions during the God War. Though He did not participate in the destruction of the Elorii Elemental Lords, He did order it done. At the end of the God's War, it was Illiir that declared that all the lands of the Elorii were now the domain of humanity and proclaimed the creation of the First Imperium of Man.

Illiir is also credited with saving all of humanity by raising the God Wall ending a generation of brutal combat against the Infernal horde. This act also marks the founding of the Coryani Empire and the subsequent rise of the Mother Church of Coryan.

The Mother Church recognizes many aspects, distinct roles or domains, over which Illiir rules or personifies. The most well-known aspects throughout the Known Lands of Onara are shows Illiir as The Defender of Honor, The Bringer of Glory, The Light Everlasting, The Champion of Civilization, The Patron of Rulers, The Perfect Form, and the very sun itself as The Radiant Orb. Illiir also has been ascribed with darker aspects such as The Curse Bringer, The Unforgiving, and The Wrath of Heaven. These aspects, while verified by the VIth Ecclesiastical Court of the Mother Church, are not as well known and not actively venerated.

Sphere of Influence – As befits the head of the Pantheon, Illiir's worship is widespread and prevalent throughout the Known Lands of Onara. Illiir is revered as the patron god of the entire Coryani Empire and thus His worship is centered upon the heart of the empire, in the capital city of Coryan and throughout the province of Illonia. Even in the Theocracy of Canceri there is a small group of Illiiric monks and itinerant priests, known as the Confraternity of the Just Death, that urge those about to die, usually prisoners awaiting execution, to renounce the black teachings of the Dark Triumverate and embrace Illiir as their patron lord.

Temple – Temples of Illiir are normally round in shape or at least its central area is built in that form. The majority of the temples have a large glass or crystalline dome in which the rays of the sun are diffracted in a cascade of brilliant color throughout the central chamber. Temples are never created underground with the exception of the beautiful Cathedral of Penance in Solanos Mor and the Temple of Illiir Supine in Enpebyn. The latter is a morose temple that enshrines Illiir's aspect of the sun at rest and commemorates His time in the Tombs of Neroth before His rebirth.

Role of the priest – Priests of Illiir understand that while the Gods are perfect, humanity is imperfect in form and mind. Nevertheless, the clergy of Illiir teaches that perfection exists within each of us and one should strive to nurture it. The temptations of the flesh and the mind can damage the perfect soul within



and should be resisted through strength of will. Illiirite priests are expected to be islands of stability and order amidst the chaos of the world outside. No matter how unpredictable or frenzied the situation, Illiirites are unflappable and unfazed. They lead by example showing that chaos can only triumph if the mind and body are weak.

The continuance and stability of civilization is paramount to the teachings of this priesthood. Elevating mankind above the savage beasts and lesser, inhuman races of Arcanis is ever on their minds and a task to which they expend considerable efforts. Only by ensuring the stability of society can man be free of the daily struggle of survival and turn his energies to more enlightened endeavors such as philosophy, the sciences and the arts. Those that would bring down all that the countless generations have struggled to build must be destroyed.

Illiirite priests are seen as being self-righteous and arrogant, an impression many attribute to their often smug belief of their inherent superiority over the masses. Even so, these priests are highly sought after as judges and adjudicators due to their reputation as fair and impartial individuals.

As it was Illiir that cursed the entire race to their present form and condition, many Illiirite priests also see it their duty to watch over the dwarves and assist them in their quest for redemption. They find that the dwarves from Solanos Mor are truly repentant and worthy of eventual salvation, regardless of their previous transgressions.

Worship of Larissa

The Oracle of the Gods, Lady Luck, Mistress of Forbidden Pleasures, Temptress of the Pure, Divine Harlot of the Sixty-Seven Acts of Debauchery. Larissa has been called all these things and more. Originally depicted as a demure, young virgin, Larissa used Her ability to see in the future during the God War with deadly accuracy. Her powers were crucial in the defeat of the Other and in foretelling the eventual triumph of Man over the Elorii.

Afterwards, She became obsessed in the protection of Her children and searched further and further into the future, cataloguing every pitfall, catastrophe, or pitfall that could or would befall humanity. At one point however, She parted the furthest veil and saw what was not meant to be seen, even by a god. Driven mad by the vision, Larissa dove headlong into an orgy of hedonistic pleasures, each indulgence greater than the last, anything to burn the image of what was to come from Her mind and soul.

Philosophers wonder if the decadence that eventually spelled the doom of the First Imperium was caused by the Divine Seeress' fall into madness or whether the events on the mortal plane were mirrored above in the heavens. Regardless, this chaotic divergence in Her personality and powers caused a rift in Her followers, one which is slowly reaching the boiling point that will one day explode into a bloody schism.

As with the other gods of the Pantheon, Larissa is known to have darker aspects than the Maiden of Joyous Indulgence. She is also known as the Lady of Thorns, the Delightful Torturer and the Giver of Exquisite Agony.

Sphere of Influence – The clerisy of Larissa is widespread and welcomed, in one form or another, in just about every corner of the Known Lands of Onara. The capital of the Cafelan province of the Coryani Empire, Savona, remains the seat of power for worshippers of the Mistress of Forbidden Pleasures. Thousands flock to its festooned streets during the holy celebrations that are marked with endless hours of pleasure and merriment.

Temple – Temples to Larissa are built in the shape of huge ziggurats with a large sacrificial brazier in which holy incense is burned eternally. At the bottom level of these immense structures, private rooms exist so that those who wish to commune with the Goddess may do so privately, personally guided by a priestess of the Divine Harlot.

Shrines to Larissa's aspect as the Lady of Luck are also a common sight, especially in gambling halls and in the shape of fountains in major cities where those wishing for their bad luck to turn offer a few coins in supplication.

Role of the priest– To outsiders, the clerisy of Larissa is a unified entity made up of hedonists and sensates that are able to peer through the veil of time and see glimpses of future events. In reality, the Larissan priesthood is but a hair away from total schism leading to a religious holy war the likes of which has not seen in ages.

The original duties ascribed to Larissa dealt with gazing into the future, thus aiding ones comrades or averting disaster with the foreknowledge of what was to come. The Oracular sect still believes that this



should be their one and only duty, all else being an unwanted distraction. They point to the fact that it was not until the end of the First Imperium that Larissa sank into Her madness. Before that time, She was depicted as a shy and demure young woman; selflessly coming to the aide of Her family and putting nothing before Her sacred obligation. The Oracles maintain that by indulging in such hedonistic practices, the sensate priests are merely perpetuating Larissa's downward spiral into utter insanity.

The Sensates argue that their sect is the one truly following the edicts of their Goddess by indulging in every experience and living life to its fullest as She commands. They point to the fact that they are equally able to see future events as the Oracles do. If they had strayed from the divine path, Larissa would have stripped them of that power.

While the hedonists do not shirk their duty of advising those in power of coming events, they believe it is their sacred trust to the common man to make their lives a bit brighter and happier. Throw off the shackles of polite society, dare to speak ones' mind without fear of recrimination, indulge in every desire and need, they teach. One need not wait until death to pass into the Paradise of the Gods, when it can be created and enjoyed now.

Worship of Nier

Offerings of blood, death and the wailings of the defeated are what pleases mighty Nier, the Lord of Flaming Devastation, the Master of Burning Ruin, the Reveler in Violence, the Ultimate Warrior and the Judgment of the Gods. Portrayed as a raving warrior, blood drenched and covered in gore with the bodies of His enemies piled high before Him; Nier is the embodiment of war. He is the relentless storm of chaos which wipes what was before clean, allowing for something new and different to take its place.

Paradoxically, Nier is also the implacable defender of the Pantheon and stands at the left hand of Illiir, ready to destroy that which would threaten the Ruler of the Gods' plans. His Valinor stands in judgment of the souls all mortals who must one day stand before Him and learn their ultimate fate: entry into the Paradise of the Gods or a virtual eternity in the boiling Cauldron of Beltine.

The worship of Nier has ever been a two edged sword in the history of the nations that have risen upon Arcanis. While Nierites have been instrumental in preserving many of them, they have been as quick to turn and topple the greatest of empires. It was the Legions of Leonydes val'Virdan, arguably the most devoted servant of Nier that destroyed the vast First Imperium of Man and precipitated the millennia spanning Shadowed Age, also known as the Time of Darkness.



Sphere of Influence – While widely revered and holding a high place of honor within the structure of the Mother Church of Coryan, an attempted coup to overthrow the emperor by the High General of the Nierite Honor Guard proscribed the organized worship of the Flame Lord and resulted in the majority of His followers being banished to the furthest corner of the Coryani Empire. This area is now part of the Theocracy of Canceri and it is there that the greatest concentration of worshippers exists.

A smaller congregation founded the City State of Erduk in the Hinterlands. These people are the descendants of the followers of Leonydes val'Virdan who fled here after his reign ended. The Erudkeens have found a kindred spirit in the dwarves from the nearby Enclave of Nol Dappa.

Beyond these population centers, small shrines to Nier exist in homes and amulets or holy symbols are carried by many legionnaires and soldiers who pray to Him for courage, strength and skill before going into battle.

Temple – Nierite temples are easily mistaken for small fortresses rather than places of worship. High defensible walls surround a solid stone interior building with numerous murder holes strategically placed throughout. An immense brazier is kept lit atop of the temple and magic is used to ensure that it does not go out even in the most torrential of downpours.

Role of the priest– Priests of Nier do not stand in the back and support the warriors before them with spells, they are at the front lines, fighting, advancing, bleeding and dying alongside their brothers-in-arms. Spell casting is usually done before the enemy is engaged or in the midst of battle to inflict the greatest amount of casualties. Nierite priests feel it is their sacred duty to inspire the warriors at their side by sharing in the danger as well as the glory. A commander who leads from behind the protective wall of his soldier's bodies is a coward and is not deserving of their loyalty.

It is not uncommon for a priest to have some skill at singing. Many a battle has been won by a well timed, stirring battle song that lifts the moral of the troops and infuses them with the strength to lift up their swords and charge into the breach one last time.

After a large battle, the priests of Nier usually officiate in the sacrificing of burnt offerings to Nier. Contrary to popular belief, human sacrifice is a rare thing; usually a powerful animal such as a bull or shadow lion, is placed upon the sacrificial altar. In the rare times human sacrifices are made, it is when a courageous and honorable enemy is captured alive. Rather than see this respected opponent humiliated by being sold into slavery, he is given the option of having his courageous heart offered to Nier in the hopes that He will take the enemy commander to the paradise of the Gods directly.

The clergy of Nier are also highly sought after as judges in areas where Imperial or Royal magistrates are not available or few and far between. The priests take their responsibilities as judges very seriously and strive to remain impartial regardless of personal biases or political expediency.

Worship of Neroth

Most feared of all the Gods due to His duties which reach all inevitably, Neroth, known also as Black Neroth, rules below the loamy earth, in the worm infested recesses of the catacombs and barrows that riddle the Known Lands of Arcanis. Neroth Death-forger also has dominion over disease and the body and mind of the dead.

