Dungeons & Dragons® Campaign Accessory

Forgotten Realms®

Faiths and Pantheons



Eric L. Boyd and Erik Mona

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Introduction

People venerate a myriad of deities in a myriad of forms across the land and seas of Faerûn. Some deities prefer established churches filled with large followings of devoted worshipers, while others are propitiated only out of fear or are worshiped in secret fellowship by small cults. Deities are not immortal, and many have died or been reborn. Others have merely been forgotten, left to slumber on other planes.

All deities in Toril are subject to Ao the Overgod. Ao has almost no direct interaction with Toril and would be largely forgotten by mortals if not for his role in the Time of Troubles. Already, cults founded in Ao's name only a decade ago die out and Ao's name disappears from written records, suggesting that the Overgod has no wish to be known by the mortals of Toril. Ao cares not what the deities do, as long as they uphold their individual portfolios. Of course, this stricture ensures endless conflict between the followers of deities with opposing portfolios. The Overgod also ensures that, with the exception of demigods, no two deities of the same pantheon can truly claim the same portfolio. Finally, only Ao can recognize the ascension of a mortal to divine status or permit a deity worshiped on other worlds to be worshiped in Toril.

Native and Immigrant Deities

The deities of Toril can be divided into two groups: native deities and immigrant (or interloper) deities. The distinction is largely meaningless, outside of obscure theological debates, for there is absolutely no difference from the perspective of the mortal races of Toril. Native deities are those who arose during or after the founding of this world and are only worshiped here. Immigrant deities are those who were worshiped on other worlds and on other planes before their followers entered Toril via portals and other means. Once a deity is accepted into the pantheons of Toril, there is no difference between the two groups, since each immigrant deity has a local aspect, independent of other world-based aspects he or she might possess. For example, although Labelas Enoreth and Clangeddin Silverbeard battled each other during the Time of Troubles on the isle of Ruathym, any enmity stemming from that clash does not extend to other worlds. Likewise, Lolth in some other world differs from Lolth in Faerûn. If in some other world adventurers sought out Lolth in her lair and slew her, her local aspect would be unaffected.

Be that as it may, most native deities are venerated primarily by races that arose from the primordial chaos: dragons, humans, lizardfolk, nagas, yuan-ti, locathah, doppelgangers, and the various fey races, such as sprites. Likewise, primarily immigrant races, such as the elves who arrived in Faerûn countless millennia ago, venerate immigrant deities they brought with them, in this case the Seldarine. This distinction also serves to explain why there are so many human deities compared to some of the other demihuman races: The humans founded numerous cultures across Faerûn venerating local native deities and continue to worship those deities long after the original cultures have vanished or blended into others.

Pantheons

As alluded to previously, all deities of Toril are grouped into pantheons. All pantheons are either racially based or culturally based, often with strong geographic connections. A deity who is not a member of a pantheon venerated by a particular race or culture or in a certain geographic region can still have worshipers among that race or culture or in that region. However, the number of such worshipers rarely expands beyond the cult stage before members of the pantheon that claims primacy over that race, culture, or region eliminate the threat to their demesne.

As cultures blend together, whether through conquest or trade, their pantheons gradually merge as well. Pantheon blending of this sort inevitably leads to clashes between deities of greater than demigod status, for Ao dictates that one deity or the other must reign supreme over any particular portfolio. For example, Tempus was the deity of war in the Talfiric pantheon (a culture contemporary to Netheril), while Garagos was the deity of war in the Netherese pantheon. After these two cultures blended, Tempus and Garagos battled for supremacy. In this case, Tempus prevailed, and

Garagos was reduced to demigod status. In many other cases, one of the clashing deities dies, as was the case when Talona defeated the interloper deity Kiputytto. Such conflicts often manifest as clashes between rival faiths, pitting church-led armies against one another in battles in which the life of one's deity is truly at stake.

Humans, one of the progenitor races, have founded numerous, unrelated cultures across Faerûn. As those cultures have intermingled, the various human pantheons have been wracked by conflict. In western Faerûn, scholars have identified no fewer than four human proto-pantheons: the Netherese pantheon (based in what is now Anauroch), the Talfiric pantheon (based in what is now the western Heartlands along the banks of the River Reaching), the Jhaamdathan pantheon (based in what is now the Vilhon Reach and the Dragon Coast), and the Coramshite pantheon (based in what is now Calimshan). Over the past few millennia, these four proto-pantheons, plus others unidentified, have merged into a single pantheon known as the Faerûnian pantheon. The recent collapse of the Untheric pantheon is another example of such mingling. Two of the Untheric deities—Assuran (now known as Hoar) and Tiamat—have joined the Faerûnian pantheon and the rest of the Untheric deities have died, either before or during the Time of Troubles. Although only one is in any way unified in purpose, two pantheons now battle to extend their sphere of influence into Unther: the Faerûnian pantheon and the far smaller, but more organized, Mulhorandi pantheon. Theologians predict it may be only a matter of decades before all human cultures of the continent venerate only deities of the Faerûnian pantheon, a fate the Mulhorandi and their deities view with great alarm.

Pantheon mixing between racially oriented pantheons seems to occur far more slowly than among deities venerated by the same species. Thus, while humans live side by side with the various other humanoid races, each group largely confines itself to worship of its own deities. However, the casual addition of human deities such as Gond to the gnome pantheon and Tymora to the halfling pantheon suggests that continued intermingling between the races may eventually lead to a joining of their pantheons as well.

Dead Deities

The constant clash of deities also ensures a steady supply of dead deities whose temples now lie in ruin about Toril. Moreover, death doesn't necessarily end the career of a deity of Toril. The possibility of resurrection always exists, as evidenced by the recent return of Bane. Small cults dedicated to the resurrection of one lost deity or another appear everywhere in Faerûn. Sometimes the deity is beyond the reach of such cultists or never existed except in myth, and its adherents receive no divine backing in their endeavors. Other times, a dead deity retains enough power to provide divine backing to a handful of worshipers. Occasionally, another deity masquerades in the guise of a dead deity, in hopes of expanding its portfolio. Some dead human deities who retain a handful of adherents include Amaunator (a Netherese sun god), Bhaal (the former deity of murder), Ibrandul (a deity of caverns slain by Shar during the Time of Troubles), Moander (a deity of corruption slain by Finder Wyvernspur), and Myrkul (former god of death whose remaining essence infuses an artifact called the Crown of Horns).

Faiths

Only a part of religious practice in Faerûn revolves around the deities themselves. The true focus of religious observance in the world is the individual church or sects of each deity. This distinction, while subtle, is of paramount importance. While the deities dictate the beliefs of their faithful and supply them directly or indirectly with divine energy to act in their stead, it is the varied faiths of the world that interact in the mortal world. In other words, it is of far more immediate concern to individual characters how two sects of a single faith or two rival faiths interact than what goings-on are occurring between divine beings beyond the ken of most mortals. Of course, exceptions to this general rule exist, such as when the doings of a small number of mortals attract the interest of a deity and possibly prompt the appearance of a divine manifestation of a deity, called an avatar. Such events are rare indeed and often do not occur until the characters involved have risen to the level of the most powerful high priests in Faerûn.

All followers of a specific deity are considered members of the faith, also known as the church, associated with that deity. Within each faith, followers of a deity may be grouped into allied or rival sects, each holding differing beliefs to a small or large extent. Some faiths, particularly those of the lawful deities, are united in shared religious practices. Other faiths, particularly those of the chaotic deities, vary widely across the various regions of Faerûn. Exceptions exist. Clashes between rival sects of a lawful deity are often particularly fierce, as the followers of Helm have learned, as both sides cite axioms proving the "correctness" of their sect. Likewise, attempts to rein in divergent sects of chaotic deities can provoke great strife, as Cyric's followers have quickly discovered.

Within a faith, there may be a strict hierarchy of primacy, as was the case until recently in the church of Oghma, and as is the case in the church of Bane, or there may be no central unifying authority, as with the church of Tempus. In all cases, however, exceptions exist, so it is always possible for a character to be a member of a sect that does not acknowledge the primacy of the titular leader of the faith. The only rule governing such sects is that they must not stray beyond the portfolio and core beliefs of the deity without risking being forsaken by the deity and his divine servitors. Sects of some deities—such as the dwindling numbers of the cult of Ilmater that promoted self-flagellation, kidnapping, and riots—have strayed so far from the core beliefs of their deity that they no longer have divine backing. Clerics and other divine spellcasters of such sects lose all access to divine spells and divinely granted abilities until they atone in the eyes of their professed deity or pledge themselves to a more appropriate deity.

Understanding the Deity Statistics

Divine rank is what sets deities apart from mortals. Even deities with a divine rank of 0 are far superior to mortals in their powers and abilities. Despite this tremendous gulf between the mortal and the divine, deities are defined in the same terms as mortals. They have Hit Dice, character levels, and ability scores, but these are all far higher than most mortals will ever achieve.

Ranks of Divine Power

For game purposes, each deity has a divine rank, which is similar to a character's level. A deity's divine rank determines how much power the entity has and serves as a way to compare one deity to another. Here is a quick summary of divine ranks.

Rank 0: Creatures of this rank are sometimes called quasi-deities or hero deities. Creatures that have a mortal and a deity as parents

also fall into this category. These entities cannot grant spells, but are immortal and usually have one or more ability scores that are far above the norm for their species. They may have some worshipers. Ordinary mortals do not have a divine rank of 0. They lack a divine rank altogether.

Rank 1–5: These entities, called demigods, are the weakest of the genuine deities. A demigod can grant spells and perform a few deeds that are beyond mortal capabilities, such as hearing a grasshopper from a mile away.

A demigod has anywhere from a few hundred to a few thousand devoted mortal worshipers and may receive veneration or respect from many more. A demigod controls a small godly realm (usually on an Outer Plane) and has minor control over a portfolio that includes one or more aspects of mortal existence. A demigod might be very accomplished in a single skill or a group of related skills, might gain combat advantages in special circumstances, or might be able to bring about minor changes in reality itself related to the deity's portfolio. For example, a demigod of thieves might be able to change a stolen item so that it is no longer recognizable.

Rank 6–10: Called lesser deities, these entities grant spells and can perform more powerful deeds than demigods can, such as sensing certain phenomena from ten miles away.

Lesser deities have anywhere from a few thousand to tens of thousands of worshipers and control larger godly realms than demigods. They also have keener senses where their portfolios are concerned.

Rank 11–15: These entities are called intermediate deities. They have hundreds of thousands of mortal worshipers and control larger godly realms than demigods or lesser deities.

Rank 16–20: Called greater deities, these entities may have millions of mortal worshipers, and they command respect even among other deities. The most powerful of greater deities rule over other deities just as mortal sovereigns rule over commoners.

Rank 21+: These entities are beyond the ken of mortals and care nothing for worshipers. They do not grant spells, do not answer prayers, and do not respond to queries. If they are known at all, it is to a handful of scholars on the Material Plane. They are called overdeities. In some pantheistic systems, the consent of an overdeity is required for an entity to become a deity.

Divine Characteristics

Most deities are creatures of the outsider type (usually with 20 outsider Hit Dice). Unlike other outsiders, they have no darkvision unless noted in the deity's description. Deities' physical characteristics vary from deity to deity and are noted in their individual descriptions.

A deity's outsider type, along with its class or classes, determines its weapon proficiencies, feats, and skills.

Deities have some or all the following additional qualities, depending on their divine rank.

Hit Points: Deities receive maximum hit points for each Hit Die.

Speed: Deities can move much more quickly than mortals. A deity's base land speed depends on its form (biped or quadruped) and its size. Some deities are exceptions, with speeds faster or slower than the norm.

Armor Class: A tangible field of divine energy encompasses and suffuses a deity's body, granting it a bonus to Armor Class equal to its divine rank. This bonus stacks with all other Armor Class bonuses and is effective against touch attacks and incorporeal touch attacks.

Most deities (all those with 20 outsider Hit Dice) have a natural armor bonus equal to their divine rank +13. All deities also have a deflection bonus to their AC equal to their Charisma bonus (if any). Deities who aren't outsiders have their normal natural armor bonus + their divine rank.

Many deities have other Armor Class bonuses as noted in their individual descriptions.