The Nerothian priests site the *Librium Sacrum Mortis*, written during the dawn of the First Imperium, which relates a conversation between a holy man and Neroth Himself. In it, Neroth explains that the state of being humanity calls life is just one phase of existence, much like the stage when one is in a mother's womb. This fetus is born into this state called life through blood and pain. Death is merely a second rebirth, also usually heralded by blood and pain, where one may transcend this life and become immortal. It is His gift to those who are faithful to Him and His teachings.

Those faithful that do not transcend are seen as unworthy of Neroth's gift; their bodies merely husks, suitable only as tools for necromancers or food for the worms of the earth. Those that receive the Death Lord's Kiss continue onto their next level of existence with their knowledge and memories intact. The price for this gift however, is the soul or spirit, which is consumed during the metamorphosis.

Sphere of Influence – The worship of Black Neroth is concentrated heavily in the southern portion of the Theocracy of Canceri as well as the Coryani province of Toranesta, although recent events in that rebellious territory has seen the purge of all priests of the Pantheon and a return to their foul and benighted deities, such as Tzizhet of the Many Limbs.

Just off the banks of the Corvus River lies the Vale of the Immortals, a huge necropolis built during the time of the Nerothian Dynasty of Imperators of the First Imperium. Since the founding emperors, powerful nobles and other notable citizens of the Coryani Empire have been interred within this sacred realm. A small town has sprung up through necessity to serve the needs of the Nerothian priests who preside over the body's final disposition and the guards whose duty it is to protect the crypts and mausoleums from tomb robbers or those who would desecrate the dead.

Outside of Canceri, shrines to Neroth exist in small cul-de-sacs throughout cities or personal ones at home where people can burn offerings in the hopes of staving off disease or to ask for His blessings for the dead or dying.

Temple – Temples to Neroth are unadorned buildings built of black basalt with massive bronze doors, the metal most closely associated with the Lord of Undeath. High, thick walls surround a courtyard and several other buildings. These buildings serve many different purposes from housing the priests to serving as places to view bodies of the deceased to embalming chambers where corpses are prepared for burial.

Below the main temple structure is a catacomb where the bodies of the deceased not powerful or wealthy enough to craft their own monument in the Vale of the Immortals are laid to rest. These catacombs also have ceremonial chambers where secret rituals to the Master of the Tombs are enacted.



It is a gross misconception to believe that the bodies of the dead are used as playthings by the Nerothian priests. Nothing could be further from the truth. The priesthood believes strongly that it is their sacred duty to protect those interred in their care. Only the faithful to Neroth, those who have followed His teachings are available for reanimation when the need arises. This is a covenant between the supplicant and Black Neroth, where the follower understands that his body is but a husk after death and that its continued service to Him is an honor. Others are not expected to be so selfless and thus their body's sanctity is respected.

Role of the priest– Death is an inevitable part of life and in the world of the Shattered Empires, it is everywhere. The clerisy of Neroth strives to engender faith in their deity by teaching that there is life beyond life. The undead are sacred to Neroth and the priesthood protects them from those that see these transcended beings as monstrosities. There are times when Neroth's Gift drives the blessed one insane and it is only then that they step in and grant the mad creature its final death.

Aside from tending to the proper burial of the dead, Nerothians are also tasked with collecting the great evils of the world released when Neroth killed Illiir. The recapture of these primal evils within the Crucible of Sins, one of the holiest of artifacts of the Nerothian religion, is paramount.

Worship of Saluwe'

Saluwe' is venerated as the patron of women, in all their phases of life, as well as that of the Green Mother, Goddess of all things that grow upon or below the earth. As the wife of Illiir, Saluwe' receives accolades as the Empress of the Heavens and libations to Illiir are also offered to Her.

As the patron of females, women in all the Known Lands pray to Her for everything from happiness, finding a mate, and fertility to protection from brutality at the hands of men. During the God War, Saluwe' was instructed by Her husband to devour the Earth Elemental Lord of the Elorii. This act added new aspects to the Earth Goddess, giving Her dominion over those things below the earth as well as that which grows upon it.

Like the other Gods, Saluwe' has many aspects officially recognized by the Mother Church of Coryan. The most popular among these aspects are Saluwe' as The Innocent Maiden, The Goddess of Tranquility and Peace, The Nurturing Mother, The Green Goddess, as well as the Womb of the World. There are darker, more primal aspects to the Earth Mother which, though recognized, are not widely embraced.

Sphere of Influence – Saluwe's worship is strongest in rural and agricultural areas. The province of Balantica and the Duchy of Sylvania in Milandir are major bastions of the Earthmother's worship. Panari, the provincial capital of Balantica holds the seat of power for the clerisy of Saluwe'. Saluwe' is also venerated in many areas as the wife of Illiir and the patron of women and homes across the Known Lands of Onara.

Temple – Temples dedicated to Saluwe' in an urban setting are usually adjacent to a temple of Illiir with connected access between the two for worshippers to easily go from one to the other. The grounds surrounding the temples are immaculate and breathtaking gardens, with exotic flowering plants, manicured lawns and immense trees with wide, spreading limbs offering cool shade.

Those who travel to a temple erected in a rural environment will be shocked by the marked contrast between this and those found in cities. These temples initially seem little more than shrines with a central altar and little else. No walls or roof shelters the worshippers from nature. Instead the priests teach that the entirety of nature is Saluwe's and that the small altar merely acts as a convenient meeting place.

Lastly, there exist those temples that are dedicated to Saluwe's aspect as ruler of the world below the surface. These temples are built in expansive underground caverns that rival the majesties of the dwarven cathedrals. Altars appear to have been grown from the very stone and stalactites are embedded with the ubiquitous phosphorescent lichen found everywhere in the land below.

Role of the priest– The clerisy of Saluwe' is exclusively reserved for females with a separate druidical sect reserved for the males. Priestesses act as mid-wives, protectors of women within society and the home, bless the barren with fertility and advocate the equality, or in some cases, superiority of females. Priestesses, as well as the druids, are expected to call upon the Earth Mother to



ease the people's misery in times of drought or famine as well as blessing the grain fields and orchards to ensure a bountiful harvest.

In frontier settlements or towns deep in the wild, Saluwean priestesses and druids protect the populace from the creatures of the wild, and especially from foul creatures that are the creation of black sorceries and madmen. Aberrations are not tolerated and their very existence is seen as an affront to Saluwe'.

The druidical tradition of Saluwe is grounded in the tending and protection of the sacred groves, forests, and pristine environment that exist across Arcanis. While the druids that have their traditions grounded in Animism see mankind as a blight upon nature, Saluwean druids believe that mankind is as much a part of nature as the plants and animals. Mankind needs only be instructed as to how to live in harmony with their four legged brethren rather than in conflict. Saluwean druids feel it their duty to defend humans and their kin from the predations of the wilds as any good host will offer safety to those who dwell in their home.

The Golden Boughs of Saluwe' are especially sacred and it is within these woods, the eaves of its mammoth trees creating a cathedral like ceiling, that the holiest of groves exists. At its very center lies a pool so pure and crystalline in clearness that it is said to be divinely wrought. Saluwean dogma ascribes this glade as being where the Earth Goddess rested and slaked Her parched lips after defeating Marok, the Earth Elemental Lord of the Elorii.

Worship of Sarish

Binder of demons and devils, the Oath Maker, Master of the Arcane, He Who Strides the Planes, the Blood God: these titles and more have been ascribed to Sarish, one of the more complex and intriguing deity of the Pantheon. Most look at Him with trepidation, for tales abound of His priests summoning Infernal creatures to do their dark biddings, but, when these same fiends appear, Sarishan priests are the first to be called upon to deal with the matter.

Hated and loved in equal parts, some say the true nature of Sarish is unknowable, even by the other gods themselves. Yet despite the deep misgivings most of the populace have towards Him, those learned scholars who believe the End Times are drawing near console themselves with the hope that sly and cunning Sarish has some sort of plan to save all of existence from the Endless Dark which is coming.

Sphere of Influence – Sarish is invoked daily by peoples of all nations and every walk of life. The phrase, “*I swear by Sarish*” is a common idiom heard daily. It is immaterial whether one is an ardent worshipper of the Lord of Oaths. All know His role in the Pantheon and call upon Him to validate what one says or to bind two or more people in a contract. While only those oaths spoken before a priest of Sarish can invoke curses upon the breaking of such a contract, the common folk believe that Sarish hears each and every vow made in His name and will punish those who would break their word.

The greatest concentration of followers to Sarish, besides in Canceri, can be found the rebellious province of Toranesta and to a lesser extent in the city of Plexus, located in the south of the Coryani Empire.

Temple – Sarishan temples tend to all follow a similar architectural: a multi-storied building with four spires on each of its corners. These towers, as well as the ledged surrounding the upper floor of the main building is adorned with imposing stone gargoyles. These gargoyles are rumored to be able to animate and defend the temple in times of crisis.

To the normal eye the temple, while formidable, looks to have mundane defenses. Appearances can be deceiving. Any novice mage casting a simple spell of magic detection will likely be blinded by the sheer amount of power enwrapping the temple. Wards of incredible power are layered one atop another. Sigils and mighty offensive spells are laid upon strategic openings and points throughout the outer walls that await only a specific trigger to unleash a torrent of death and utter destruction. Few, if any temples of Sarish have fallen due to an outer assault and quite a few have utterly destroyed an army rash enough to try.

Role of the priest– The most well known and, some say, glamorous duty known of the priesthood of Sarish is the defense of humanity from the slaving hordes of Infernals lying in wait for the moment to corrupt or devour the innocents of the Known Lands. While the Sarishan clerisy promotes this concept and even display the odd rampaging demon as proof of their duty, an Infernal Horde the size that they claim hides in the shadows has not been seen in over a thousand years. It is a testament to the total horror perpetrated by these foul beings over a millennia ago that the mere thought that such an event could occur again keeps the coffers



of the Sarishan temples overflowing in tithes.

A more practical application of Sarish's gifts is that of the keeper of Oaths. While certainly not as glamorous as demon hunting, oaths witnessed and sanctified by Sarishan clerics are in great demand by merchants and moneylenders as well as nobles who wish to ensure the fealty of particular nobles or dangerous mercenaries.

Besides adding to their already filled coffers, this duty has a secondary benefit that some patrons do not realize – the sharing of secret pacts and deals with the Sarishans themselves. Sarish is the lord of secrets and forbidden lore. Much has been added to this wealth of knowledge by his priests witnessing such pacts. Some, while hardly valuable in valuable data are rife with embarrassing nuggets of scandalous gossip, which can be used by the Sarishans as leverage to secure more lucrative information.

A less commonly known duty is that of safeguarding those that are arcanelly gifted from danger and especially from the predations of the self styled Sorcerer King of Ymandragore. As patron of mages and sorcerers, Sarish holds these people dear and as his chosen. This attitude runs in direct conflict with that of the Lord of Ymandragore, who believes that all you are able to bend magic to their whim are his subjects. This conflict of interests has led to Sarishans forming an unusual alliance with the Sanctorum of the Arcane, an underground organization which helps train and shield mages from the Harvesters.

Worship of Yarris

Ancient is Yarris, some say older than the other gods of the Pantheon itself, though this be the talk of heretics and madmen. Some say that Yarris rules the oceans, while others site Holy Scripture that alludes to Yarris being the ocean itself, with every drop, every fish, every frothing white cap but an extension of His being.

Yarris is normally seen as a deity who one prays to in the hopes of averting disaster rather than for the granting desires. Sailors say that Yarris only grants one of two things: safe passage through His realm or a one way trip down to the bottom where the unlucky sailor is conscripted to man one of the many doomed ships that sail under the dead full moon of Aperio.

Like the other gods, Yarris has His benevolent aspects such as the Calmer of Storms, the Master of the Flood Plains (specifically to the farmers who till near the Corvus River), and the Lord of the Placid Oceans. His darker aspects includes that of the Uncaring Ruler of the Ocean, the Black Hand of the Tempest (oddly enough represented as a Female aspect), Admiral of the Damned Fleet and lastly a heretical aspect not recognized by the Mother Church that led to the Yarric Heresy, The Lord of the Ancient Deep.

Sphere of Influence – Anywhere that the land meets the ocean, one will find temples and shrines to the Sea Lord. Given Yarris' connection to the val'Ossan family, a stronghold of one will invariably find the other in great numbers. As such, the Royal Milandisean duchy of Naeraanth and the Coryani province of Salantis have the greatest number of worshippers of the Master of the Oceans. Other major mainstays of worship include the coastal cities of Plexus and Savona and numerous shrines to Yarris can be found in the archipelagoes that form the Pirate Isles.

While humanity claims to be the chosen of the Gods, and thus by extension, Yarris, the Master of the Waves is unique in that other non-human aquatic species also pay Him homage. While talk of this is idle gossip at best and heresy at worst, many do believe that the val'Ossan family knows of these creatures and even share in these ceremonies with them.

Temple – Temples to Yarris are normally situated on the very coast or upon riverbanks or the shoreline of the larger lakes that dot the Known Lands. These temples, usually built in granite and punctuated with precious multi-colored coral and pearls, are horseshoe in shape, with the mouth of the structure facing the ocean or body of water whenever possible. The tides play an important role in the ceremonies performed in these holy places, with the congregation entering the water and even submerging themselves briefly.

It is rumored that magnificent temples to Yarris exist below the waves. Tales from drunken sailors and shipwreck survivors plucked from the middle of the oceans all claim to have seen brilliant lights and numerous beings hundreds of feet below the surface. One sailor in particular has brought back evidence in



the form of a coral statuette snatched from around the neck of a Sea Devil that sought to drag him under for sacrifice.

Role of the priest– Mankind believes itself to be the dominant species upon the planet and the top of the food chain. The priests of Yarris know that this is not so upon the ocean. To humanity, the seas are truly a dangerous and alien place where only the bravest or the most fool hardy tread without worry. When they set off on a voyage upon Yarris' Belly, they do so at His whim.

It is here that the priests of Yarris intercede upon man's behalf. The priesthood feels it is their sacred duty to safeguard humanity in this foreign environment from its predators and from the seas capricious nature itself. The clerisy is well aware of the existence of sentient undersea creatures, which are inimical to man and would just as soon devour him than to converse with him. The priests try and shelter their charges from these beings and act as man's protectors when all else fails.

Along with their brothers in the Order of the Sea Lords, the priesthood of Yarris is also in search for the Lost Pearls of Yarris, given to mankind at the dawn of the First Imperium and subsequently lost in the intervening centuries. This quest takes them to places one would normally not expect to see priests of a Sea God: mountain peaks, deserts, underground and in the great cities that dot the continent.

Chapter Ten

Secret Societies

“Initiation, loyalty, tradition, fraternity, faith of cause, and above all else, secrecy” – No one. No one at all.

Though they may have different views, motives and operations, every Onaran secret society shares these six principles in common. While some of these groups are esteemed orders with a public face, they all have a hidden face shown only to those few who are indoctrinated into their secret world. Whosoever counts themselves among the ranks of these private societies has willingly entered a shadow war beneath the public eye, and while they are blessed with resources, secret lore and hidden allies, they have also committed themselves to dangerous tasks, terrible burdens, and most treacherous of all, hidden enemies.

On being a member

From the moment of first contact, every member of a secret society has been tested for loyalty, bravery and skill. Whether by familial, racial, religious or political commonality, all members of a secret society have been observed, chosen and initiated into their new family. Upon initiation, the new sibling is taught the secret lore of the society, including the traditions and private language of their peers. Thereafter, the society keeps rough tabs on their new member's activities, learning of their deeds and affairs, whether directly relevant to the society or not. In game terms, this attention is reflected in the characters Fame and Infamy score.

Communication

During their indoctrination, the new member learned ways to find other members of their hidden family. So when they need to communicate with their siblings, they need only direct themselves to known locations frequented by their peers. Usually these places have an emblem of the society strategically placed to alert the member, but remain unnoticed by the masses.

Once contacted, members may seek secure locations to hold lengthy discussions, or they may well weave stands of information into their everyday patter. All properly indoctrinated members of a society is familiar with the secret language of their brethren. This is a free language given to the character at character generation, or during their initiation. All secret society languages have four forms: Active, Passive, Cryptic, and Supernatural.

Secret Society Language: Active

The active language is used for direct communication between members. Whether using coded phrases, watchwords, metaphor, innuendo or subtle hand signals, the members can convey veiled messages between each other. Members are assumed to have the ability to decode these dialogues once they are aware that they are occurring. Someone initiated in the language needs to make a **DC 8 Sense Motive** to catch on that their comrade has switched to the societies

secret language. The fact that a hidden communication is underway can be picked up by the uninitiated on a **DC 25 Sense Motive**. Those who are initiated into a different secret society have a **+2 synergy bonus** to this roll based on their exposure to this type of communication. A member of the secret society can raise the DC against the non-initiated by making a **Bluff** check to further conceal their communiqué, in which case this becomes an opposed skill roll.

EXAMPLE: “I have not heard from your friend the summoner in a long time. If you get a quiet moment with him soon, could you give him this message?” Says Graven of the Mourners of Silence telling his contact that there is an issue with the Church of Sarish that needs to be dealt with quickly. The message would then reveal the specifics of this secret operation.

Secret Society Language: Passive

Whether by wearing a pin with an insignia important to the society, or the subtle incorporation of a society emblem in a publicly posted symbol, members of a secret society have ways of identifying each other and safe houses. A member initiated in the society's language needs to make a **DC 8 Spot or Search check** to notice the emblem. The Fame of the member can also affect this roll. A character can lower the DC of the check by using a symbol attached to their Fame within the society. This is a circumstance modifier equal to the character's Fame. Likewise, if the character has any infamy within the society, these points act as a circumstance modifier that lowers the DC.

The passive use of the language is difficult for the non-initiated to discover. Noticing a repeating pattern is the only way to identify an emblem. The character must make a **Sense Motive checks, DC 28** on five separate occasions to notice that the society member's demeanor changes when they encounter a hidden symbol. These five sense motives must involve the same society member. Once this pattern has been established, the non-initiate must then make a **DC 25 Spot** check on five additional occasions to determine what symbol elicits this response. It must be noted that the non-initiate must have some justification to initially start watching the movements of the society member.

Secret Society Language: Cryptic

Many secret societies develop ciphers and codes in which to send written communiqués. Some may use religious texts, metaphors and allegories. In any case, those initiated into the language understand the various ciphers, and can quickly decode the messages. There is no skill check for the member to do this. If intercepted, the letter will either look like gibberish or filled with obscure references or imagery. While they will be unable to gain the full text of the message, they can understand the general theme and content by making a **DC 28 Decipher Script** check.

Secret Society Language: Supernatural

Some secret societies have access to magical and/or psionic means of communication. When sensitive information is to be delivered, this is the preferred method for these organizations. Every society capable of using these methods will have special recognition signals that the member will recognize, confirming the legitimacy of the communiqué.

EXAMPLE: While riding on the rode to Savona, Malros hears the distinct ringing of three bells in his ears. Noticing that his companions have not heard the bells, he realizes that he is receiving an urgent call from one of the Shield mages. *“Return to Savona quickly. Harvesters spotted.”*

Any member could reveal elements of the society’s secret language at any time, but doing so is a grave betrayal of the organization. Doing so immediately gains the character +1 Infamy. Depending upon the society, other sanctions may be imposed.

Fame and Infamy

Fame is a measure of the characters renowned and accomplishments within the society. While the facts of the character’s exploits may be known only to the inner circle of the society, every victory the character achieves for the society gives her confidence and pride. Between the notice and their own poise, the character is perceived by other members as more capable and sure. The character gains **Fame Points** whenever they accomplish a mission that benefits their society greatly. Characters can have between 0 - 5

Infamy

Infamy on the other hand does exactly the opposite. Not only does the inner circle know that the character failed or betrayed the society, but the blow of the failure shatters some of the character’s confidence. This results in fellow members mistrusting the offender. Those with Infamy points in their society will find it hard to earn the trust they once had, having to do penance by way of solitude, having much time pass, or going on dangerous missions that benefit their society. Only a Fame point from their order and approval by their betters can remove a member’s Infamy within their society. In game terms, a character can permanently burn one **Fame point** to eliminate a point of **Infamy**.

This system of **Fame** and **Infamy** is not limited to secret societies. It can be applied to any organization with whom the character interacts. It is possible to have Fame with the Mother Church, a Legion of Coryan, or even a Hinterland tribe. It is up to the GM to determine whether the character gains Fame or Infamy during a given encounter or mission.

Benefits of Fame

Fame has a number of benefits for a character. First it can be used to determine their rank and prestige within a given society or organization. Below is a general guideline for what **Fame** represents. The effects of **Infamy** are listed in *italics*.

1. A cut above the norm. Knowledge of one secure area and one contact. *Stigmatized and possibly shunned by members.*

2. Presence raises eyebrows. Knowledge of one major contact, a few peers and secure areas. *Difficult to make contact with members and get information; likely have to bluff way into secure areas.*

3. Sought actively by higher powers within the order. Aware of current missions in several areas with access to a handful of secure areas and contacts. *Wanted for questioning and possibly incarcerated when presence is known of; little knowledge of secure areas and members.*

4. Called on frequently if available and/or entrusted with vital secrets and missions of high caliber. Knowledgeable of several operations, safe houses and contacts on a large scale. *All group centers on alert. Actively pursued by agents within group and/or incarcerated by appropriate/influenced local authorities. Possible bounty on head, no knowledge of secure areas and members, will be engaged on sight.*

5. Top agent in a given area. Sought preferentially over other society members and in frequent communication with peers and higher ranking members of their order. Knowledgeable of most current events and plans, possibly on an international scale and/or access to this information readily with proper resources. *Hunted with extreme prejudice by group and external sources, bounty on head, local authorities likely informed and waiting. Wanted dead or alive.*

A character’s **Fame** score can be used as a circumstance modifier during interactions with other members, including **Bluff**, **Diplomacy**, **Gather Information**, **Intimidate**, and **Sense Motive** checks.