Attacks: A deity's Hit Dice and type and character level determine its base attack bonus. In addition to the figures for weapon attacks, this section of the statistics block also includes melee touch attack and ranged touch attack bonuses, to be used when the deity casts a spell or uses a spell-like ability that requires a touch attack to affect its target. A deity gets its divine rank as a bonus on all attack rolls. Deities of rank 1 or higher do not automatically fail on a natural attack roll of 1.

Always Maximize Roll: Greater deities (rank 16–20) automatically get the best result possible on any check, saving throw, attack roll, or damage roll. Calculate success, failure, or other effects accordingly. For instance, when a greater deity makes an attack roll, assume you rolled a 20 and calculate success or failure from there. You should roll the d20 anyway and use that roll to check for a threat of a critical hit.

This quality means that greater deities never need the Maximize Spell feat, because their spells have maximum effect already.

Saving Throws: A deity's outsider Hit Dice and character level determine its base saving throw bonuses. A deity gets its divine rank as a bonus on all saving throws. Deities of rank 1 or higher do not

Worshiping Fiends

Some powerful demons and devils have found ways to garner power from mortal worshipers in the same manner as deities. Although these beings are cruel, sadistic, and unreliable, some beings on Toril see them as a means to quick power. Fiend-worshiping cults are usually very small and localized, with few followers and a tendency to disintegrate in the face of opposition or when the fiend gets distracted by other things and stops granting spells. Still, some fiends establish a permanent foothold on Toril in this manner—Gargauth is a former archdevil that has become a deity, and the minotaur deity Baphomet is a demon. Two other known demons worshiped in Faerûn are Orcus (responsible for much of the trouble in Damara years ago) and Pazrael.

In some ways, worshiping a fiend is similar to how some souls bargain with the baatezu in the afterlife. A mortal makes a pact with a demon or devil, promising worship and sacrifices in exchange for spells. The agreement usually entails condemning the worshiper's soul to the Abyss or the Nine Hells under the control of the fiend in question. The pact generally stipulates that if the mortal fails to propitiate the fiend with frequent sacrifices, it may slay him and take his soul back to its outer-planar home. While this seems like a bargain stacked in the favor of the outsider, the fiend usually makes few demands of the mortal other than the sacrifices, so the mortal doesn't have to worry about morals, restrictions on behavior, dogma, or improper use of the granted spells.

Information on domains, favored weapons, and portfolios for Baphomet, Orcus, and Pazrael can be found in the Monster Deities table in the appendix of this book.

automatically fail on a natural saving throw roll of 1.

Checks: A deity gets its divine rank as a bonus on all skill checks, ability checks, caster level checks, and turning checks.

Lesser deities (rank 6–10) may take 10 on any check, provided they need to make a check at all.

Intermediate and greater deities (rank 11–20) always get a result of 20 on any check, provided they need to make a check at all.

Immunities: Deities have the following immunities. Individual deities may have more immunities. Unless otherwise indicated, these immunities do not apply if the attacker is a deity of equal or higher rank.

Transmutation: A deity is immune to polymorphing, petrification, or any other attack that alters its form. Any shape-altering powers the deity might have work normally on itself.

Energy Drain, Ability Drain, Ability Damage: A deity is not subject to energy drain, ability drain, or ability damage.

Mind-Affecting Effects: A deity is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Energy Immunity: Deities of rank 1 or higher are immune to electricity, cold, and acid, even if the attacker is a deity of higher divine rank. Some deities have additional energy immunities.

Deities of rank 1 or higher are immune to disease and poison, stunning, sleep, paralysis, death effects, and disintegration.

Deities of rank 6 or higher are immune to effects that imprison or banish them, unless the attacker is a deity of equal or higher rank. Such effects include *banishment,* binding, *dimensional anchor, dismissal, imprisonment, repulsion, soul bind, temporal stasis, trap the soul,* and turning and rebuking.

Damage Reduction: A deity has damage reduction equal to 35 + its divine rank/+4. For example, a demigod with a divine rank of 3 has damage reduction 38/+4.

If the deity also has damage reduction from another source, such as barbarian class levels, this damage reduction does not stack with the damage reduction granted by divine ranks. Instead, the deity gets the benefit of the best damage reduction in a given situation.

For example, a deity with damage reduction 38/+4 is also a 20th-level barbarian with damage reduction 4/–. If the deity is attacked with a weapon of +3 enhancement or less, the deity uses its damage reduction 38/+4. If the same deity is attacked with a weapon of +4 or better, the deity uses damage reduction 4/–, because the barbarian's damage reduction is not negated by a +4 or better weapon. Whenever a deity has a second kind of damage reduction that might apply to an attack, that damage reduction is given in parentheses after the damage reduction entry in the deity's statistics block.

Resistances: All deities have at least the following resistances. Individual deities may have additional resistances.

Energy Resistance: A deity has fire resistance of 20 + its divine rank.

Spell Resistance: A deity has spell resistance of 32 + its divine rank.

Salient Divine Abilities: Every deity of rank 1 or higher has at least one additional power, called a salient divine ability, per divine rank (see Salient Divine Abilities in the appendix).

Domain Powers: A deity of rank 1 or higher can use any domain power it can grant a number of times per day equal to its divine rank (if the power normally can be used more often than that, the deity gets the greater number of uses). If a domain power is based on a cleric's level, a deity with no cleric levels has an effective cleric level of 10th + the deity's divine rank for this purpose.

Spell-Like Abilities: A deity can use any domain spell it can grant as a spell-like ability at will. The deity's effective caster level for such abilities is 10 + the deity's divine rank. The saving throw DC for such abilities is 10 + the spell level + the deity's Charisma bonus (if any) + the deity's divine rank.

Immortality: All deities (even those of rank 0) are naturally immortal and cannot die from natural causes. Deities do not age, and they do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances, usually by being slain in magical or physical combat.

Deities of rank 1 or higher are not subject to death from massive damage (see Injury and Death in Chapter 8 of the *Player's Handbook*).

Senses: Deities of rank 1 or higher have incredibly sensitive perception. Such a deity's senses (including darkvision and low-light vision, if the deity has them) extend out to a radius of one mile per divine rank. In effect, a deity of rank 10 can see, hear, touch, and smell at a distance of ten miles just as well as a human can perceive things that are close enough to touch. Perception is limited to the senses a deity possesses. For instance, a deity cannot see in the dark unless it has darkvision. Nor can it see through solid objects without using its remote sensing ability or some sort of x-ray vision power.

Remote Sensing: As a standard action, a deity of rank 1 or higher can perceive everything within a radius of one mile per rank around any of its worshipers, holy sites, or other objects or locales sacred to the deity. This supernatural effect can also be centered on any place where someone speaks the deity's name or title for up to 1 hour after the name is spoken, and at any location when an event related to the deity's portfolio occurs (see the deity descriptions for details).

The remote sensing power can cross planes and penetrate any barrier except a Divine Shield (a salient divine ability) or an area oth-

Levels Beyond 20th

Most deities are 20 HD outsiders with 30 to 50 character levels as well. These additional character levels beyond an effective character level of 20th follow special rules covered in more detail in the *Epic Level Handbook.*

Character levels above 20th confer some, but not all, of the benefits of normal levels. Deities gain all the class features for all their levels (such as the fighter's bonus feats, the monk's unarmed damage, the ranger's favored enemy, the rogue's sneak attack, or the wizard's spellcasting ability). The deity also gains the normal Hit Die for that class, plus additional skill points as if the deity had a level in that class normally. The deity gains an ability score point every four levels, and a feat every three levels.

Beyond character level 20th, deities' attack and saving throw bonuses increase at new rates. Deities gain a +1 bonus on attack rolls at 21st level and every odd-numbered level thereafter, meaning that a deity with 40 class levels (on top of the base 20 outsider Hit Dice) has an attack bonus of +40. No deity can have more than four attacks derived strictly from its base attack bonus, so a deity with an attack bonus of +40 gets additional attacks at +35, +30, and +25.

Deities also gain a +1 bonus on saving throws at 22nd level and every even-numbered level thereafter. A deity with 20 outsider Hit Dice and 40 class levels has saving throw bonuses (Fortitude, Reflex, and Will) of +32.

erwise blocked by a deity of equal or higher rank. Remote sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect (as the *scrying* spell does).

A deity can extend its senses to two or more remote locations at once (depending on divine rank) and still sense what's going on nearby.

Once a deity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense, or until it can't sense the location (for example, after 1 hour has elapsed since someone spoke the deity's name).

Block Sensing: As a standard action, a deity of rank 1 or higher can block the sensing ability of other deities of its rank or lower. This power extends for a radius of one mile per rank of the deity, or within the same distance around a temple or other locale sacred to the deity, or the same distance around a portfolio-related event. The deity can block two remote locations at once, plus the area within one mile of itself. The blockage lasts 1 hour per divine rank.

Portfolio: Every deity of rank 1 or higher has at least limited knowledge and control over some aspect of mortal existence. A deity's connection to its portfolio gives it a number of powers.

Portfolio Sense: Demigods have a limited ability to sense events involving their portfolios. They automatically sense any event that involves one thousand or more people. The ability is limited to the present.

Lesser deities automatically sense any event that involves their portfolios and affects five hundred or more people.

Intermediate deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In addition, their senses extend one tenday into the past for every divine rank they have.

Greater deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In addition, their senses extend one tenday into the past and one tenday into the future for every divine rank they have.

When a deity senses an event, it merely knows that the event is occurring and where it is. The deity receives no sensory information about the event. For example, a demigod of the sea senses all tidal waves that threaten multiple villages, or small or larger towns. The deity knows where the waves are, but not what they look like or which direction they're traveling.

Once a deity notices an event, it can use its remote sensing power to perceive the event.

Automatic Actions: Deities don't need to make skill checks as often as mortals do. When performing an action within its portfolio, a deity can perform any action as a free action, as long as the check DC is equal to or less than a certain number (given in the deity's description). The number of such free actions a deity can perform each round is determined by the deity's divine rank.

Create Magic Items: A deity of rank 1 or higher can create magic items related to its portfolio without any requisite item creation feat, provided that the deity possesses all other prerequisites for the item. The maximum item value a deity can create is a function of its divine rank. The item's cost and creation time remain unchanged, but the deity is free to undertake any activity when not laboring on the item (see Creating Magic Items in the Dungeon Master's Guide).

For example, a demigod of fire could create a wand of burning hands without the Craft Wand feat, provided that the demigod knows the *burning hands* spell.

If a deity has the item creation feat pertaining to the item it wishes to create, the cost (in gold and XP) and creation times are halved.

Divine Aura: The mere presence of a deity of rank 1 or higher can deeply affect mortals and beings of lower divine rank, who might find the experience either uplifting or unsettling, depending on the deity's mood and the other beings' relationship to the deity.

All divine aura effects are mind-affecting, extraordinary abilities. Mortals and other deities of lower rank can resist the aura's effects with successful Will saves; the DC is 10 + the deity's rank + the deity's Charisma modifier. Deities are immune to the auras of deities of equal or lower rank. Any being who makes a successful saving throw against a deity's aura power becomes immune to that deity's aura power for one day.

Divine aura is an emanation that extends around the deity in a radius whose size is a function of divine rank. The deity chooses the size of the radius and can change it as a free action. If the deity chooses a radius of 0 feet, its aura power effectively becomes nonfunctional. When two or more deities' auras cover the same area, only the aura that belongs to the deity with the highest rank functions. If divine ranks are equal, the auras coexist.

The deity can make its own worshipers, beings of its alignment, or both types of individuals immune to the effect as a free action. The immunity lasts one day or until the deity dismisses it. Once affected by an aura power, creatures remain affected as long as they remain within the aura's radius.

The deity can choose from the following effects each round as a free action.

Daze: Affected beings just stare at the deity in fascination. They can defend themselves normally but can take no actions.

Fright: Affected beings become shaken and suffer a –2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the deity makes them frightened, and they flee as quickly as they can, although they can choose the path of their flight.

Resolve: The deity's allies receive a +4 morale bonus on attack rolls, saves, and checks, while the deity's foes receive a –4 morale penalty on attack rolls, saves, and checks.

Grant Spells: A deity grants spells and domain powers to mortal divine spellcasters who pray to it. Most deities can grant spells from the cleric spell list, the ranger spell list, and from three or more domains. Deities with levels in the druid class can grant spells from the druid spell list, and deities with paladin levels can grant spells from the paladin spell list. A deity can withhold spells from any particular mortal as a free action; once a spell has been granted, it remains in the mortal's mind until expended.