Fame also represents how willing a fellow member is to help the character, thus the character can use their **Fame** to call in favors for resources in order to complete a mission. To seek help, the character must first locate a fellow member and then roll a d20 + Charisma modifier, modified further by adding their **Fame** and subtracting their **Infamy**. The following table is a guideline of what the character can requisition, with the GM having final say on what resources can be spared by the member to aid the character.

DC10: Coil of rope, a meal, shoes

DC12: Lodging, lantern, arrows

DC15: Access to a lab, map, disguises

DC20: Potion, small shield, minor spell, invitation

DC25: Riding horse, 50 GP, rare item, safe house

DC30: Cache of weapons, magic item (*which may not be worth more than 200gp x level of the character*), a specific key

Loaned equipment and magic items must be returned in a timely manner and any equipment destroyed or lost must be replaced at your expense. Refusal to re-pay, results in Infamy as well finding gaining the inability to borrow anything from the society until the debt is paid.

Missions

Whether they are currently on missions or not, members are expected to follow the tenets of their order faithfully while achieving the objectives assigned to them. They should report afterward, including any threats and findings of note to their peers and superiors, gather information while awaiting further instruction,

and intervene on the behalf of their order to the fullest extent possible. Doing otherwise could gain them an unhealthy reput amongst their peers, perhaps even Infamy dependant on circumstances.

Any member who is compromised or discovers compromised information, objectives and secure areas should report these findings immediately in the fullest detail. They may be instructed to keep their cover and withdraw, possibly disappear if they are compromised, or intervene, including covering up their order's involvement - and disposal of loose ends. Any combination of these is possible, dependant on circumstances. Typically, members should await instruction concerning major tasks, but provided communications with superiors are unavailable, or unforeseen developments threaten their society and mission objectives, they are expected to adhere to the tenets of their order and act decisively.



The Orthodoxy

During the First Imperium, all the Gods were worshipped equally as a great Pantheon. Then, unlike now, there were not individual priests of each God, but a single Pantheistic priesthood. Today, the Mother Church still pays obeisance to the Pantheon, but as fragments of the whole. Each God has its own separate priesthood answering to the Patriarch of the Mother Church. Members of this faction do not believe this is the way the Gods intended for humans to worship Them and may be the reason They have all but stopped speaking directly to Man.

Goals

The reintegration of the 12 priesthoods of all nations back into a true Pantheistic Church and the elimination of all heretical worship.

Public Persona

As its name implies, the Orthodoxy is an esteemed order in the public eye, particularly where the Mother Church is in power. Members are easily mistaken for normal church agents, and this is often the case. Not many would suspect trusted priests meeting and performing rites for the people's benefit. Uninitiated folk who compromise missions and objectives are often easily misdirected, and rarely, brought "into the know" - as long as they are devout servants of Mother Church. There is usually a cover story applied to maintain security, and plying these loyalties is a common tactic. **Allies:** Followers of the Azure Way, Mother Church, loose affiliations with Emerald Society

Enemies: Mourners of Silence, Order of the Twilight Bough, Church of the Dark Triumvirate, Swords of Nier, Elemental worship

Organization

The Orthodoxy styles its order after the church of the First Imperium. While most members are clerisy of one form or another, this is not always so. Thus, members may carry religious titles that signify rank but do not necessarily give them pious authority beyond their society. These designations are similar to titles in the Theocracy of Canceri, where nobles have a church rank but are not necessarily practicing clerics.

There is always one head of the order, the Hierophant; typically this is the current Patriarch of the Mother Church, but this is not always the case. Beneath the Hierophant is the Primal Electorate, which plays the part of administrators assigned to specific regions and courts. This body is comprised of three offices; Archons, Electors, and Elders. Archons act as the order's holy magistrates over given territories, promoting current goals within the order and enforcing the rule and strictures within their territory. They are aided by the Electors, who serve as legates and address major situations and disputes within the order, particularly between temples of the Mother Church. Elders are respected long time members who fill the role of advisors, teachers and important temporal offices within the Orthodoxy. These three ranks elect new leaders by a combination of divination and majority vote, and act as advisors to the Hierophant for major issues; heresy or political schemes that affect the order.

Beneath the Primal Electorate are the Curates, who command particular temple, church or shrine districts. These are often the head priests of temples in provincial locales, but not always - a Curate can easily operate a local Orthodoxy cell - called an Assembly - from a holy site, and need not be a priest. An Assembly is comprised of the Acolytes, which make up the working body of the Orthodoxy. These folk can be clerics, monks, or pious laymen of every stripe, including adventurers. This makes Acolytes the farthest ranging and most concealed group of the Orthodoxy, and therein lays their greatest strength.

Contact

Orthodoxy initiates are typically indoctrinated through their involvement within the Mother Church, be they priests or laity. This is not exclusive to Coryan, and members are also picked from related groups, such as the Soldier Saints of Dagha or tertiary orders. Ultimately, any devout adherent of church doctrine qualifies.

Communication

Orthodoxy agents meet and pass messages through their strongest resource - the churches, holy sites and devout worshippers of Onara. This gives them the largest, steadiest and safest means of communication of any order. Although they are held in high regard, which makes contact easy, this does not mean that clandestine activity is not present and that security measures are not taken - quite the opposite.

Missions

Whenever a church or holy edict is in need of support, when heresy appears, or whenever holy sites and artifacts are discovered, threatened or lost, Orthodoxy members are sure to be near.

The Followers of the Azure Way

The First Imperium was to be the perfect vessel to embody the Rule of Man as decreed by the Gods themselves. For millennia, those who were citizens of the First Imperium lived during a glorious Golden Age not seen since. Corruption, strife and eternal war is all that Mankind can now look forward to, having fallen so far from the vision that was the First Imperium.

Goals

To establish the Second Imperium as foretold by prophecy and to bring all humanity into a new Golden Age under the Rule of Man.

Public Persona

This society is a time-honored order, their classic tenets embraced fondly. They deal with many leaders and political arenas, and have a noted presence in various courts, but also consult with more common sources, especially on civilization's edge. The higher concerns of the Azure Way are largely out of the public eye; but one of their more mundane workings involves the marker by which all civilizations are measured – roads. Some see the ultimate goal of this society as unrealistic and ultimately, unachievable. However, their assistance to various cities for education, communication and commerce are accepted in many lands.

Allies: Orthodoxy, Mother Church, Emerald Society

Enemies: Mourners of Silence, Order of the Twilight Bough, Church of the Dark Triumvirate, Swords of Nier, Elemental worship

Organization

While the eventual aim of the Azure Way is the dawning of a Second Golden Age - and steps are taken toward this goal – many lesser practical motives aid this belief, these being the guardianship of civil learning, clerical and political equanimity and stable contact between civilized centers of learning and commerce.

Both goals are decided on by the Council of Stewards, which meet twice annually in various locations, exceptions being trouble for the order, wars and other dire threats to stability. Each Steward oversees their given territory - anywhere from a single city to an entire province, monitoring and assisting clerical, political and economic concerns. The Stewards have charge over the next rank, the Wardens (sometimes called Road Wardens) who maintain various places of importance; an important library, court, garrison, even an important road or bridge.



These places are assigned for a week or for life, dependant on locale and importance. Wardens also maintain ties of communication between Stewards and the status of regional groups within the order. They act as liaisons and “translate” between the typically urbane leadership and the (lowest) pragmatic ranks, Sentinels and Watchers.

Sentinels are independent members working toward long term objectives with personal assets at their disposal. These objectives entail anything from guarding priests on diplomatic church missions in Canceri to breaking up a bandit ring. Watchers play the role of information gathering and communication throughout the known lands. They might be innkeepers, drovers, a court herald, even merchant sailors.

The ranks of the Azure Way can be misleading. A Steward might be a harbormaster, knight, roving bard or a fixed official. A senator can just as easily be a Watcher as a Sentinel. This obfuscation is a potent aspect of the order, and while members are few, lines of communication are rarely unsteady, even in war. Moreover, their discreet but well known protection to noble and commoner alike garners aid from many quarters in times of need.

Contact

Within cities, many members are chosen from political positions, colleges and priesthoods to safeguard cultured learning, civil progress and continued equanimity for society at large. This is not always so, particularly with the order's more present and pragmatic goals – keeping communication, trade and travel between urban centers open and safe, which attracts many a knight, merchant, innkeeper, ranger, messenger and sentry to their cause.

Communication

Although the communication capability of the Orthodoxy exceeds the Azure Way in times of stability and peace, it is in times of distress and conflict that this order truly shines. Members can be found even in heathen locales, and often they can meet or leave messages at roadhouses, way stations, within camps or roving patrols and other sites connected with roads. It is often not that these locales have members ensconced within, but that local authorities have entrusted the Azure Way to vouchsafe communication and territories where it concerns messengers and travel.

Missions

The Azure Way adheres to Illiir's original decree since the Golden Time - that all civilized folk who follow these sublime tenets deserve protection, and this is acted upon in many ways. When pantheist temples spat, members are there to smooth tensions. When ancient lore is discovered or threatened, they explore, guard, and preserve. When economy and travel are afflicted by bandits, war, monsters or petty tyrants, this order intervenes decisively, removing threats to civility by way of diplomacy and if need be, armed defense, delivering messages and aid to keep stability in times of crisis.

The Emerald Society

Vast numbers of artifacts from ancient civilizations lie buried and forgotten in the far corners of the continent. These objects could bring about great good to humanity after being properly inspected and studied.

Goals

To recover lost lore and artifacts and deliver them to scholars who may unlock their secrets.

Public Persona

This popular order is second in power only to the Orthodoxy, and their lodges are in every major city. They are supported greatly by the Altherian Church, scholars and wealthy patrons everywhere, and a few commoners as well. Mere mention of their activity sets the tongues of nobles, adventurer and common folk alike to wagging, and even the simplest discoveries become conflated tales of phenomenal proportions. The Emerald Society is known to use this exaggeration to misdirect and tell half-truths to protect sensitive information.

Allies: Orthodoxy, Followers of the Azure Way, White Veil, Church of Althares

Enemies: Swords of Nier, Imperial Sciences Guild (more a long-lived competitive rivalry.)

Organization

The Emerald Society has the second longest history of the secret societies, being formally founded just before the Convocation of the Divine to aid that very cause. Since then, they have become a secular organization, but still have ties with the Mother Church, evident by the cognomen of their leaders, the Circle of Prophets.

While they direct practical policy for the order discreetly, the mysterious Prophets largely concern themselves with esoteric matters, said to permeate the rites of the Emerald Society. Each local group is called a Lodge, and the Prophets choose a Seneschal of the Lodge, who is responsible for common affairs, dispensing justice within the order, and performing domestic ceremonies and rites. The Seneschal usually also acts as Artificer of the Lodge, examining and approving new artifacts, research and expeditions, though this role can be given temporarily to another lesser member when other duties call.

The acting Artificer is served by the Order of Sages, which perform or monitor major projects and act as liaisons outside the order. Much of the artifacts and projects the Sages work on are supplied by the next rank, the Order of Savants, who delve into external research such as expeditions, newfound lore, artifacts and collaborative projects outside the order. They also bring in new members, making them the default recruiters.

The lowest tier is comprised of members known as Novitiates, the eyes and ears of the Emerald Society. Typically, a Savant brings in a promising person and patrons them to be a Novitiate, until he or she is deemed worthy to be initiated further. As the lower ranks are often quite proactive and roving, by no means is this always a sedentary process; a Novitiate's activities are watched and groomed by a particular Savant - and if necessary, more - until they are ready to be further initiated into the mysteries of the Emerald Society.

Contact

Members are largely brought in by the Savants from colleges and the Altherian Church, but knowledge takes many forms, and Novitiates are garnered from every quarter so long as they are deemed suitable. Research, construction and upkeep within Lodges require the likes of artisans, scribes, adepts, workers and expert craftsmen. Expeditions need cartographers, drovers, translators, sailors, and of course, adventurers, so membership is diverse. Contact is usually through a given Lodge, and there is at least one in every major city. The only requirement of being indoctrinated is that the member is deemed worthy by their patron and willingly asks to become a member.

Communication

Since the Emerald Society has many Lodges in public view - each with its own name - contact is usually easy and accepted. This by no means suggests that members speak of the order's doings openly, just that this is an accepted order within the public eye. Clandestine contact between members outside Lodges usually takes place within academic institutions or Altherian Churches, but when this is not possible, learned folk (usually Savants) patron such meetings within their homes, and members should seek out peers by other means of direct or passive communication.

Missions

The erudite centers of Onara are inundated with Emerald Society members, so when hints of undiscovered lore, scientific experiments, and expeditions come to light, this order is sure to be active - if they did not start the project in the first place. Subsequently, any rumors of threats to these findings are dealt with by way of displacement, misdirection, and ultimately, defense.



Order of the Hawk

Taking their name from one half of the symbol for the safe houses throughout Onara that train and protect those magically gifted from the Harvesters of Ymandragore, these Mages and Sorcerers have a more aggressive outlook than their colleagues in dealing with Ymandragore.

Goals

Take the fight to the Sorcerer-King of Ymandragore and eliminate the threat he poses, once and for all.

Public Persona

Like their allies in the Shield, the Hawk operates as a secret order within the Sanctorum of the Arcane as well as maintaining mundane social, religious and professional clubs as fronts for their activities. They have a reputation for being the self-appointed judges, jurors and executioners of the arcane underground, meting out justice on those who drift too closely into the Sorcerer King's orbit. Unlike their extremely discreet comrades in the Shield, the Hawk openly courts an intimidating image as a powerful, ubiquitous and invisible instrument of arcane justice. Where the Shield relies on layers of secrecy and misdirection, the Hawk employs surprise, innuendo and gruesome displays of ruthlessness to put the fear of judgment in the hearts of power-hungry mages everywhere. Many apprentices are warned away from the enticements of Ymandragore with the mere threat of a visit from the Hawklords, famed for their nocturnal hunting parties of hooded and bird-masked inquisitors. Those who ignore these lessons often learn the harsh truth later, to their everlasting chagrin.

Allies: Shield, White Veil

Enemies: Sorcerer King, Harvesters, Trackless, Ymandragore

Organization

The Hawk is organized into a loose hierarchy of independent cells called Wings, usually of no more than five initiates each, accepting assignments directly from the Equites of the local Shield lodge, who serve as their liaison with other Wings and teams of Bondsmen. Once an assignment is given it is left to the Wing to carry out the assignment or die in the attempt, although the Equite in charge will try to offer as much support as possible. Most Wings operate behind multiple fronts maintained by their members, like merchant

companies and adventuring parties. Many Wings have only one initiated member, and they serve as handlers for the Equite liaison. Each Wing is unique, and most veteran units specialize, relying on networking and mobility to compensate for their small numbers. Wings depend on their reputation to attract assignments, as the rewards to be had for hunting Harvesters assures that competition for jobs is fierce. Poaching has been known to happen, but a strong tradition of sportsmanship makes open feuding rare. Wings will often cooperate with other Wings or teams of Shield Bondsmen for temporary assignments. In rare cases where discipline must be brought upon the members of a rogue Wing, a conference of Wings known as the Tribunal of Raptors arranges a trial by combat where the accused must survive a series of ordeals enforced by the assembled Hawklords with powerful rituals. The secrets of these rituals are as closely guarded as the Code and the Oath of Nurion.

Contact

Contacting the Hawk can be a challenge, but the best way to gain their attention would be to become a member of a Sanctorum of the Arcane. Agents in the field can leave sigils to mark areas for other Wing members and Shield Bondsmen to notice. Recruits must be sponsored and undergo a long vetting process before they are even aware they are candidates

Communication

The Hawk, as befits a secret society of magicians, relies on magic to exchange sensitive messages. However, they maintain a healthy respect for the scrying powers of the Harvesters, and always communicate in a special code that resists divination. This code was derived from the Oath of Nurion and its development is one of the primary reasons the Hawk and Shield are able to operate relatively unimpeded against the Harvesters.

Missions

Every mission carried out by a Wing has the same ultimate purpose: eliminate the threat posed by the Harvesters. Typical assignments include monitoring of so-called "charity houses," reconnaissance of their territory for signs of enemy activity, establishing false fronts for the next assignment, sabotage of enemy assets, surveillance or kidnapping of suspected enemy agents and their sympathizers, and assassination of dangerous elements.



Order of the Shield

Taking their name from one half of the symbol for the safe houses throughout Onara that train and protect those Arcanely gifted from the Harvesters of Ymandragore, these Mages and Sorcerers have a more protective outlook than their colleagues in dealing with Ymandragore.

Goals

Deny the Sorcerer-King as many “Gifted” practitioners as possible and marginalize Ymandragore without direct confrontation.

Public Persona

Constituting with the Hawk one-half of a symbiotic organization with complementary goals, the Shield is the defensive wing of a loose federation of arcane cabals dedicated to countering and eliminating the threat posed by the Harvesters. The inner workings of the Shield remain a subject of considerable speculation among those who concern themselves with matters arcane, having acquired a thick patina of legend over the centuries. This is exactly as the Shield prefers it. Secrecy is its main defense in the deadly and interminable game of move and counter-move against the Harvesters. Only those with deep knowledge of arcane history are likely to distinguish them from their militant colleagues in the Hawk. Both are usually assumed to be one and the same part of a secret elect within the Sanctum of the Arcane.

Shield lodges are called Havens and often operate behind other public fronts such as fraternal societies of pious burghers, publishing houses, salons of rhetoric and notary guilds.

Allies: The Hawk, White Veil, Twilight Bough

Enemies: Sorcerer King, Harvesters, Trackless, Ymandragore

Organization

The Shield is a loosely organized network of affiliated Havens, each possessing three levels of membership protecting a city or province, under the regional direction of their capital Havens and owing ultimate fealty to the Supreme Haven in Grand Coryan. Although sectarianism and partisan sentiment exist in different national Havens, by and large the Shield is united against the threat of the Harvesters. Initiates of the outermost circle are known as *Brethren*. Many at this level are often not even touched by the Gift, but they nevertheless serve a vital support role. Brethren are expected to watch for signs of Trackless or Harvester activity and provide resources and expertise for their Havens. Anyone of importance to the lodge who are deemed trustworthy is recruited to the next circle, the Brethren, with influential patricians being particularly sought. Brethren typically know little if anything about the Shield members they deal with or their activities, and are often recruited through false fronts for fear of the Harvesters pulling the secrets from their minds and souls. Some do eventually graduate to become full-fledged members of the next circle.

Initiates of the middle circle are known as *Bondsmen*. They have taken the *Oath of Nurion*, which continues to vex the agents of Ymandragore, and they train intensely to fulfill their role as the Shield’s defenders. Whenever the Harvesters target a particularly gifted recruit, a team of Bondsmen is dispatched to protect the target until



they can be safely resituated. This is rarely as easy as it sounds and the Shield is constantly forced to recruit to replace combat losses. Fortunately, the Oath geas insures the Shield is protected from infiltrators. It cannot always protect against betrayal, however, and Harvester teams have learned to exploit the personal weaknesses of their rivals.

Initiates of the innermost circle are privy to the greatest secrets and the most sensitive information. They are known as the *Equites* and it falls upon them to bear the responsibility of command. Formed into cells of no more than five members, this secret cabal of experienced operatives serve as the core around which local Shields are organized, and their numbers are drawn from both veteran Bondsmen and experienced Hawklords. Each Equite acts as the base commander for a team of Bondsmen or Hawk Wingmen.

Contact

The Shield uses the same methods as the hawk for screening new members, sometimes more so due to their defensive nature. Many Shield members are recruited from those who are safeguarded from the depredations of the Harvesters, but only after many magical screenings and trials to ensure they are loyal and are not enemy agents. This draft often includes the families and associates of Harvester targets, but a few promising elect are chosen from known Shield families and magical schools. Dark-kin and gnomes are not uncommon due to their already magical nature and outcast stigma in society, though Dark-kin in the field must either disguise themselves to avoid unwanted attention or ply this stigma with diplomatic craft. Ultimately, any daring person who meets the strict standards of the Shield qualifies.

Communication

Generally, it is not difficult to get a message to the Shield, provided one is an initiate. Outsiders face a much more difficult time, but Bondsmen arrange and carefully monitor local drop-offs to leave messages. Shield agents most often meet and pass messages through the arcane safehouses of Onara, the Sanctum of the Arcane.

Missions

When Harvesters attack the Gifted and magical resources, the Shield intervenes, defends and displaces. If enemy safehouses and operations are found, they are reported to the Hawk for annihilation. When local folk stigmatize and harass the Gifted or magical folk, especially by aiding Ymandragore’s sinister hunters, this order uses all their resource to remove threats, protect their allies and possibly even replace resident authorities with those more amiable to their cause. Should all these methods fail or if time is short, then the Shield answers with more aggressive actions – by whatever means available.

The Mourners of Silence

The members of this faction believe that the Gods have died or are no longer interested in the fate of Man. The Silence of the Gods will result in an apocalypse of a sort - the death of the old society, and the beginning of a new and more enlightened one.

Goals

Spread the word of this philosophy to enlighten the people and expose the Coryani Church.