Spontaneous Casting: A deity of rank 1 or higher who has levels in a divine spellcasting class can spontaneously cast any spell it can grant. This power works like a cleric's ability to spontaneously cast cure spells (see the cleric section in Chapter 3 of the *Player's Hand-*

Deities and Synergy Bonuses

Many skills provide synergy bonuses to other skills if you have 5 or more ranks in the skill. For example, you get a +2 synergy bonus on Ride checks if you have 5 or more ranks in the Handle Animal skill.

For every 20 extra ranks a deity has in a skill, the deity's synergy bonus from the skill (if any) increases by +2. For example, a deity with 25 ranks in Handle Animal would receive a +4 synergy bonus on Ride checks, and a deity with 45 ranks in Handle Animal would receive a +6 synergy bonus on Ride checks.

book), except that it applies to any spell the deity can grant.

Communication: A deity of rank 1 or higher can understand, speak, and read any language, including nonverbal languages.

The deity can speak directly to any beings within one mile of itself per divine rank.

Remote Communication: As a standard action, a deity of rank 1 or higher can send a communication to a remote location. The deity can speak to any of its own worshipers, and to anyone within one mile per rank away from a site dedicated to the deity (such as a temple, shrine, or sacred grove), or within one mile per rank away from a statue or other likeness of the deity.

The creature being contacted can receive a telepathic message that only it can hear. Alternatively, the deity's voice can seem to issue from the air, the ground, or from some object of the deity's choosing (but not an object or locale dedicated to another deity of equal or higher rank than the deity who is speaking). In the latter case, anyone within earshot of the sound can hear it.

The deity can send a manifestation or omen instead of a spoken or telepathic message. The exact nature of this communication varies with the deity, but it usually is some visible phenomenon such as a beam of light, a change in the weather, or a gathering of animals.

A deity's communication power can cross planes and penetrate any barrier. Once communication is initiated, the deity can continue communicating as a free action until it decides to end the communication.

A deity can carry on as many remote communications at one time as it can remote sense at one time (see Remote Sensing, above).

Godly Realm: Each deity of rank 1 or higher has a location that serves as a workplace, personal residence, audience chamber, and sometimes as a retreat or fortress. A deity is at its most powerful within its godly realm.

A deity has at least modest control over the environment within its realm, controlling the temperature and minor elements of the environment such as smells and background sounds. The radius of this control is a function of the deity's rank and whether the realm is located on an Outer Plane or some other plane (including the Material Plane).

Within this area, the deity can set any temperature that is normal for the plane where the realm is located (for the Material Plane, any temperature from –20°F to 120°F), and fill the area with scents and sounds as the deity sees fit. Sounds can be no louder than one hundred humans could make; the deity could create the sounds of an invisible choir, a battle, a jungle full of raucous birds, or similar sounds, but not intelligible speech or harmful sound. This control over sound is similar to the *ghost sound* spell, but capable of producing a much larger volume of noise. The deity's ability to create scents is similar. Deities of rank 6 or higher can create the sounds of intelligible speech.

A demigod or lesser deity can erect buildings and alter the landscape, but must do so through its own labor, through magic, or through its divine powers.

A deity of rank 6 or higher not only has control over the environment, but also controls links to the Astral Plane (assuming the cosmology where the deity resides has an Astral Plane). Manipulating a realm's astral links renders teleportation and similar effects useless within the realm. The deity can designate certain locales within the realm where astral links remain intact. Likewise, the deity can block off the realm from planar portals or designate locations where portals are possible.

A deity of rank 11 or higher can also apply the enhanced magic or impeded magic trait within his realm to up to four groups of spells (spells belonging to the same school or the same domain or having the same descriptor). The enhanced magic trait enables a metamagic feat to be applied to a group of spells without requiring higher-level spell slots. Many deities apply the enhanced magic trait to their domain spells, making them maximized (as the Maximize Spell feat) within the boundaries of their realm. To cast a spell affected by the impeded magic trait, the caster must succeed at a Spellcraft check (DC 15 + spell level). If the check fails, the spell is wasted. The impeded magic trait doesn't affect the deity's spells and spell-like abilities.

In addition, a deity of rank 11 or higher can erect buildings as desired and alter terrain within ten miles to become any terrain type found on the Material Plane. These buildings and alterations are manifestations of the deity's control over the realm.

A greater deity (rank 16 or higher) also can perform any one of the following acts.

- Change or apply a gravity trait within the realm.
- Change or apply an elemental or energy trait within the realm.
- Change or apply a time trait within the realm.
- Apply the limited magic trait to a particular school, domain, or spell descriptor within the area, preventing such spells and spell-like abilities from functioning. The greater deity's own spells and spell-like abilities are not limited by these restrictions.

Once a deity sets the conditions in its realm, they are permanent, though the deity can change them. As a standard action, the deity can specify a new environmental condition. The change gradually takes effect over the next 10 minutes.

Changing astral links, planar traits, or terrain requires more effort, and the deity must labor for a year and a day to change them. During this time, the deity must spend 8 hours a day on the project. During the remaining 16 hours of each day, the deity can perform any action it desires, as long as it remains within the realm. The astral links, planar traits, and terrain remain unchanged until the labor is complete.

Travel: A deity of rank 1 or higher can use *teleport without error* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can transport only itself and up to 100 pounds of objects per divine rank. A deity of rank 6 or higher also can use *plane shift* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can only transport itself and up to 100 pounds of objects.

If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can accompany the deity in any mode of travel if the deity touches it. The creature's weight counts against the deity's weight limit.

Familiar: A deity of rank 1 or higher with levels as a sorcerer or a

Deities and Spellcasting

As characters of around 60th level, deities can freely pay even large XP costs. Assume that a deity has a safe cushion of around 30,000 XP it can use every tenday for creating magic items and casting spells with experience point costs.

What happens when a deity casts miracle? Rather than imploring another deity to perform some task, the deity simply draws from its own divine power. It pays the experience point cost with hardly a second thought, and creates the effect it desires.

wizard has the ability to treat any creature of a given kind as a familiar, as long as that creature is within a distance of one mile per divine rank of the deity. For example, Bane is a 10th-level wizard of divine rank 17. Ravens are his specified kind of familiar, meaning that Bane can use any raven within seventeen miles of his location as a familiar. That animal gains all the characteristics that a familiar of a 10th-level wizard has. This special familiar ability only applies to one creature at a time, but a deity can switch between one creature and another instantaneously, as long as the second creature is within range.

This special familiar ability does not replace the deity's ability to have a normal familiar, which could be any kind of eligible creature. For example, Bane could have a toad as a normal familiar in addition to his special raven familiar. The toad gains the abilities of a normal familiar of a 10th-level wizard, as long as the toad is within one mile of Bane's location. (For details of special abilities that familiars receive and impart to their masters, see Chapter 3 of the *Player's Handbook*.)

Reading the Deity Entries

Each major deity description is organized in the same general format, as described below.

Deity Statistics Block

The first section of text contains basic information about the deity.

Name: The first line gives the name by which the deity is generally known. Other names or titles attributed to the deity (if any) are given immediately below the name.

Symbol: A short description of the holy or unholy symbol carried by the deity's clerics. This symbol is often used on altars or other items dedicated to the deity.

Home Plane: The portion of the cosmos where the deity chiefly resides.

Alignment: The deity's alignment. Deities follow the same alignments as mortals do; see Chapter 6 of the *Player's Handbook*.

Portfolio: The aspects of mortal existence with which the deity is most often associated. Portfolio elements are listed roughly in their order of importance to the deity.

Worshipers: Those who worship or venerate the deity, roughly in order of their number and importance to the deity.

Cleric Alignments: What alignments the deity's clerics can have. As noted in the *Player's Handbook*, a cleric typically has the same alignment as his deity's. Some clerics' alignments are one step away from their respective deities. For example, most clerics of Eilistraee (who is chaotic good) are chaotic good, but some are chaotic neutral or neutral good. A cleric may not be neutral unless his deity is neutral.

Two alignments are within one step of each other if they appear adjacent to each other horizontally or vertically on the following grid. Alignments that are adjacent to each other on a diagonal are not within one step.

Lawful good	Neutral good	Chaotic good
Lawful neutral	Neutral	Chaotic neutral
Lawful evil	Neutral evil	Chaotic evil

Some deities do not accept clerics of alignments that are within one step of their own. See the individual deity descriptions for details.

Domains: Clerics of the deity can choose from among the domains listed here. A deity can use any domain spell it can grant as a spell-like ability, usable at will. It also can use any domain power it can grant at least once per day per divine rank. Turning or rebuking undead is not a granted power, but a cleric class ability. A deity can turn or rebuke undead only if it has levels in the cleric class or some special power over undead.

Favored Weapon: What weapon the deity favors. The deity's clerics generally prefer to use such weapons, and certain spells that clerics cast, such as spiritual weapon, may have effects that resemble this weapon.

Descriptive Text

Immediately following the deity statistics block is information about what the deity looks like and other general facts. In addition, these three subtopics are covered in the descriptive text.

History/Relationships: Information on how the deity came into being, or how it acquired its present status, as well as which deities it considers allies or enemies.

Dogma: The basic tenets of the deity's creed or teachings.

Clergy and Temples: Details of how the deity's clerics act and the types of temples or shrines dedicated to the deity. (This subtopic is covered for the deities in Chapter 1 but not those in Chapter 2.)

Game Statistics Block

The deity's D&D game statistics are presented next. (Game statistics are provided for the deities in Chapter 1 but not those in Chapter 2.) They use the same format used to present statistics for any other D&D game creature.

All applicable modifiers have been added to the deity's statistics, including ability score modifiers, bonuses from divine rank, bonuses from magical equipment, synergy bonuses, and bonuses from feats or salient divine abilities.

The paragraphs at the end of the game statistics block provide additional information about the deity.

Divine Immunities: Any immunities the deity has by virtue of its divine rank, salient divine abilities, and portfolio.

Behind the Curtain: Deities and Divine Spells

The task of granting divine spells places very little demand on a deity. It is the training, skill, and dedication of the spellcaster that makes preparing and casting a divine spell possible, and this is why a deity needs levels in a divine spellcasting class to cast most divine spells. Domain spells are an exception. A deity's domains are closely linked to the deity's portfolio and represent the sum and substance of the deity's identity and personal power. This is why deities can make such free use of their domain powers and why they can use their domain spells as spell-like abilities.

Salient Divine Abilities: A list of the deity's salient divine abilities. Unique salient divine abilities related to a deity's portfolio are described in the deity entry.

Domain Powers: The domain powers the deity can use. In some cases, a deity has access to a domain power that is irrelevant. These powers are not mentioned. For example, the Magic domain power enables clerics to use items that produce arcane spells; this power is usually irrelevant when a deity has wizard levels, so it is usually not mentioned.

Spell-Like Abilities: The deity's spell-like abilities and the saving throw DC for those abilities. If a particular spell-like ability supersedes a less powerful one, only the better one is given. For example, deities with the Travel domain can use both *teleport* (the 5th-level domain spell) and *teleport without error* (the 7th-level domain spell) at will. Because *teleport without error* is strictly better, it's the only one mentioned. Spells marked with an asterisk are described in the appendix of this book.

Spells/Day and Spells Known: If the deity has any spellcasting classes, the number of spells the deity can cast each day and spells known (for bards and sorcerers) are given here. Because most deities cast their spells spontaneously (without preparation), lists of spells prepared are usually not given.

Possessions: Although most of the deities described in this book are not provided with a great number of possessions, deities in general are wealthy enough to carry almost any nonartifact item they desire. They usually don't bother to do so, however, because their own powers are so formidable that carrying such items wouldn't make them significantly more powerful.

A few deities carry favorite items, usually as personal trademarks. Unless otherwise noted, these items are minor artifacts with caster levels of 25th.

Special Abilities: Several new weapon or armor special abilities are detailed in this book.

Other Divine Powers

This section of a deity's description relates the special abilities the deity has as a result of its divine status.

The opening paragraph in this section explains how the deity's die rolls are affected by its divine status.

Senses: The distance out to which the deity's senses are effective (a number of miles equal to its divine rank), plus other facts related to the deity's ability to perceive events around it.

Portfolio Sense: The types of events related to its portfolio that the deity senses.

Automatic Actions: The kinds of activities the deity can perform as free actions. Free actions consume no time. The deity can perform them during its turn and still move and act.

Create Magic Items: The kinds of magic items the deity can create without needing an item creation feat. The deity still must spend time and experience points to create the items.

Divine Encounters and Experience Points

Except for the (presumably) very rare occasions when a group of characters actually defeats a deity in combat, experience awards for encounters with deities are necessarily story-based awards. As such, they really can never be calculated based on a deity's actual or presumed Challenge Rating. Instead, you must determine an award based on the circumstances of the encounter, its importance to the adventure and campaign, and the actual result of the encounter. This section offers some general guidelines, but these guidelines should never replace your good judgment.

Certain kinds of contact with deities are actually routine, as bizarre as that may sound. A cleric praying for spells or casting commune has some level of contact with his deity, but does not gain any experience points for that encounter. In fact, in the case of the *commune* spell, he actually loses experience points. Likewise, if a deity appears in a character's dream or even in a waking vision to send the character on a quest of some sort, the character should receive no experience for that encounter. She'll earn enough experience points on the quest, which is where the challenge lies.

Other types of divine encounters are challenges, however, and deserve to be treated like other encounters with experience awards. Some situations might require the PCs to negotiate with a deity, others to thwart a deity's plans, and others to escape an angry deity with their lives! Some negotiations are simple, while others are much more difficult (bearing in mind that deities often have Bluff, Diplomacy, and Sense Motive skill modifiers in the +50 to +80 range). As a rule of thumb, assign negotiation-type encounters a Challenge Rating of somewhere between the average party level –2 and the average party level +1. (The XP award ranges from 150 to 450 times the average party level.) Thwarting a deity's plans is a great feat and probably deserves a Challenge Rating somewhere between the average party level and three levels higher (XP equal to 300 to 900 times the average party level). Escaping the wrath of a deity is extremely challenging and should have a Challenge Rating between four and seven levels above the average party level (XP equal to 1,200 to 3,600 times the average party level).

Naturally, a deity's relative power (measured by its divine rank as well as the number of Hit Dice and character levels it possesses) compared to the party's level is an important consideration, particularly for encounters where the PCs are seriously at odds with the deity: For 65th-level characters, escaping the wrath of Uthgar is not a CR 69 encounter, since Uthgar is really only slightly more powerful than a 20th-level character. Once again, these guidelines should never overrule the DM's judgment of the difficulty of the encounter.

For actual cases of deicide, the DM should award each character who participated in the battle a number of XP equal to his or her current level times 1,000. That is enough experience to bring any character to the next level, and is almost certainly the largest single award any character will ever receive, comparable to a character single-handedly defeating a monster whose CR is 4 higher than her level. However, remember the Dungeon Master's Guide's advice: ". . . an encounter in which the PCs defeat something far above their own level (CRs higher than their level by eight or more) was probably the result of fantastic luck or a unique set of circumstances, and thus a full XP award may not be appropriate. As the DM, you're going to have to make these decisions." If the PCs were ineffectual bystanders in a battle between two deities that ends in the death of a deity, they should receive some XP if they survive such a traumatic event, but do not deserve to advance a level for their minuscule part in the deity's demise.

Major Deities of Faerûn

The following deities are the major deities of Faerûn, as described in the *Forgotten Realms Campaign Setting*. Each of these thirty-one deities has a full set of statistics, as well as details about dogma, clerics and temples, and other pertinent information.

Azuth

The High One, Patron of Mages, Lord of Spells
Lesser Deity
Symbol: Human left hand pointing upward outlined in blue fire
Home Plane: Dweomerheart
Alignment: Lawful neutral
Portfolio: Wizards, mages, spellcasters in general, monks (Shining Hand)
Worshipers: Philosophers, sages, sorcerers, wizards
Cleric Alignments: LE, LG, LN
Domains: Illusion, Knowledge, Magic, Law, Spell
Favored Weapon: "The Old Staff" (quarterstaff)



Azuth (ah-*zooth*) concerns himself with the advancement and preservation of the magical arts. Worshiped by all manner of spellcasters (and wizards in particular), the crafty deity has long acted as an advisor to the sitting deity of raw magic; he and Mystra share an amicable relationship akin to that of a tutor and his favored student. Other deities find him crotchety, not understanding his dry wit or ceaseless dedication to collecting magical knowledge. Azuth most often appears as a white-bearded man wearing elaborate, antique clothing and wielding the powerful, gem-topped Old Staff.

Among the most blessed of Azuth's terrestrial servants are the Favored, thought to be a cadre of slain human wizards resurrected by the Lord of Spells himself but which are in fact magical constructs of his subconscious mind. The Favored further the development and channeling of the Weave through written formulas, a process Azuthans view as the apogee of human scientific achievement. Possessing uncanny abilities such as telekinesis and flight, these paragons of magical power deliver important messages to the flock and herald new developments in the magical sciences. Azuth has struggled desperately since the Time of Troubles to reconcile the old Mystra with the new, and with the resulting difference in the Weave that blankets Toril. Though the deity does not know it, the Favored—mental manifestations of this struggle—are tearing his church apart and may cost the Lord of Spells, and his worship, significantly.

Despite the ecclesiastical turmoil within, many outsiders view Azuth's religion as tradition-bound. To them, it adapts to the times at a glacial pace, concerning itself overmuch with abstract arcane debates while remaining blind to the problems that beset the land. Since so many of Azuth's followers take a neutral stance on matters of morality, the church often comes under criticism by the more proactive cults of Mystra.

Clerics of Azuth pray for their spells at dusk. Whenever a mage ascends to the rank of Magister, Azuth's church celebrates a holiday. His clerics recognize few other holidays of note, though liturgical readings at mealtimes play an important role in honoring the Lord of Spells. Texts composed by famous wizards make up the bulk of the church's canon. Clerics of Azuth commonly multiclass as arcane devotees or wizards.

History/Relationships: As a mortal, Azuth coveted power, researching the arcane lore of a dozen fallen empires in an effort to further his magical study. His dedication eventually led to his being installed as the first Magister, a position created specifically by Mystra to recognize her most promising mortal pupil. Azuth then sought to carve a piece of the deity Savras's divinity and bind it to himself—an experiment that ultimately failed. This led to a series of battles with Savras, ending with that deity's imprisonment in a staff. With the help of Mystra, who had become his lover, Azuth finally ascended to divine status. Savras (now freed from his imprisonment) grudgingly serves Azuth, as does the generally untrustworthy Velsharoon.

Dogma: Reason is the best way to approach magic, and magic can be examined and reduced to its component parts through study and meditation. Maintain calm and use caution in your spellcasting and magic use to avoid making mistakes that even magic cannot undo.

Symbol by Stephanie Pui-Mun Law

Use the Art wisely, and always be mindful of when it is best not to use magic. Teach the wielding of magic and dispense learning throughout Faerûn that the use and knowledge of magic may spread. Live and teach the idea that with magical power comes grave responsibility. Learn every new spell you discover and make a copy for the temple library. Do not hoard your knowledge, and encourage creativity in magic in all ways and at all times.

Clergy and Temples: Azuth's clergy includes wizards and monks, though single- and multiclassed clerics hold most positions of power within the hierarchy. These individuals, known collectively as the magistrati, facilitate communications between arcane spellcasters. Magistrati tend to dress in elaborate and impractical dull-colored clothing accented by absurdly high collars, large hats, and stoles bearing arcane symbols.

Azuthan centers of worship are common in civilized nations, particularly in cities with powerful arcane guilds. There, magistrati enforce the Magebond, an informal agreement taught to nearly all wizards since the era of Azuth's reign as the first Magister. The Magebond stipulates that disputes between wizards should not spill over into the community at large—that magic is best left to those with the willpower to study and master it, and that the destruction inherent in magical duels casts mages in the worst light imaginable. (Of course, as many wizards scoff at these "rules" as follow them.) Conflicts between wizards, according to the tenets of the Magebond, should be conducted in private according to the dictates of a complicated, usually nonlethal ritual that pits mage against mage in a spellweaving duel. Naturally, the magistrati oversee such contests, and they keep the lore and ritual of these duels a closely guarded secret.

The most powerful member of a given temple community is known as the "First," and is referred to as "Revered One" by his or her inferiors. Those who have served the High One for a great deal of time are sometimes called "Master," but the clergy frowns upon more ostentatious titles. Many patriarchs live to be well over 150 years old, spawning rumors falsely claiming that high clerics of the inner circle have discovered the secret to immortality.

Azuth's Favored hold an important place in the clergy, both outside and above the regular church hierarchy. Recently, two influential Favored have ascended to important roles within the church. Meldrathar Gath of Halruaa leads the Loomwarden faction, whereas Szesoch Vurlagor of Thay leads the more accepting Spellsavants. The stern Loomwardens question the somewhat chaotic nature of Mystra, the Mother of All Magic, who is often a patron of sorcerers. They distrust sorcerers for the accident of their innate ability, at best reminiscent of the ancient archwizards of Netheril, who through raw spellcasting power brought a great empire to ruin. In cities such as Halarahh and Bezantur, influential Loomwardens work behind the scenes to bar sorcerers from positions of power and thwart what they see as a danger. The Spellsavants, on the other hand, urge cooperation between all types of arcane spellcasters, holding that through cumulative effort humanity's knowledge of magic as a whole intensifies. Since the Time of Troubles, these mutually exclusive ideologies have come into sharper and sharper conflict, with entire churches splitting apart along factional lines.

Illustration by Michael Kaluta



Azuth

Azuth

Wizard 20/Archmage 5/Arcane Devotee 5/Loremaster 10/Cleric 20
Medium-Size Outsider (Lawful)
Divine Rank: 10
Hit Dice: 20d4+180 (Wiz) plus 5d4+45 (Acm) plus 5d4+45 (Dev) plus 10d4+90 (Lor) plus 20d8+180 (Clr) (860 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 60 (+7 Dex, +10 divine, +23 natural, +8 deflection, +2 luck [*Old Staff*])
Attacks: +5 *quarterstaff* +52/+47 melee; or spell +47 melee touch or ranged touch.
Damage: +5 *quarterstaff* 1d6+15; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 11/day.
Special Qualities: Alignment focus (law), applicable knowledge, arcane reach, cast law spells at +2 caster level, divine aura (1000 ft., DC 28), divine immunities, divine shroud (1/day, law, SR 52, 13 rounds), DR 45/+4, enlarge spell, familiar (cats), fire resistance 30, godly realm (10 miles Outer Plane, 1,000 ft. Material Plane), greater lore, instant mastery (Bluff), lore +30, mastery of countering, mastery of elements, more newfound arcana, newfound arcana, *plane shift* at will, remote communication 10 miles, sacred defense +2, secrets of inner strength, spell power +1, spell power +2, spontaneous casting of divine spells, SR 62, *teleport without error* at will, true lore, understand, speak, and read all languages and speak directly to all beings within 10 miles.
Saves: Fort +47, Ref +45, Will +56.
Abilities: Str 24, Dex 25, Con 28, Int 50, Wis 32, Cha 26.
Skills: Alchemy +63, Bluff +38, Concentration +84, Diplomacy +59, Forgery +36, Gather Information +41, Heal +58, Intimidate +26, Knowledge (arcana) +95, Knowledge (architecture and engineering) +73, Knowledge (geography) +73, Knowledge (history) +73, Knowledge (local) +73, Knowledge (nature) +73, Knowledge (nobility and royalty) +73, Knowledge (planes) +87, Knowledge (religion) +73, Listen +27, Scry +93, Search +53, Sense Motive +29, Spellcraft +97, Spot +27.
Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Create Portal, Delay Spell, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Improved Initiative, Maximize Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus (Abjuration), Spell Focus (Conjuration), Spell Penetration, Spellcasting Prodigy (Wizard), Still Spell.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Form, Alter Size, Automatic Metamagic (twin spell-like ability), Automatic Metamagic (twin wizard spell), Control Creatures (10 creatures/day that can cast spells or use spell-like abilities, Will DC 28), Craft Artifact, Divine Spellcasting, Extra Domain (Illusion), Extra Domain (Spell), Increased Spell Resistance, Instant Counterspell, See Magic.

Domain Powers: Cast illusion spells at +1 caster level; cast divination spells at +1 caster level; cast law spells at +1 caster level; use spell completion or spell trigger devices as Wiz50.