Public Persona

Due to the potent sway of the Mother Church, Mourners are unpopular with authorities. They are harassed, exiled, arrested and burned at the stake, as this order is illegal and a heresy. Many view Mourners as shiftless philosophers and anarchists, or worse, heretics aligned with dark powers attempting to destroy the church and overthrow civilization. Most Mourners are in actuality law-abiding free thinkers that believe in self-rule and destination over so-called divine intervention. Due to their heretical nature, members must meet in secret, and the goal of exposing the fraudulent Church combined with the rash acts of a few Mourners has painted the order as volatile in the public eye.

Allies: Unknown

Enemies: Orthodoxy, Followers of the Azure Way, Mother Church, Inquisition, Church of the Dark Triumverate.

Organization

The Mourners claim to be the oldest secret society, hailing from the philosophic forums of ancient Eryunellia. Today the Mourners still honor these traditions; both meetings and regional groups are called Forums. Forums are barely tolerated only in the largest cities, where racy Mourner views fade amongst numerous sensationalist movements, but concentrated activity brings authorities – and Inquisitors. Philosophic debates on religion and politics are carried out in secret, and a few uninitiated are welcome, so long as they pass zealous scrutiny. Some of these stimulating Forums are well documented, and occasionally famous orators from all camps make appearances – sometimes kidnapped and later let go. Mourners do everything to keep their identities cloaked for fear of reprisals, although jaded patrons seeking to entertain with these secretive avant-garde events are not unheard of.

While Mourners do have resources and communicate frequently, they are loosely organized into independent cells. Only the head of a Forum bears an official title – that of Advocate. The Advocate keeps policy and contact with other Forums, and has

the authority to call a speaking Forum. This structure has kept the Mourners well hid in troubled times, and they are seasoned at clandestine operations after years of persecution. The other trait that distinguishes Mourners is three philosophic camps within the order – Rationalists, Libertines and Radicals. Rationalists have a logical philosophic approach; the gods existed and perhaps still do, but for whatever reason, they have shunned Arcanis and its peoples, leaving them to decide their own fate; perhaps an evolutionary conundrum to unravel. Libertines believe the “Gods” were invented to control moral society and empower the Mother Church over the masses. They explain away divine spells as merely another form of magic, or powers “granted” by concocted talismanic godheads fueled by the Church and duped worshippers. And if the gods have no authority, then neither should Vals, often viewed as a separate race – and by some, humans infected by sinister alien progenitors controlling humanity through mere puppets. The Radicals often have more drastic views to explain cosmic order, but they are distinguished mainly by being militarist independents who strike at Church and Val authority, sometimes violently. To many Mourners, they are bad apples that spoil the bunch.

Whatever their philosophy, Mourners await the day when humanity and other races will see the folly of stewardship by divine powers, thus ushering in a new age of logic and reason.

Contact

Members are groomed from those disaffected with the church and related bodies, such as those persecuted by the Inquisition or those whose outspoken opinions mirror Mourner philosophy. This should not suggest that any disenfranchised person can join the Mourners, for each must have an independent personal outlook that matches Mourner standards, if not a savvy new philosophic ideal altogether. Many members are highly educated, or at least highly intelligent, so noble families and political arenas as well as colleges and liberal schools bring new adherents. This order has among its ranks some of the best intellectuals and explorers of the day.

Communication

Mourner communication fluctuates and is monitored zealously by Advocates and select members to avoid compromise. Contact within cities is easier due to jaded urbane perspectives, and it is not unheard of for unknown members to go through three contacts before speaking to anyone with authority. Rules for communication are well enforced, and initial contact is usually set up in schools, theaters, bazaars and other places with large crowds.

Missions

When the heavy hand of the Mother Church or Val rulers oppresses free thought, whenever the dogmatic lies of the church can be exposed or countered, Mourner philosophers and orators will surely do their best for the good of logical folk everywhere.



The Order of the Twilight Bough

The members of this order are those who swear a common oath to fight the tyranny of despots and imperialist powers as well as uphold freedom of elemental worship amongst munificent civil lands.

Goals

The riddance of tyrants and the persecution of elemental worship by the Mother Church, and seeking out recruits for the prophesied Apocalypse.

Public Persona

Until recently, this order has largely concentrated its efforts to the Western Lands and nearby waterways, so not many are aware of its activity on the continent. It is nevertheless there, in clandestine cells of rangers and Laerestri in rural areas and court agents within urban centers, as many a despotic noble, politician and ruthless Inquisitor can attest. Operations and word of their presence are spreading well into the continental interior, something that has the Mother Church and authorities worried. This is largely a concern of the courts, as many common folk have been aided by the Twilight Bough and speak well of their efforts. There are still commoners who distrust these forest lurkers and shadow diplomats with elorii allies who have taken it upon themselves to “benefit” the people of their own accord. But the Twilight Bough does not seek approval, and while they do free those under oppression, their methods are more of action than diplomacy.

Allies: White Veil, Elonbé, various League powers

Enemies: Orthodoxy, Azure Way, Mother Church

Organization

In 759 IC, King Malykhar of Lhyllifel announced an edict which proclaimed his devout worship of the Elementals and freed all Lhyllifens from the authority of the Mother Church. This incident started a conflict with the Patriarch and the Coryani that sealed the compact between certain Lhyllifens and the elorii of Seremas tighter than ever; during and after the war, this bonded group of elves and humans unofficially dubbed themselves the Bowerymen (“Serelestri”) and so it is today, manifest in the Order of the Twilight Bough. Although not many Lhyllifens worship the Lords of the Elements, many nevertheless despise Coryani intrusions into politics and trade. With increased activity outside the Western Lands, the Twilight Bough has expanded its policy to apply to any power whose greed and ignorance outweighs the concerns of peaceful people, and particularly when elorii-human relations and elemental worship are involved.

This society is based mainly out of Seremas, but other centers are rumored to exist. In organization, it is organized along military lines and literally sticks to its roots, as each region the Twilight Bough operates in is called a Bowery, presided over by a Bowerymaster. The Bowerymasters coordinate with other Boweries, and each run their territory by commanding a handful of local cells called Prides, which operate from havens called Bowers - many Bowers are within forests, but any safe location is termed a Bower. Some are nothing more than temporary havens used cyclically to safeguard position and activity. They are often protected by tamed beasts, even in urban environs.



Bowers are presided over by a Pridesman, who reports to their respective Bowerymaster regularly, keep tabs on specific members, and guide operations within their Pride's territory where intelligence and necessity dictates. When a given Bowerymaster's territory is at war not involving the order, Bowerymasters and Pridesmen will sometimes coordinate with the side most matching their views, usually with non-initiated authorities consenting, but not always. Some Prides give themselves specific – and often colorful – names to distinguish themselves, but many are usually identified by their Pridesman's name and reputation.

Beneath the Pridesmen are the Bowerymen, the rank and file of the order. They act under their Pridesman's orders, either as a group or independently, dependant on Pride and practicality or necessity. Twilight Bough are very loyal to one another, but especially the Bowerymen, as they are put through many bonding rituals in the field, which makes it hard to break up a Pride and gives this order a very stable base. This has also led to competitive rivalries between Prides, something not discouraged by the upper ranks so long as order and secrecy are maintained and it stays friendly.

Contact

Many members are recruited within Entaris and the League, especially among Laerestri and human elemental worshippers, but any brave being who shows loyalty and embraces the virtues and tolerances of the order qualifies, Coryanifolk notwithstanding. Ranger troupes, druidic orders, and local militias are screened for potential members, but not always; a few bards, rogues and savvy city dweller operate within urban locales and courts, to name a few exceptions.

Communication

Members can often communicate through other Prides and Bower stations, and sometimes by courier pigeons and coded messages. Rangers, Laerestri, bards and sailors belonging to this order dot the landscape and waterways. Chances are increased in rural environs, but cities often have concealed and monitored stations in parks, private groves, and rooftop retreats.

Missions

The Twilight Bough fights and gathers information incessantly to uphold their tenets, and this conflict can take many forms. Tyrants might find their people now trained and armed against them, especially those who ally with the elorii against their enemies. Theft, alteration, and sabotage of important documents, supplies and artifacts are common, along with set backs in courts and guerilla tactics in the field. Shadowy visitations, magically influenced officials, kidnappings and even assassination are not beneath this group.

The Order of the White Veil (Isedriel Ardelimas)

Magic exists as a common resource amongst all elorii, integral and natural, and despite differing views, all elves view magic as a universal constant which links all beings. This order was founded to discover, examine and promulgate arcane lore as a natural science amongst all peoples throughout Onara, thereby promoting multi-racial fellowship. To further this cause, the elorii have chosen a symbolic name which exemplifies peace and elegance to all nations.

Goals

The discovery and study of new arcane lore amongst all races, and the protection and preservation of beneficial magical knowledge in every form.

Public Persona

This relatively new society is as far-ranging as Elorii interests, but its origins are in the magnificent forest city of Ethelios. When non-elfen folk are aware of this order outside Elorii communities, it is accepted as much as the Elorii themselves - with welcome fascination, indifference, suspicion, or bigotry, dependant on location. The fact that it is Elorii-founded has sometimes cast a biased or even bigoted shadow over the White Veil's true goals. Some Elorii feel this order is rash in dealing with humans so promiscuously, especially concerning arcane secrets.

The White Veil is comprised mainly of Elorii, but other races fill its ranks, the only caveat being constructive and munificent motives. Moreover, amongst arcane practitioners and scholars, it is well accepted that elves are cultivated magicians, and regardless of racial origin, White Veils ("Ardelimas") are often desired greatly as honored guests.

Allies: Twilight Bough, Hawk and Shield, Emerald Society, Elorii nations

Enemies: Orthodoxy, Azure Way, Mother Church, Harvesters

Organization

Concentrations of White Veil members are uncommon, and even then, members are often few in number. These groups and their havens have been given a name in the common tongue to promote a feeling of equanimity amongst all races within the order - Coterie ("Belemasi.") Coterie are centers of research, communication and learning, and while there may be only one or two members present, Coterie hum subtly with constant activity. There are only two ranks within the White Veil, Attendants ("Ardemasi") and common members, who are given the moniker of Veils ("Drielotri.")



Attendants serve three main functions; first, tracking, studying and researching magical lore, second, acting as custodian and judge over Coterie objectives and disputes, and third, liaisons to other Coterie and external groups. So far, only Elorii have been given the rank of Attendant, likely because Coterie serve a lesser function - that of communication between the Elorii nations and Laerestri, who often use these places to report their findings on humanity. Within the order, it is rumored that this all-Elorii rank may change... given time.

Conversely, other races are aware that they can learn much of their elfen neighbors and apply as members to learn of Elorii magic as well as customs and concerns, so this is by no means a one-way affair. While the White Veil's main task is the collection and preservation of arcane lore, they serve a diplomatic purpose as well. Drielotri collect information concerning new findings on magic and rumored items or lore that could aid the order in their task, and help in research, experiments, gathering resources and assisting their Coterie with various functions.