Spell-Like Abilities: Azuth uses these abilities as a 20th-level caster, except for law spells, which he uses as a 22nd-level caster, and divination and illusion spells, which he uses as a 21st-level caster. The save DCs are 28 + spell level. *Antimagic field, anyspell, break enchantment, calm emotions, clairaudience/clairvoyance, detect secret doors, detect thoughts, dictum, discern location, dispel chaos, dispel magic, displacement, divination, find the path, foresight, greater anyspell, hold monster, identify, imbue with spell ability, legend lore, limited wish, mage armor, magic circle against chaos, minor image, mislead, Mordenkainen's disjunction, Nystul's undetectable aura, order's wrath, persistent image, phantasmal killer, project image, protection from chaos, protection from spells, Rary's mnemonic enhancer, screen, shield of law, silence, silent image, spell resistance, spell turning, summon monster IX* (as law spell only), *true seeing, weird.*

Cleric Spells/Day (Levels 0–11): 6/9/9/9/8/8/7/7/6/6/2/2; base DC = 23 + spell level, or 25 + spell level for abjuration spells or conjuration spells.

Wizard Spells/Day (Levels 0–19): 4/10/9/9/9/8/8/5/7/8/4/4/4/3/3/3/3/2/2/2/2; base DC = 36 + spell level or 38 + spell level for abjuration spells or conjuration spells.

Possessions: Azuth carries the *Old Staff*, a long wooden staff shod in iron and inscribed with sigils and runes of all types. It is topped with a large, bright blue sapphire. All the powers of this minor artifact function as the spells of the same names cast by an 18th-level wizard.

The following powers do not drain charges: *detect magic, enlarge, hold portal, light, mage armor, mage hand.*

The following powers drain 1 charge per use: *dispel magic, continual flame, fireball* (heightened to 5th level, 10d6 points of damage, save DC 17), *ice storm, invisibility, knock, levitate, lightning bolt* (heightened to 5th level, 10d6 points of damage, save DC 17), *magic missile* (5 missiles), *passwall, pyrotechnics, ray of enfeeblement* (heightened to 5th level, save DC 17), *wall of fire, web.*

The following powers drain 2 charges per use: *cone of cold* (15d6, save DC 15), *globe of invulnerability, hold monster* (save DC 14), *monster summoning IX, plane shift, telekinesis* (maximum weight 400 pounds), *wall of force* (in a 10-foot-diameter hemisphere around the user only), *whirlwind.*

The *Old Staff* also grants its wielder spell resistance 23. This does not stack with Azuth's spell resistance but can be utilized by other wielders. A wielder who willingly lowers this spell resistance can use the staff to absorb arcane spell energy directed at him or her, exactly as if it were a *rod of absorption* (see Chapter 8 of the *Dungeon Master's Guide*). The staff uses spell levels as charges, not as spell energy usable by the wielder. If it absorbs spell levels beyond its charge limit (50), it explodes as if a retributive strike had been made (see below). The staff does not communicate how many spell levels are being cast at the wielder, as a *rod of absorption* does. Absorbing spells is risky, but it is the only way this staff can be recharged.

The wielder also gains a +2 luck bonus to AC and saving throws. The *Old Staff* is a +5 quarterstaff, and its user may employ it to smite opponents. If 1 charge is expended (as a free action) the *Old Staff* causes double damage (×3 on a critical hit) for 1 round. On command, the staff automatically reflects spells cast at the wielder, exactly as if *spell turning* had been cast upon him or her.

The headstone of the *Old Staff*, known as the Donjon of Facets, can be used to hold enemies trapped by the user's *imprisonment* spells. Such foes are trapped in the donjon instead of in a small space below the earth.

The *Old Staff* can also be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. Creatures within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful Ref saving throws (DC 17) reduce the damage by half.

The character breaking the staff has a 50% chance (a 01–50 result on d%) of traveling to another plane of existence, but if this does not occur (51–100), the explosive release of spell energy destroys the wielder.

After all charges are used up from the staff, it remains a *+5 quarterstaff*. Once empty of charges, it cannot be broken in a retributive strike.

Caster Level: 40th; *Weight:* 4 lb.

Other Divine Powers

As a lesser deity, Azuth may take 10 on any check. Azuth treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Azuth can see, hear, touch, and smell at a distance of ten miles. As a standard action, he can perceive anything within ten miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 10 hours.

Portfolio Sense: Azuth senses the discovery, transcription, and casting of every spell in Faerûn, as long as the event in question affects at least five hundred people. For example, he would sense a great magical display or a battle in which magic played an important role.

Automatic Actions: Azuth can use Knowledge (arcana), Knowledge (architecture and engineering), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility and royalty), Knowledge (planes), Knowledge (religion), or Spellcraft as a free action if the DC for the task is 20 or lower. He can perform up to five such free actions each round.

Create Magic Items: Azuth can create any kind of magic item, as long as the item's market price does not exceed 30,000 gp.

Bane

The Black Lord, the Black Hand, the Lord of Darkness

Greater Deity

Symbol:	Green rays squeezed forth from a black fist
Home Plane:	The Barrens of Doom and Despair
Alignment:	Lawful evil
Portfolio:	Strife, hatred, tyranny, fear
Worshipers:	Conquerors, evil fighters and monks, tyrants, wizards
Cleric Alignments:	LN, LE, NE
Domains:	Evil, Destruction, Hatred, Law, Tyranny
Favored Weapon:	"The Black Hand of Bane" [a black gauntlet] (morningstar)

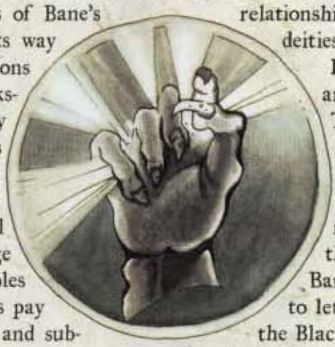
The twisted halls of Zhentil Keep echo with malign invocations chanted in shadowy temples throughout Faerûn. Bane (*bain*), the Lord of Darkness, has conquered death itself, returning to the world to give dark inspiration to a thousand intrigues, to foment fear and hatred in civilized lands, and to reassure the common mortal that tyranny, though it may suffer occasional defeat, will never die.

Symbol by Stephanie Pui-Mun Law

Though Bane transcended mortality centuries ago, his primary goal remains notably human—he seeks nothing short of the total domination of Faerûn. When his servants sit upon the throne of every land, when commoners serve their masters in fear for their very lives, and when altruism and hope have been erased from the world, then will Bane rest. Until that dark day, however, the Black Hand has eternity to hatch demented plots and vile intrigues. Eventually, he will rule all Faerûn, but there's no hurry. Getting there will be half the fun.

Bane prefers to keep to the shadows, allowing his servants to carry out his intricate plans. On the rare occasion in which he appears, he takes the form of a shadowy humanoid figure—often bare-chested, sometimes wearing dark armor and a stylish black cloak streaked with red. His right hand, invariably protected by a jeweled metal gauntlet, is all the weapon he needs to dispatch the few foes brave (or foolhardy) enough to attack him. He has no tolerance for failure and seldom thinks twice about submitting even a loyal servant to rigorous tortures to ensure complete obedience to his demanding, regimented doctrine. Though possessed of an unforgiving wrath when aroused, Bane is slow to anger, existing in a perpetual state of controlled burn.

Bane's tyranny is known throughout the continent, and his is the image most seen as the face of evil. When news of Bane's destruction during the Time of Troubles made its way throughout Faerûn, no fewer than twenty-seven nations declared national festivals of celebration and thanksgiving. The commoner sees Bane's clerics as petty would-be dictators unafraid to use immoral tactics and unthinkable violence to spread their influence and agenda. The adventurer sees the clergy as constant interlopers and enemies, agents of a rigid, evil philosophy who side with monsters, devils, and savage humanoids to further their wicked ends. Canny nobles glimpse the truest threat, that some of their peers pay homage to the Black Lord to gain through guile and subterfuge what soldiers cannot conquer by force.



Clerics of Bane pray for spells at midnight. Their religion recognizes no official holidays, though servants give thanks to the Black Hand before and after major battles or before a particularly important act of subterfuge. Senior clerics often declare holy days at a moment's notice, usually claiming to act upon divine inspiration granted to them in dreams. Rites include drumming, chanting, and the sacrifice of intelligent beings, usually upon an altar of black basalt or obsidian. Of late, clerics of Cyric have become a preferred sacrifice, though old favorites such as paladins, unicorns, children, and celestials remain popular with traditionalists. Clerics of Bane most commonly multiclass as fighters, monks, blackguards, or dreadmasters (see Chapter 4). Those associated with the Cult of the Dragon often multiclass as wearers of purple (see Chapter 4).

History/Relationships: Even as a human, Bane wanted nothing more than to become the most feared, respected tyrant the world had ever known. However, doing so would require an infusion of arcane power greater than that usually accorded to mortals. Hence, the calculating despot joined forces with the similarly driven humans Bhaal and Myrkul in a pact of mutual assistance that would end in the apotheosis of the entire trio. The three villains adventured across the breadth of Faerûn, defeated countless foes, slew one of the Seven Lost Gods, and traveled throughout the Lower Planes before achieving that goal. They benefited from the generosity (or, as some suggest, indifference) of the dispassionate Jergal, who had become bored with his role as patron of strife, death, and the dead. Each gained one-third of Jergal's portfolio and dominated their area of concern for centuries.

However, even complete control over strife was not enough for Bane, whose desire for supremacy led him, in 1358 DR, to once again team with Myrkul. The pair stole the *Tablets of Fate*, inscribed by Lord Ao to outline the roles of the deities of Toril. This precipitated the calamitous Time of Troubles, during which Bane was slain by Torm the True in a furious battle in the harbor of Tantras. It seemed the Black Lord's ceaseless ambition had at last led to his destruction. Bane's church fragmented, with most of the faithful defecting to the clergies of Cyric, who inherited Bane's portfolios, and Iyachtu Xvim, the progeny of Bane's coupling with a powerful demon. Agents of weal and freedom breathed easier in those days, knowing that Toril was rid of perhaps its greatest menace.

Those who let down their guard, however, did so rashly, and far too soon. On Midwinter night of 1372 DR, Xvim burst in a conflagration of diabolical green light. From the smoking husk of his remains emerged a newly reinvigorated Bane, his right hand ablaze with green fire. Xvim, it appeared, had been little more than a sentient cocoon, a shell in which grew a festering larva that would, in time, become Bane. Within days, the Xvimlar clergy had converted to the worship of Bane, and a great evil once again cast its calculating stare over the lands of Faerûn.

Bane hates virtually the entire Faerûnian pantheon but holds special antipathy for Torm, Cyric, Mystra, Tempus, Helm, Lathander, Oghma, and Ilmater, in that order. He has established a working relationship with Loviatar, Mask, and Talona, but as these deities desperately fear him, the alliances are not strong.

Dogma: Serve no one but Bane. Fear him always and make others fear him even more than you do. The Black Hand always strikes down those who stand against it in the end. Defy Bane and die—or in death find loyalty to him, for he shall compel it. Submit to the word of Bane as uttered by his ranking clergy, since true power can only be gained through service to him. Spread the dark fear of Bane. It is the doom of those who do not follow him to let power slip through their hands. Those who cross the Black Hand meet their dooms earlier and more harshly than those who worship other deities.

Clergy and Temples: Bane orders his clerics and followers to achieve positions of power within their society, either through force or trickery, and to use that power to further the cause of hate, fear, destruction, and strife. The Black Hand much prefers that his clerics subvert governments and carry out their agendas under cover of the rule of law, but he tolerates a limited amount of discord and debauchery. Torture, beatings, and calculated assassinations frequently come into play in such operations, and rare indeed is the initiate of the Lord of Darkness who does not possess at least rudimentary skill in such enterprises. The church operates under a strict hierarchy—questioning or disobeying the orders of a superior is an insult to Bane's supremacy, and is punishable by torture, disfigurement, or death.

Bane's temples tend to reflect the clergy's regimented doctrines. Tall, sharp-cornered stone structures featuring towers adorned with large spikes and thin windows, most Banite churches suggest the architecture of fortified keeps or small castles. Thin interior passageways lead from an austere foyer to barrackslike common chambers for the lay clergy, each sparsely decorated with tapestries depicting the symbol of Bane or inscribed with embroidered passages from important religious texts. Temples frequently include an exposed central courtyard used for military drills and open-air ceremonies, as well as a more traditional mass hall for the congregation at large. Most churches feature extensive subterranean dungeons replete with torture chambers, starvation wells, and monster pens.

Before the Time of Troubles, Bane's church was riven by internecine strife, divided into the Orthodox sect (commanded primarily by clerics) and the Transformed church (dominated by wizards). Bane himself encouraged this struggle, appreciating the value

of dissention even when applied to his own servants. His long dormancy seems to have cleared his mind on this matter, however, as he has acted personally to eradicate these divisions, even going so far as to name Fzoul Chembryl, the ruler of Zhentil Keep, as his personal Chosen Tyrant and infallible mortal representative. The formerly fractious Banites have made common cause in vicious pogroms against those clerics who turned to Cyric after Bane's "death" and who have not returned to the fold; their increased cooperation can only lead to foul tidings for the rest of Faerûn.



Bane

Illustration by Brom

Bane

Fighter 15/Blackguard 10/Cleric 10/Wizard 10/Rogue 20
Medium-Size Outsider (Evil, Lawful)
Divine Rank: 17
Hit Dice: 15d10+135 (Ftr) plus 10d10+90 (Blk) plus 10d8+90 (Clr) plus 10d4+90 (Wiz) plus 20d6+180 (Rog) (1,075 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 82 (+9 Dex, +17 divine, +30 natural, +16 deflection)
Attacks*: *+5 lawful mighty cleaving unholy gauntlet* +83/+78/+73/+68 melee; or spell +73 melee touch or +69 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 lawful mighty cleaving unholy gauntlet* 1d3+37/19–20; or by spell. *Always does maximum damage (gauntlet 40 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Command or rebuke undead 23/day (effective cleric level 18th), domain powers, salient divine abilities, smite good (1/day, +16 on attack and +10 on damage for one weapon attack), sneak attack +16d6 (96 points), spell-like abilities.
Special Qualities: Aura of despair, crippling strike, dark blessing, *detect good*, divine aura (17 miles, DC 43), divine immunities, DR 52/+4, empathic link with fiendish servant, evasion, familiar (ravens), fiendish servant (raven), fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), opportunist, *plane shift* at will, remote communication 17 miles, share spells with fiendish servant, slippery mind, spontaneous casting of divine spells, SR 49, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 17 miles.
Saves*: Fort +79, Ref +72, Will +72. *Always receives a 20 on saves.
Abilities: Str 36, Dex 29, Con 28, Int 30, Wis 28, Cha 42.
Skills*: Alchemy +40, Appraise +36, Balance +37, Bluff +71, Climb +52, Concentration +74, Craft (weaponsmithing) +75, Decipher Script +46, Diplomacy +43, Disable Device +36, Disguise +56, Escape Artist +35, Forgery +36, Gather Information +68, Handle Animal +51, Heal +42, Hide +45, Innuendo +53, Intimidate +82, Intuit Direction +35, Jump +50, Knowledge (arcana) +50, Knowledge (religion) +50, Listen +52, Move Silently +55, Open Lock +35, Pick Pocket +36, Ride (horse) +46, Scry +50, Search +50, Sense Motive +49, Spellcraft +75, Spot +32, Swim +48, Tumble +39, Use Magic Device +39. *Always receives a 20 on checks.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Rod, Deflect Arrows, Dodge, Empower Spell, Enlarge Spell, Expertise, Extra Turning, Great Cleave, Great Fortitude, Greater Spell Penetration, Heighten Spell, Improved Bull Rush, Improved Critical (gauntlet), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Spring Attack, Still Spell, Stunning Fist, Sunder, Weapon Focus (gauntlet), Weapon Specialization (gauntlet), Whirlwind Attack.
Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.
Salient Divine Abilities: Alter Form, Alter Reality (save DC 53 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Annihilating Strike (Fort DC 37 + damage dealt, or destroy up to 17,000 cubic feet of nonliving matter), Avatar (up to 20), Call Creatures (up to 17 devils/day, each with up to 17 HD), Divine Blast (19/day, up to 17 miles, 33d12 points of damage), Divine Inspiration (dread, Wisdom DC 17, up to 17 creatures/day), Divine Shield (12/day, stops 170 points of damage), Divine Sneak Attack, Divine Weapon Focus (gauntlet), Divine Weapon Specialization (gauntlet), Extra Domain (Destruction), Extra Domain (Law), Frightful Presence (Will DC 43), Know Secrets (Will DC 43), Lay Curse (up to 17 creatures/day, Will DC 43), Lay Quest (up to 17 creatures/day), Mass Divine Blast (up to 85 targets, no two of which can be more than 17 miles apart, or a cone up to 1,700 ft. long, or a burst or spread with a radius of up to 850 ft. and a height of up to 170 ft.), Possess Mortal (Will DC 43, up to 20 mortals at once), Sunder and Disjoin (save DC 35), Wound Enemy.
Domain Powers: Cast evil spells at +1 caster level; 17/day smite (+4 on attack and +10 on damage for one weapon attack); 17/day +2 profane bonus on attacks, saves, and AC against a selected opponent for 1 minute; cast law spells at +1 caster level.
Spell-Like Abilities: Bane uses these abilities as a 27th-level caster, except for evil spells and law spells, which he uses as a 28th-level caster. The save DCs are 43 + spell level. *Antipathy, bestow curse, Bigby's grasping hand, blasphemy, calm emotions, circle of doom, command, contagion, create undead, desecrate, dictum, discern lies, disintegrate, dispel chaos, dispel good, dominate monster, doom, earthquake, emotion* (hate only), *enthrall, fear, forbiddance, geas/quest, greater command, harm, hold monster, implosion, inflict critical wounds, inflict light wounds, magic circle against chaos, magic circle against good, mass charm, order's wrath, protection from chaos, protection from good, righteous might, scare, shatter, shield of law, summon monster IX* (as evil or law spell only), *unholy aura, unholy blight, wail of the banshee.*

Blackguard Spells/Day: 5/4/4/3; base DC = 19 + spell level or 21 + spell level for enchantment (compulsion) spells.

Cleric Spells/Day: 6/8/7/6/6/5; base DC = 19 + spell level or 21 + spell level for enchantment (compulsion) spells.

Wizard Spells/Day: 4/7/7/5/5/4; base DC = 20 + spell level or 22 + spell level for enchantment (compulsion) spells.

Possessions: Bane wears the *Black Hand of Bane*, a *+5 gauntlet* with the lawful, mighty cleaving, and unholy special abilities.

Caster Level: 25th; *Weight:* 2 lb.

Koravis: Male fiendish raven; CR 3; Tiny magical beast; HD 9d8; hp 40; Init +2; Spd 10 ft., fly 40 ft. (average); AC 21 (touch 14, flat-footed 19); Atk +10 melee (1d2–3, claws); Face/Reach 2.5 ft. × 2.5 ft./0 ft.; SA Smite good (1/day, +9 points of damage on one natural attack); SQ Blood bond, cold resistance 15, damage reduction 5/+2, darkvision 60 ft., empathic link with Bane, fire resistance 15, improved evasion, low-light vision, share saving throws with Bane, speak with Bane, spell resistance 18; AL LE; SV Fort +13, Ref +8, Will +8; Str 5, Dex 15, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Hide +10, Listen +6, Spot +6; Weapon Finesse (claw).

Blood Bond: Koravis gains a +2 bonus on all attack rolls, saves, and checks if he witnesses Bane threatened or harmed.

Improved Evasion (Ex): If Koravis is subjected to an attack that normally allows a Ref save for half damage, he instead takes no damage on a successful save and only half damage on a failed save.

OTHER DIVINE POWERS

As a greater deity, Bane automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Bane can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 17 hours.

Portfolio Sense: Bane senses any event involving strife, hatred, tyranny, or fear seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs.

Automatic Actions: Bane can use Diplomacy, Intimidate, Craft (weaponsmithing), Knowledge (arcana), or Knowledge (religion) as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Bane can create any magic rod, such as a *rod of absorption*, or any magic weapon or armor.

AVATARS

Because he was once killed while in avatar form, the Black Lord is loath to send true avatars to Toril. Instead, he prefers to possess mortals or work through powerful servants such as the Zhentarim. When forced to create an avatar, Bane usually chooses the form of a handsome young human male with dark hair, stylish dress, and a condescending mien. The appearance of such an avatar is seldom a moment of celebration for the clergy of the Lord of Darkness, since such occasions generally mean that Bane has decided to take a personal interest in the punishment of a failed disciple. Bane treats his avatars as morale officers, not soldiers, so his own worshipers usually have more to fear from them than do his enemies.

Avatar of Bane: As Bane except divine rank 8; AC 64 (touch 43, flat-footed 64); Atk +74/+69/+64/+59 melee (1d3+28/19–20, *+5 lawful mighty cleaving unholy gauntlet*), or spell +64 melee touch or +60 ranged touch; SQ Divine aura (800 ft., DC 34), fire resistance 28, DR 43/+4, SR 40; SV Fort +70, Ref +63, Will +63; all skill modifiers reduced by 9.

Salient Divine Abilities: Alter Form, Alter Size, Divine Blast (19/day, up to 8 miles, 24d12 points of damage), Divine Shield (12/day, stops 80 points of damage), Divine Sneak Attack, Divine Weapon Focus (gauntlet), Divine Weapon Specialization (gauntlet), Extra Domain (Law), Extra Domain (Destruction), Lay Quest (up to 8 creatures/day).

Spell-Like Abilities: Caster level 18th, or 19th for evil spells and law spells; saving throw DC 34 + spell level.

chauntea

The Great Mother, the Grain Goddess, Earthmother

Greater Deity

Symbol:	Blooming rose on a sunburst wreath of golden grain
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Agriculture, plants cultivated by humans, farmers, gardeners, summer
Worshipers:	Peasants and indentured servants, druids, farmers, gardeners
Cleric Alignments:	CG, LG, N, NG
Domains:	Animal, Earth, Good, Plant, Protection, Renewal
Favored Weapon:	A shock of grain (scythe)

Chauntea (chawn-*tee*-ah) is as old as Toril itself. Hers is the divine spark that gave life to the natural world, the vibrant, caring spirit infused with the planet at the moment of its creation. Originally a deity of wild places and animal life, Chauntea has grown with her world, changing and adapting to its many developments. The millennia have taught her patience—to the point of being at times ponderous. Chauntea loves the inhabitants of her world, and she likes nothing more than instructing Toril's denizens on how the land itself might enrich their lives. Hers was the hand that guided the first mortal wanderers to give up the uncertainty of the gatherer for the stability of the field. Today, Chauntea is worshiped as the Great Mother of agriculture, the kind benefactor who ensures a strong harvest, healthy meals, and robust country living.

Chauntea rarely manifests herself in physical form, preferring to diffuse her essence throughout the living land of Toril. Religious icons depict her as a matronly, middle-aged woman with pale white hair and a welcoming smile. She wields a sturdy shock of grain as both walking staff and weapon, on the unusual occasions in which she finds herself in battle.

Worshiped by farmers, gardeners, agricultural slaves, and any who make their living off the land, Chauntea is seen by most Faerûnians as an integral part of the natural cycle of life. Wealthy landowners and simple farmers alike come to the local cleric of the Earthmother for advice on bringing in the harvest or in setting next season's crop. When foul weather or disease leads to blighted fields, growers turn their gaze and prayers to Chauntea in hopes that her attentions will salvage the seasonal yield. Those who subvert the harvest for ill ends have much to fear from Chauntea's servants, who take their role as pastoral protectors very seriously.

Chauntea's clerics and druids pray for spells at sundown. The clergy holds few organized holidays, instead instructing the faithful to give thanks to Chauntea at every sunrise, and in every moment the natural beauty of the world fills them with joy. A long-standing tradition within the church holds that a newly wedded couple should spend their first night together in a freshly tilled field, which is said

to ensure a fertile union. Fertility plays an important role in the Chaunteán faith, and a hedonistic celebration during Greengrass encourages excessive drinking, eating, dancing, and uninhibited behavior. The clergy observe solemn High Prayers of the Harvest during a ritualized annual ceremony coinciding with the start of the harvest. Chauntea's clerics most often multiclass as rangers or druids.