Contact

Along with members within the Elorii nations, many experienced Laerestri friendly with other races become Veils; some patron other races and bring them before an Attendant for indoctrination. Candidates are also chosen from colleges and trusted families, or those rare few found by the order with the Gift. Those interested in magic that do not wish the militaristic entanglements of the Hawk and Shield often choose this order as well. The White Veil aids the Sanctorem against active Harvester cells, especially when their ward's profile is compromised or low resources dictate another course of action. While this order is comprised largely of arcane casters, it has no magical requirement for membership.

Communication

Coterie are the main means of communication between members, but many a Veil resides within learning centers and along the myriad roads of Onara, and none too few Laerestri outside the order aid this cause. Many wizards and sorcerers share friendly relations with the White Veil, if only under different auspices, and Hawk and Shield Sanctorem are known to direct members to their peers. Sensitive doings and information are handled only by direct members, and outside contacts are often unaware of the particulars of what they are assisting. While the White Veil promotes open ties, they ply arcane sensibilities that some information is considered too sensitive for the uninitiated, a notion often accepted by allies. Like most Elorii methods, this is not an abused resource.

Missions

Rumors and evidence of new or unexplored magic brings this order to the fore, as does threats or abuse by the Gifted or those opposed to benign arcane study. Any method of magical learning and enlightenment should be explored toward the alliance and shared prosperity of all civilized peoples.

Appendix

Monsters of Arcanis

These monsters, animals, and Templates have been placed here for your convenience. These monsters will also appear in there entirety in the upcoming *Monsters of Arcanis*.
Animals of Onara

Eloran War Elk

Large Magical Beast (Augmented Animal)

HD: 6d8+18 (45 hp) **CR** 5
BAB: +4 **Grapple:** +12
Initiative: +2 **Space:** 10 ft.
Speed: 60 ft. **Reach:** 5 ft.

AC: 15 (-1 size, +2 Dex, +4 natural); touch 11, flat-footed 13

Attack: Gore +7 melee
Full Atk: Gore +7 melee and 2 hooves +2 melee
Damage: Gore 1d8+4 (20/x2); Hoof 1d4+2 (20/x2)

SA: Smite evil (1/day)

SQ: Low-light vision, darkvision 60 ft., scent, DR 10/magic, resistance 10 to acid, cold and electricity, SR 11

Saves: Fort +8 Ref +7 Will +3

Abilities: Str 18 (+4) Dex 14 (+2) Con 16 (+3)
 Int 2 (-4) Wis 13 (+1) Cha 8 (-1)

Alignment: Neutral Good

Environment: Temperate Plains and Forest

Organization: Domesticated

Advancement: 7-12 HD (Medium), 13-18 HD (Large)

Skills: Jump +5, Listen +6, Spot +6

Feats: Alertness^B, Endurance, Improved Natural Attack (gore), Run

Smite Evil (Su): Once per day, an Eloran War Elk may make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to an evil foe.

Skills: An Eloran War Elk receives a +12 bonus to Jump checks made with a running start (due to its base speed).

Carrying Capacity: A light load for an Eloran War Elk is up to 300 lbs.; a medium load is 301-600 lbs. and a heavy load is 601-900 lbs. An Eloran War Elk can drag up to 4,500 lbs (if fitted with an appropriate harness).

Wolf Lizard (Cho'hi Fachu)

Medium Animal

HD:	2d8+4 (13 hp)	CR	1				
BAB:	+1	Grapple:	+2				
Initiative:	+3	Space:	5 ft.				
Speed:	50 ft.	Reach:	5 ft.				
AC:	15 (+3 Dex, +2 natural); touch 13, flat-footed 12						
Attack:	Bite +4 melee						
Full Atk:	Bite +4 melee						
Damage:	Bite 1d6+1 (20/x2)						
SA:	Leap attack						
SQ:	Low-light vision, scent						
Saves:	Fort +5	Ref	+6	Will	+0		
Abilities:	Str 12 (+1)	Dex	17 (+3)	Con	14 (+2)		
	Int 2 (-4)	Wis	10	Cha	10		
Alignment:	Neutral						
Environment:	Arid Plains, Arid Steppes						
Organization:	Solitary or Pack (4-16)						
Advancement:	3-5 HD (Medium)						
Skills:	Hide +4, Jump +8, Listen +2, Move Silently +4, Spot +2						
Feats:	Alertness ^B , Skill Focus (Jump), Weapon Finesse ^B						

Leap Attack (Ex): Wolf lizards are capable of great leaps forward, reaching up to fifteen feet or more, bounding at prey and seizing them in powerful jaws. If a wolf lizard moves a full double move during a charge action, it receives an additional +2 bonus on the attack roll made at the end of the charge.

Skills: A wolf lizard has a +3 racial bonus to Jump checks. Furthermore, while making a running jump, a wolf lizard receives a +8 bonus due to its base speed.

Wolf Lizard, Dire

Large Animal

HD:	6d8+18 (45 hp)	CR	4				
BAB:	+4	Grapple:	+12				
Initiative:	+4	Space:	10 ft.				
Speed:	50 ft.	Reach:	5 ft.				
AC:	17 (-1 size, +4 Dex, +4 natural); touch 13, flat-footed 13						
Attack:	Bite +8 melee						
Full Atk:	Bite +8 melee						
Damage:	Bite 2d6+6 (20/x2)						
SA:	Leap attack						
SQ:	Low-light vision, scent						
Saves:	Fort +8	Ref	+9	Will	+2		
Abilities:	Str 18 (+4)	Dex	19 (+4)	Con	16 (+3)		
	Int 2 (-4)	Wis	10	Cha	10		
Alignment:	Neutral						
Environment:	Arid Plains, Arid Steppes						
Organization:	Solitary or Pack (1-4)						
Advancement:	7-13 HD (Large)						
Skills:	Hide +3, Jump +11, Listen +3, Move Silently +5, Spot +3						
Feats:	Alertness ^B , Improved Natural Attack (Bite), Skill Focus (Jump), Weapon Finesse ^B , Weapon Focus (Bite)						

Leap Attack (Ex): Wolf lizards are capable of great leaps forward, reaching up to fifteen feet or more, bounding at prey and seizing them in powerful jaws. If a wolf lizard moves a full double move during a charge action, it receives an additional +2 bonus on the attack roll made at the end of the charge.

Combat

These quick saurian creatures are about the size of small dogs, and are native to the interior of the arid steppes and rocky plains of the Hinterlands. Wolf lizards have black paws and feet, and their scales are mottled earthy tones ranging from light tan to striated browns and greens, with yellowish underbellies. They are sleek and bipedal, running on their hind legs, with tiny grasping hands that end in hooked claws. Their sloping angular heads have large mouths filled with rows of tiny razor sharp teeth. Though they dwell in arid environments, wolf lizards are good swimmers, often lurking near watering holes to ambush prey. They are typically active from dusk until dawn.

Wolf Lizards usually hunt and attack in packs, though a lone pack scout or rogue may be encountered. They patrol their pack's territory (usually a 1-2 mile radius), looking for wounded animals or ambushing the unwary from hollows, under rock shelves, or heights. They surround prey and bark to confuse them, running them down or using continuous hit-and-run tactics for larger, more dangerous prey.

Igiho

Tiny Magical Beast

HD: 1d10 (6 hp) **CR 4**
BAB: +1 **Grapple:** -8
Initiative: +4 **Space:** 2 ½ ft.
Speed: 40 ft., burrow 10 ft. **Reach:** 0 ft.

AC: 16 (+2 size, +4 Dex); touch 16, flat-footed 12

Attack: Bite +7 melee
Full Atk: Bite +7 melee
Damage: Bite 1d4-1 (20/x2)

SA: Blink, dimension shift
SQ: Darkvision 60 ft., low-light vision, empathic link

Saves: Fort +2 Ref +2 Will +0

Abilities: Str 8 (-1) Dex 18 (+4) Con 10
 Int 10 Wis 14 (+2) Cha 14 (+2)

Alignment: Neutral
Environment: Arid Plains, Arid Forest, Desert
Organization: Solitary, Warren (11-20) or Swarm (30-60)
Advancement: 2-4 HD (Tiny); 5+ HD (Small)

Skills: Hide +14, Listen +5, Spot +5

Feats: Alertness^B, Weapon Finesse

Blink (Su): An igiho may *blink* at will, as the spell cast by an 8th level sorcerer. It may begin and end this ability as a free action.

Dimension Shift (Su): Three times each day, an igiho may use *greater teleport* as a 14th level sorcerer. Unlike the normal version, an igiho may only teleport to a location that is within sight, and no more than 300 ft. distant from its starting location. Using this ability is a move-equivalent action and the igiho may continue to take any remaining actions even after it uses this ability.

Empathic Link (Su): An igiho shares a weak empathic link with all other igiho within 60 ft. They can transmit basic emotions, such as fear or safety, through this link. They use this ability to instantly warn other of their kind of foes or to pass on their berserk fury when angered. When an igiho is selected as a familiar it establishes a similar link with its master, granting its master a +1 bonus on Listen and Spot checks so long as the igiho is able to see its surroundings.

Igiho are mouse-sized marsupials originally native to the Pricklespur cactus forest of the Pengik peninsula in the Hinterlands, though they occasionally board wagons or ships, infesting Milandisian towns or the ports of Censure and the Pirate Isles. They dwell in warrens dug into and around trees and giant cacti, eating berries, seeds, and insects.

Combat

These creatures are normally quite passive, running from the sight of large predators or intruders after giving a high pitched “cheep” and telepathically warning their fellows. However, if they are cornered, or if their warrens are disturbed violently, they suddenly go berserk, first telepathically warning their pack mates and then teleporting onto the intruder’s body, shrieking fiercely and biting into exposed flesh. This mode of attack is most effective while fighting humanoid creatures, which cannot use large weapons to attack them without the risk of hitting themselves or their comrades.

Bull

Large Animal

HD:	5d8+15 (38 hp)	CR	3
BAB:	+3	Grapple:	+12
Initiative:	+1	Space:	10 ft.
Speed:	40 ft.	Reach:	5 ft.
AC:	14 (-1 size, +1 Dex, +4 natural); touch 10, flat-footed 13		
Attack:	Gore +7 melee		
Full Atk:	Gore +7 melee		
Damage:	Gore 1d8+7 (20/x2)		
SA:	Charge, stampede		
SQ:	Low-light vision, scent		
Saves:	Fort +7	Ref +5	Will +0
Abilities:	Str 20 (+5)	Dex 12 (+1)	Con 17 (+3)
	Int 2 (-4)	Wis 8 (-1)	Cha 7 (-2)
Alignment:	Neutral		
Environment:	Temperate Plains		
Organization:	Solitary or Herd (3-6 plus 2d20 cows)		
Advancement:	6-12 HD (Large)		
Skills:	Listen +3, Spot +6		
Feats:	Alertness, Trample		

Charge (Ex): A bull typically begins combat by lowering its head, bringing its mighty horns into play, and charging at an opponent. In addition to the normal benefits and hazards of a charge, a bull that charges deals damage as if it were one size category larger (so 2d6+7 damage for a regular bull).