History/Relationships: Chauntea is one of the oldest Faerûnian deities. Shar and Selûne predate her, having given her life when they created the world of Toril. In the ensuing millennia, Chauntea has forged passionate relationships with several deities, many of whom no longer exist in any meaningful form. So too has she battled (and even destroyed) deities who schemed to befoul Chauntea's world. Some of her worshipers claim that Chauntea is the progenitor of all the mortal races, that the creatures who populate the world first emerged from her womb in the days when the air was quiet and the earth was still. In those early centuries, Chauntea was known as Jannath the Earthmother, a wild deity who ran with animal packs and rejoiced in the unhindered growth of wilderness. Though the people of the Moonshae Isles continue to worship this aspect of the Great Mother, the deity herself has moved on, changing as the world changes.

In the last several hundred years, Chauntea has become enamored with the inhabitants of her world (particularly humans) to the point at which she now focuses her attentions completely on helping them live off the land. She preaches a reverence for nature and urges the folk of civilized lands to repair what they have damaged, but she long ago ceded the wildlands to other deities. This development has led to a cooling of relations with Silvanus—some of his more militant druidic worshipers believe that the Great Mother has betrayed herself and sold out the world to the all-too-rapid encroachment of civilization. Her ties to other nature deities, particularly Shiallia, Mielikki, Lurue, and Eldath, remain strong. She shares a fondness for Lathander that has at times become intimate, and the two deities currently spend a great deal of time together. Chauntea opposes Auril, Malar, Talos, and Umberlee, and she views the return of Bane as a dark omen. Talona, Lady of Poison, is the Great Mother's most hated foe, as her propensity to bring blight, poison, and disease to the natural world fills Chauntea with great fury.



Dogma: Growing and reaping are part of the eternal cycle and the most natural part of life. Destruction for its own sake and leveling without rebuilding are anathema. Let no day pass in which you have not helped a living thing flourish. Nurture, tend, and plant wherever possible. Protect trees and plants, and save their seeds so that what is destroyed can be replaced. See to the fertility of the earth but let the human womb see to its own. Eschew fire. Plant a seed or a small plant at least once a tenday.

Clergy and Temples: Members of the Great Mother's clergy divide themselves into two factions of roughly equal size. Those clerics who minister to farmers and agricultural workers in cities, towns, and villages refer to themselves as Pastorals, while those of the wilder, older sect that caters to the wilderness call themselves, with a touch of arrogance, the True Shapers. Members of both sects recognize no central authority—theirs is a highly individualistic faith. Chauntea sets out a doctrine outlining a general set of values and taboos, but how each cleric adapts this code for herself and her flock is largely a matter of personal interpretation. The church welcomes members of all races, though women vastly outnumber men, perhaps because the religion's liturgy is infused with references to fertility, motherhood, and femininity.

Clerics and druids of Chauntea often double as farmers or gardeners, and Pastorals frequently hold positions of great respect in rural communities. They were usually born in small villages or country farms, and while few eschew cities altogether, most came to the church through an appreciation of natural beauty, a feeling of peace when standing at the center of a tilled field under the light of the midsummer sun. They earn the admiration of their peers by strengthening yields and driving away natural blights or predators with magic spells. They also don't hesitate to pin up their skirts and join locals at harvest time, keeping farming families healthy and providing an additional pair of hands for even the most arduous and menial tasks. Like their deity, most who serve Chauntea are patient and quiet, slow to anger, and prefer passive diplomacy to open conflict.

Surprisingly, quite a few cities sport temples to the Great Mother, usually large, many-windowed structures that double as granaries or impressive open gardens. In the outlands, most ceremonies take place under the light of the sun or moon, with clerics holding special services in their homes, small shrines, or even barns or haylofts. In such places, clerics and druids of Chauntea instruct congregants on proper methods of planting, identification of plant and animal diseases, and herblore. Many perform marriages and act as midwives for human and animal births. They preach a respect for the natural world and emphasize programs of replanting, careful irrigation, and crop rotation to ensure that the earth is not despoiled.

Militant druids of Silvanus scoff at these lessons, however, claiming that the very act of agriculture is an affront to nature. It allows more people to live in a given area than can be sustained in the long term, and hence fosters overpopulation and environmental destruction, despite the best intentions of the Pastorals. They assert that over time, Chauntean agriculture, with its diverted waterflow, drained wetlands, and emphasis in supporting cities, will do irreparable damage to the natural balance. The Pastorals discount them, but such reactionary screeds have caused a great deal of turmoil among the True Shapers (most of whom are themselves druids). Numbers of the more primal Chaunteans have become Silvanites in the last century, leading to a cooling of relations between even the more moderate members of both clergies.

Symbol by Stephanie Pui-Mun Law

chauntea

Druid 20/Cleric 20/Ranger 8
Medium-Size Outsider (Good)
Divine Rank: 19
Hit Dice: 20d8+220 (outsider) plus 20d8+220 (Drd) plus20d8+220 (Clr) plus 8d10+88 (Rgr) (1,308 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 81 (+7 Dex, +19 divine, +32 natural, +13 deflection)
Attacks*: *+5 defending holy keen shock of grain* +79/+74/+69/+64 melee; or spell +70 melee touch or ranged touch. *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 defending holy keen shock of grain* 2d4+34/18–20/×4; or by spell. *Always does maximum damage (shock of grain 42 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 16/day.
Special Qualities: A thousand faces, animal companion (up to a total of 20 HD), divine aura (19 miles, DC 42), divine immunities, DR 54/+4, favored enemies (aberrations +2, shapechangers +1), fire resistance 39, godly realm (100 miles Outer Plane, 1,900 ft. Material Plane), nature sense, *plane shift* at will, remote communication 19 miles, resist nature's lure, spontaneous casting of divine spells, SR 51, *teleport without error* at will, timeless body, trackless step, understand, speak, and read all languages and speak directly to all beings within 19 miles,

venom immunity, *wild shape* (Fine, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, Colossal, or dire animal 5/day, elemental 3/day), woodland stride.

Saves*: Fort +66, Ref +62, Will +75. *Always receives a 20 on saves.

Abilities: Str 24, Dex 24, Con 33, Int 24, Wis 50, Cha 36.

Skills*: Animal Empathy +83, Climb +39, Concentration +101, Diplomacy +60, Handle Animal +91, Heal +102, Hide +39, Intuit Direction +53, Knowledge (arcana) +49, Knowledge (geography) +49, Knowledge (nature) +97, Knowledge (religion) +72, Listen +62, Profession (farmer) +58, Ride (horse) +47, Scry +89, Search +46, Sense Motive +62, Spellcraft +89, Spot +62, Swim +49, Wilderness Lore +82. *Always receives a 20 on checks.

Feats: Brew Potion, Combat Casting, Combat Reflexes, Craft Wondrous Item, Create Portal, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Forge Ring, Heighten Spell, Improved Critical (shock of grain), Improved Initiative, Mobility, Persistent Spell, Power Attack, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell, Track, Twin Spell.

Illustration by Michael Kaluta



Chauntea

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 52 for duplicated spells, temporary nonmagical objects last 19 days, temporary magic items or creatures last 19 hours), Alter Size, Avatar (up to 20), Call Creatures (up to 19 elementals serving simultaneously, each with up to 19 HD), Call Creatures (up to 19 fey serving simultaneously, each with up to 19 HD), Divine Blast (16/day, up to 19 miles, 32d12 points of damage), Divine Druid, Divine Earth Mastery (sense 19 feet), Divine Shield (14/day, stops 190 points of damage), Divine Spellcasting, Divine Weapon Focus (shock of grain), Divine Weapon Specialization (shock of grain), Extra Domain (Good), Extra Domain (Protection), Extra Domain (Renewal), Gift of Life, Life and Death, Mass Life and Death (no two targets can be more than 19 miles apart), Mind of the Beast (*awaken* [up to 19 creatures/day], or *slumber* [Fort DC 42]), Possess Mortal (Will DC 42, up to 20 mortals at once), Power of Nature (19-mile radius, duration concentration + up to 19 minutes), Shapechange, True Shapechange.

Domain Powers: 19/day use *animal friendship;* turn or destroy air creatures, or rebuke or command earth creatures; cast good spells at +1 caster level; 19/day rebuke or command plant creatures; 19/day protective ward (touched subject gains +19 resistance bonus on next saving throw, maximum duration 1 hour); 19/day regain 1d8 + 13 hp if brought below 0 hp (but not to –10 hp or below).

Spell-Like Abilities: Chauntea uses these abilities as a 29th-level caster, except for good spells, which she uses as a 30th-level caster. The save DCs are 42 + spell level. *Aid, animal shapes, antilife shell, antimagic field, atonement, barkskin, blade barrier, calm animals, changestaff, charm person, command plants, commune with nature, control plants, creeping doom, dispel evil, dominate animal, earthquake, elemental swarm* [*earth*], *entangle, freedom, greater restoration, heroes' feast, hold animal, holy aura, holy smite, holy word, iron body, lesser restoration, magic circle against evil, magic stone, mind blank, plant growth, polymorph any object, prismatic sphere, protection from elements, protection from evil, reincarnate, remove disease, repel vermin, repel wood, repulsion, sanctuary, shambler, shapechange, shield other, soften earth and stone, spell immunity, spell resistance, spike stones, stone shape, stoneskin, summon monster IX* (as a good spell only), *wall of stone, wall of thorns.*

Cleric Spells/Day (Levels 0–20): 6/11/11/11/11/10/9/9/9/8/4/4/4/3/3/3/3/2/2/2/2; base DC = 32 + spell level.

Druid Spells/Day (Levels 0–20): 6/10/10/10/10/9/8/8/8/7/4/4/4/3/3/3/3/2/2/2/2; base DC = 32 + spell level.

Ranger Spells/Day: 6/5; base DC = 32 + spell level.

Possessions: Chauntea carries a shock of grain that functions as a *+5 scythe* with the defending, holy, and keen special abilities.

Caster Level: 25th; *Weight:* 12 lb.

OTHER DIVINE POWERS

As a greater deity, Chauntea automatically receives the best possible result on any die roll she makes (including attack rolls, damage, rolls, and saves). She is immortal.

Senses: Chauntea can see, hear, touch, and smell at a distance of nineteen miles. As a standard action, she can perceive anything within nineteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to twenty locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 19 hours.

Portfolio Sense: Chauntea senses anything that affects agriculture nineteen tendays before it happens and retains the sensation for nineteen tendays after the event occurs. Any plant in a tilled field can be the focus for Chauntea's remote sense and remote communication powers.

Automatic Actions: Chauntea can use Knowledge (arcana), Knowledge (geography), Knowledge (nature), or Knowledge (religion) as a free action if the DC for the task is 30 or lower. She can perform up to twenty such free actions each round.

Create Magic Items: Chauntea can create any magic item that summons or controls elementals, animals, or plants, or that affects earth, such as a *staff of earth and stone.*

Avatars

Most of Chauntea's avatars appear as kindly, white-haired human women with the sort of rugged good looks that come from a life lived under the calming rays of the gentle sun. Each of these divine manifestations dresses in a sacred garment of white silk robes cinched at the waist by a girdle embroidered with natural designs. Sometimes, when her avatar-to-be must be used on a reconnaissance mission, Chauntea chooses the form of a fey creature or an animal. Chauntean avatars act as guides to lead the faithful to fertile lands,

agents of vengeance to defeat those who have despoiled the lands of her devoted followers, or servants of renaissance, who restore natural vitality to devastated lands. She manifests somewhat more commonly on the Moonshae Isles than elsewhere in Faerûn.

Avatar of Chauntea: As Chauntea except divine rank 9; AC 61 (touch 39, flat-footed 54); Atk +69/+64/+59/+54 melee (2d4+24/18–20/×4, *+5 defending holy keen shock of grain*), or spell +60 melee touch or ranged touch; SQ Divine aura (900 ft., DC 32), DR 44/+4, fire resistance 29, SR 41; SV Fort +56, Ref +52, Will +65; all skill modifiers reduced by 10.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 42 for duplicated spells, temporary nonmagical objects last 9 days, temporary magic items or creatures last 9 hours), Alter Size, Divine Druid, Divine Weapon Focus (shock of grain), Divine Weapon Specialization (shock of grain), Extra Domain (Good), Extra Domain (Protection), Extra Domain (Renewal), Gift of Life, Mind of the Beast (*awaken* [up to 9 creatures/day], or *slumber* [Fort save DC 32]).