Stampede (Ex): A frightened herd will flee as a group in a random direction (but never towards the perceived source of danger). They will literally run over anything of their size or smaller that gets in their way. This deals 1d12 points of damage per five bulls and/or cows in the herd. Creatures caught in the stampede are allowed a DC 17 Reflex save for half damage. This save DC is Strength-based, but the overall DC for a stampede is determined by the lowest DC amongst all participating animals.

Skills: A bull has a +2 racial bonus to Spot checks.

Bull, Dire

Huge Animal

HD:	15d8+90 (158 hp)	CR	10
BAB:	+11	Grapple:	+26
Initiative:	+1	Space:	15 ft.
Speed:	40 ft.	Reach:	10 ft.
AC:	20 (-1 size, +1 Dex, +10 natural); touch 10, flat-footed 19		
Attack:	Gore +16 melee		
Full Atk:	Gore +16 melee		
Damage:	Gore 3d6+10 (19-20/x2)		
SA:	Charge, stampede		
SQ:	Low-light vision, scent		
Saves:	Fort +15	Ref +11	Will +4
Abilities:	Str 24 (+7)	Dex 14 (+2)	Con 22 (+6)
	Int 2 (-4)	Wis 8 (-1)	Cha 7 (-2)
Alignment:	Neutral		
Environment:	Temperate Plains		
Organization:	Solitary or Herd (3-6 plus 2d8 bulls plus 3d20 cows)		
Advancement:	16-25 HD (Huge)		

Skills: Listen +10, Spot +14

Feats: Alertness, Improved Bull Rush, Improved Critical (gore), Improved Natural Attack (gore), Power Attack, Trample

Charge (Ex): A bull typically begins combat by lowering its head, bringing its mighty horns into play, and charging at an opponent. In addition to the normal benefits and hazards of a charge, a bull that charges deals damage as if it were one size category larger (so 4d6+10 damage for a regular dire bull).

Stampede (Ex): A frightened herd will flee as a group in a random direction (but never towards the perceived source of danger). They will literally run over anything of their size or smaller that gets in their way. This deals 1d12 points of damage per five bulls and/or cows in the herd. Creatures caught in the stampede are allowed a DC 24 Reflex save for half damage. This save DC is Strength-based, but the overall DC for a stampede is determined by the lowest DC amongst all participating animals.

Skills: A dire bull has a +4 racial bonus on Spot checks.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bull stands more than 6 feet

tall at the shoulder and is 8 to 10 feet long. Bulls weigh 1,600 to 2,200 pounds.

Fire Drake

Large Dragon (Fire, Ssethric)

HD: 6d12+18 (57 hp) **CR** 7
BAB: +6 **Grapple:** +15
Initiative: +2 **Space:** 10 ft.
Speed: 30 ft., fly 60 ft. **Reach:** 5 ft.
 (average)

AC: 20 (-1 size, +1 Dex, +10 natural); touch 10, flat-footed 19

Attack: Bite +10 melee
Full Atk: Bite +10 melee and 2 claws +5 melee
Damage: Bite 2d6+5 (20/x2); Claw 1d6+2 (20/x2)

SA: Breath weapon
SQ: Low-light vision, Darkvision 60 ft., immunity to sleep and paralysis, burning blood

Saves: Fort +8 Ref +7 Will +6

Abilities: Str 20 (+5) Dex 14 (+2) Con 16 (+3)
 Int 4 (-3) Wis 13 (+1) Cha 12 (+1)

Alignment: Neutral
Environment: Any Tropical or Underground
Organization: Solitary or Flight (2-5)
Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Skills: Balance +5, Climb +8, Hide +5, Listen +4, Jump +8, Spot +4, Survival +4
Feats: Flyby Attack, Hover, Improved Natural Attack (bite)

Breath Weapon (Su): A fire drake may emit a 40 foot cone of fire once every 1d4 rounds, but no more than five times per day. This cone deals 6d6 fire damage with a DC 16 Reflex save for half. The save DC is Constitution based.

Burning Blood (Ex): The blood of a fire drake is highly flammable. It seethes and burns through the creature's veins. Whenever a fire drake would suffer hit point damage from a fire-based attack, it takes no damage instead heals 1 point of damage for each full 10 points of damage it would have suffered. A fire drake's favorite pastime is to lounge inside a warm volcano or other large natural fire and nurse any wounds it may have. This ability has no effect if the fire drake is fully healed.

Skills: A fire drake has a +4 racial bonus on Hide checks.

Often confused for a red Great Wurm, a fire drake is actually a small draconic form found in volcanic areas or lush tropical climates. Appearing as a sinuous crimson-scaled dragon with orange-membraned wings, fire drakes enjoy soaring high overhead, floating lazily on geotherms, or swooping down upon

unsuspecting cattle. Employing its breath weapon, a jet of intense flame, a fire drake prefers to cook its food before devouring it. Fire drakes are often employed as mounts in ssethric society, and can commonly be found throughout Ssethregore and among populations of Black Talon Ss'ressen

Ram

Medium Animal

HD: 3d8+9 (23 hp) **CR 2**
BAB: +2 **Grapple:** +5
Initiative: +1 **Space:** 5 ft.
Speed: 30 ft. **Reach:** 5 ft.
AC: 14 (+1 Dex, +3 natural); touch 11, flat-footed 13
Attack: Butt +5 melee
Full Atk: Butt +5 melee
Damage: Butt 1d8+4 (20/x2)
SA:
SQ: Low-light vision, scent
Saves: Fort +6 Ref +4 Will +1
Abilities: Str 17 (+3) Dex 13 (+1) Con 16 (+3)
Int 2 (-4) Wis 11 Cha 4 (-3)
Alignment: Neutral
Environment: Temperate Plains
Organization: Solitary or Herd (4-6)
Advancement: 4-7 HD (Medium)
Skills: Listen +5, Spot +5
Feats: Die-hard ^B, Endurance, Trample
Skills: A ram has a +2 racial bonus to Listen and Spot checks.

Ram, Dire

Large Animal

HD: 5d8+20 (43 hp) **CR 4**
BAB: +3 **Grapple:** +13
Initiative: +1 **Space:** 10 ft.
Speed: 40 ft. **Reach:** 5 ft.
AC: 15 (-1 size, +1 Dex, +5 natural); touch 10, flat-footed 14
Attack: Butt +8 melee
Full Atk: Butt +8 melee
Damage: Butt 2d6+9 (20/x2)
SA:
SQ: Low-light vision, scent
Saves: Fort +8 Ref +5 Will +1
Abilities: Str 22 (+6) Dex 13 (+1) Con 19 (+4)
Int 2 (-4) Wis 11 Cha 4 (-3)
Alignment: Neutral
Environment: Temperate Plains
Organization: Solitary or Herd (4-6)
Advancement: 6-9 HD (Medium), 11-15 HD (Large)
Skills: Listen +6, Spot +6
Feats: Die-hard ^B, Endurance, Trample
Skills: A ram has a +2 racial bonus to Listen and Spot checks.

Dire rams are larger, meaner cousins of the normal ram. They grow to a length of 10 feet and weigh as much as 2,000 pounds.

Template

Undead Template

“Undead” is a template that can be added to any corporeal humanoid that has a skeletal system (referred to hereafter as the “base creature”).

Undead Template

Size and Type: The creature type changes from “Humanoid” to “Undead Humanoid” and the creature gains all the abilities and disadvantages associated with being undead. It uses all the base creature’s statistics and special abilities except as noted here.

You are now an undead creature. You retain all of the features of your original classes and levels, except where those features are superseded by the effects of becoming undead. You do not recalculate your Base Attack Bonus or your base saving throw bonuses, but all of your current and future Hit Dice change to d12s. You also gain all of the following benefits and drawbacks:

- You have no Constitution score. You still accumulate Fortitude saving throw bonuses from your class levels, however. You use your Charisma modifier to determine your bonus or penalty on Fortitude saves.
- You gain Darkvision out to a range of 60 feet.
- You gain immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- You gain immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- You are not subject to critical hits, nonlethal damage, ability drain, or energy drain. You are immune to damage to your physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- You are damaged by positive energy (such as a *cure* spell) and healed by negative energy (such as an *inflict* spell). You can never benefit from any form of the regeneration special quality. The fast healing special quality works on you as normal.
- You are immune to any effect that requires a Fortitude save (unless the effect also works on objects, such as disintegrate, or is harmless).
- You use your Charisma modifier for Concentration checks and any other skill that would normally be modified by your Constitution modifier.
- You are not at risk of death from massive damage, but when reduced to 0 hit points or less, you are immediately destroyed (i.e. you do not have a -10 “buffer” as a living creature does.)
- You cannot be affected by *raise dead* and similar spells or abilities. *Reenervate the Chosen* can affect undead creatures. This basically means that you can only be brought back as an undead if the spell is cast at a Temple of Neroth or other location that the GM determines would have equivalent access to high-ranking undead members of the clerisy of Neroth. In any case you

still lose a level as normal when you are returned to life (or unlife). No Beltinian will ever assist in bringing you back in any way, shape, form, or fashion.

- You are considered to be powered by negative energy for all effects relating to undead. This means that you can be turned or destroyed by clerics who channel positive energy, and you can be rebuked or commanded by clerics who channel negative energy. Your total character level is your HD total for purposes of adjudicating turning attempts made against you. You do not gain any sort of Turn Resistance simply by virtue of becoming undead.
- Undead do not breathe, eat, or sleep.

Unless you disguise your undead state, you are very likely to suffer significant negative consequences when traveling in civilized areas. In certain cities, particularly those within the Theocracy of Canceri, your status as an undead will not be considered unusual or objectionable, but that is the exception rather than the rule. You must make the GM aware of your condition and any steps you are taking to conceal it at the beginning of every adventure.

Reanimate Template

“Reanimate” is a template that can be added to any destroyed but salvageable construct through the use of the Reanimate Construct spell; (a construct which as been reduced to 0 hit points, but may not have fallen below -20 HP.). The reanimated construct is referred to hereafter as the “base construct”.

Reanimate Construct Template

Size and Type: The creature type changes from “Construct” to “Reanimate”

Hit Dice: Reduce the base construct’s Hit Die by 2

Speed: The base construct’s speed is reduced by 5ft (1 square)

AC: The base construct’s natural armor is reduced by 2

Attack/Full Attacks: The construct base attack bonus remains unchanged.

Damage: The damage from its natural weapons remains unchanged.

Special Attacks: The reanimated construct loses all Special Attacks

Special Qualities: Reanimated constructs lose *Immunity to Magic*, and have their damage resistance (if any) reduced by 5

Abilities: The reanimated construct’s strength and dexterity decreases by 2 (lowering the constructs reflex save, armor class, attack and damage adjustments by 1)

Skills: The reanimated construct loses all skills (if any)

Feats: The reanimated construct loses all feats (if any)

Challenge Rating: The Reanimated Construct reduces the challenge rating of the construct by 4

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