Spell-Like Abilities: Caster level 19th, or 20th for good spells; saving throw DC 32 + spell level.

Spells: As Chauntea, except save DCs against the avatar's cleric, druid, and ranger spells are 30 + spell level. The avatar has no spell slots above 9th level available.

Cyric

Prince of Lies, the Dark Sun, the Black Sun
Greater Deity

Symbol:	White jawless skull on black or purple sunburst
Home Plane:	The Supreme Throne
Alignment:	Chaotic evil
Portfolio:	Murder, lies, intrigue, deception, illusion
Worshipers:	Former worshipers of Bane, Bhaal, and Myrkul, power-hungry (primarily young) humans
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Destruction, Evil, Illusion, Trickery
Favored Weapon:	"Razor's Edge" (longsword)

Cyric (*seer*-ick) is a petty, self-centered, megolamaniacal deity who holds himself above all other deities. He has an immense following throughout Faerûn: The unholy radiance of the Dark Sun draws power-hungry mortals like moths to a flame and then inexorably consumes them. Cyric was once insane, but his bout with divine madness has finally ebbed, and he no longer believes himself more powerful than all other deities. The Prince of Lies delights in spinning webs of deception that lead both mortals and deities to their ruin and pit friends and lovers against one another. He has assumed many guises since his ascension: a bloody wraith, a cloud of poisonous smoke, or a sudden gloom containing the phantom images of whirling human skulls and the intent gaze of two black eyes. However, his true form is believed to be that of a slim man with blazing dark eyes and chalk-white skin.

The church of Cyric is widely (and justly) hated across all Faerûn, for the Dark Sun's followers are pledged to spread strife and work murder everywhere. The followers of good-aligned deities hate Cyric's church for the wicked acts of its members. The followers of neutral-aligned deities, and even the faithless, detest the intrigues, murder, and discord sown by Cyricists that disrupt the lives of all. The followers of evil-aligned deities view Cyric's church as mad with power and a threat to their own influence—the Prince of Lies has shown himself willing to do almost anything, including kill rival deities whose power he covets.

Cyric's clerics pray for spells at night, after moonrise, when the Dark Sun's radiance is at its height. Cyric's church has few holy days and does not even celebrate the date of the deity's ascension, for to do so would also honor Mystra ("the Harlot," to Cyric's worshipers) and imply that Cyric has not held the mantle of divinity for all eternity. However, whenever a temple acquires something or someone important enough to sacrifice to Cyric, its high cleric declares a Day of the Dark Sun to signify the holiness of the event. Eclipses are always considered holy, and are often celebrated by feasts, fervent prayers, and the murder of a high-ranking cleric or paladin of Lathander. Cyric's clerics often multiclass as assassins, blackguards, illusionists, rogues, or strifeleaders (see Chapter 4).

History/Relationships: Once mortal, Cyric was elevated to divine status by Ao at the conclusion of the Time of Troubles in 1358 DR, as was Midnight (Mystra). Upon his ascension, Cyric claimed the portfolios of Bane, Myrkul, and Bhaal, largely subsuming their churches into his faith as well. The Dark Sun then slew Leira, Lady of the Mists, with the aid of Mask in the form of the sword *Godsbane*.

A decade later, in 1368 DR, Cyric created the *Cyrinishad*, a tome of great power that proclaimed him the One True Deity. Cyric unwisely read his own book, a mistake that cost him his sanity and led to the loss of Myrkul's former portfolio to Kelemvor, a mortal with whom Cyric had once adventured. Moreover, Oghma and Mask conspired to create another tome entitled *The True Life of Cyric*, and with it the Dark Sun's plot was foiled—although not before the destruction of much of Zhentil Keep. However, caught in the web of his own plots, Mask read the *Cyrinishad* as well, enabling Cyric to steal the portfolio of intrigue from him, along with some of the divine power of the Master of All Thieves.

A year later, in 1369 DR, Cyric was accused of innocence by reason of insanity, thereby failing in his divine duty to spread strife and discord. Cyric's Chosen, a former Calishite merchant named Malik, arranged for his patron to read *The True Life of Cyric* and thus regain his sanity. A tribunal of greater deities then found the Dark Sun guilty of his crimes and allowed him to keep his divine status.

Now Cyric continues his murderous intrigues with renewed fervor, ever striving to undermine his fellow deities and destroy all that they hold precious in the mortal realm. He has no allies, although from time to time he pretends to work with various deities in order to ensure their eventual downfall. The Prince of Lies particularly hates Mystra and her former lover, Kelemvor. He exacted a small measure of vengeance against them by engineering the rift that forever sundered their mortal bond of love. However, Cyric now views Bane as the greatest threat to his power, and the brewing war between these two lords of evil may eventually consume Faerûn in a great holocaust.

Dogma: Death to all who oppose Cyric. Bow down before his supreme power, and yield to him the blood of those that do not believe in his supremacy. Fear and obey those in authority, but slay those that are weak, of good persuasion, or false prophets. Battle against all clergy of other faiths, for they are false prophets and forces who oppose the One True Way. Bring death to those that oppose Cyric's church or make peace, order, and laws, for only Cyric is the true authority and all other authority must be subverted. Break not into open rebellion, for marching armies move the false deities to action. Fell one foe at a time and keep all folk afraid, uneasy, and in constant strife. Any method or means is justified if it brings about the desired end.

Clergy and Temples: Clerics of the Dark Sun pledge to spread strife and work murder everywhere to make folk fear and believe

Symbol by Stephanie Pui-Mun Law

in Cyric. They support rulers with a taste for cruelty and empire-building but indulge in intrigue in every land. They avoid plunging realms into widespread war, which would pay honor only to Tempus the war deity. At least, this is the ideal Cyricists pay lip service to. In truth, Cyricists spend most of their time scheming against one another, each striving to strengthen his or her personal power in an endless struggle of cabal against cabal. To make matters worse, during his madness Cyric spoke often to his faithful clergy, but not with one voice. As they all fear him, and each believes what he says is the One True Way, his words set Cyricist temples at cross purposes. His clerics are at one another's throats as often as they are promoting the defeat of other religions.

Cyric's temples are festering sores of evil that vary widely in appearance, reflecting the deity's chaotic nature. Many are hidden within caves or existing structures, including abandoned buildings, crumbling sewers, and forgotten dungeons, from which terrifying screams echo at irregular intervals. Many such complexes once served as temples of Bane, Bhaal, or Myrkul, and thus resemble the grim, foreboding keeps of the Black Lord, the hidden guildhalls of the Lord of Murder, or the tomblike vaults of the Lord of Bones. All have in common a bloody sacrificial altar and a great hall where the local high cleric can rant to the assembled worshipers at irregular intervals.

Illustration by Brom

When not disguising themselves to move in secret among the general populace, clerics of Cyric dress in black or dark purple robes trimmed with silver, with or without hoods. They wear silver bracers or bracelets (usually stamped with the skull-and-sunburst symbol of Cyric) to symbolize the church's enslavement to Cyric. Some clerics paint the symbol of their deity on their cheeks or foreheads on high holy days.

The Prince of Lies recognizes no single pontiff who rules over the entire faith, although a dozen or more powerful clerics believe that Cyric intends them to achieve such a role. Such conflicts stem from the time when the Dark Sun in his madness deliberately pitted his faithful against one another. Although the Prince of Lies has ceased doing so overtly, schisms within the faith have by no means healed, and the chaotic nature of his followers makes it unlikely they ever will. Clerics of Cyric dominate most factions, although powerful sorcerers, wizards, barbarians, fighters, rangers, and blackguards play important roles as well.

Currently the two most powerful factions are found in Amn. Watchful Skull Tynnos Argrim is high cleric of the Mountain of Skulls in the Cloud Peaks and founder of the devout order of assassins known as the Flames of the Dark Sun. He has consolidated his influence over the Dark Redoubt, a temple in the Tejarn Hills once led by a rival sect, and allied himself with the armies of Amn against the Sythillisian Empire. Blackwill Haarken Akhmelere, high cleric of the Twin Towers of the Eternal Eclipse, is working with the army of monsters led by two ogre magi from the city of Murann and now maintains a stranglehold over trade passing along the Trade Way. A third faction, growing in strength, wars with the clergy of Bane in Darkhold for control of the western branch of the Zhentarim. The leader of this faction is at present unknown. Some believe a charismatic cleric named Dag Zoreth has assumed the mantle of leadership, while others claim that a military commander known as the Pereghost commands the loyalty of the Dark Sun's faithful. In any event, it is this faction of Cyricists who are most likely to ignite an open holy war with the church of Bane.



Cyric

Cyric

Fighter 3/Rogue 20/Assassin 10/Illusionist 20
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 17
Hit Dice: 3d10+21 (Ftr) plus 20d6+140 (Rog) plus 10d6+70 (Asn) plus 20d4+140 (Ill) (661 hp)
Initiative: +20, always first (+16 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 60 ft.
AC: 83 (+16 Dex, +17 divine, +30 natural, +10 deflection)
Attacks*: *+5 chaotic keen screaming wounding longsword* +65/+60/+55 melee; or spell +59 melee touch or +65 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 chaotic keen screaming wounding longsword* 1d8+20 plus 1d6 sonics/15–20; or by spell *Always does maximum damage (longsword 28 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death attack (DC 52), domain powers, salient divine abilities, sneak attack +18d6 (108 points), spell-like abilities.
Special Qualities: Crippling strike, divine aura (17 miles, DC 37), divine immunities, DR 52/+4, evasion, familiar (hawks), fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), improved evasion, opportunist, *plane shift* at will, remote communication 17 miles, slippery mind, SR 49, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 17 miles.
Saves*: Fort +48, Ref +60, Will +46 *Always receives a 20 on saves.
Abilities: Str 30, Dex 42, Con 24, Int 40, Wis 24, Cha 30.
Skills*: Appraise +45, Balance +35, Bluff +94, Climb +46, Concentration +60, Craft (poisonmaking) +78, Diplomacy +46, Disable Device +53, Escape Artist +54, Forgery +48, Gather Information +45, Hide +52, Innuendo +46, Intimidate +50, Intuit Direction +37, Jump +48, Knowledge (arcana) +68, Knowledge (religion) +68, Listen +43, Move Silently +52, Open Lock +51, Pick Pocket +55, Read Lips +47, Search +51, Sense Motive +74, Spellcraft +68, Spot +43, Tumble +54, Use Rope +43. *Always receives a 20 on checks.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Rod, Craft Staff, Create Portal, Dodge, Expertise, Forge Ring, Great Cleave, Greater Spell Focus (Illusion), Improved Critical

(longsword), Improved Initiative, Maximize Spell, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Illusion), Spell Mastery, Spring Attack, Still Spell, Weapon Focus (longsword), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Reality (save DC 47 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Arcane Mastery, Avatar (up to 20), Battlesense, Control Creatures (up to 17 humans/day, Will DC 37), Craft Artifact, Divine Blast (13/day, up to 17 miles, 27d12 points of damage), Divine Dodge (miss chance 67%), Divine Glibness (as *mass suggestion* cast by a 27th-level sorcerer, up to 27 creatures, no two of which are more than 170 feet apart, Will DC 37), Divine Shield (10/day, stops 170 points of damage), Divine Skill Focus (Bluff), Divine Skill Focus (Sense Motive), Divine Sneak Attack, Divine Spell Focus (Illusion), Extra Domain (Chaos), Extra Domain (Illusion), Hand of Death (Fort DC 47), Know Death, Know Secrets (Will DC 37), Supreme Initiative, Wave of Chaos (170-ft. radius, Will DC 37).

Domain Powers: Cast chaotic spells at +1 caster level; 17/day smite (+4 on attack and +17 on damage for one weapon attack); cast evil spells at +1 caster level; cast illusion spells at +1 caster level.

Spell-Like Abilities: Cyric uses these abilities as a 27th-level caster, except for chaotic spells, evil spells, and illusion spells, which he uses as a 28th-level caster. The save DCs are 37 + spell level. *Animate objects, blasphemy, change self, chaos hammer, circle of doom, cloak of chaos, confusion, contagion, create undead, desecrate, disintegrate, dispel good, dispel law, displacement, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, magic circle against law, minor image, mislead, nondetection, persistent image, phantasmal killer, polymorph any object, project image, protection from good, protection from law, screen, shatter, silent image, summon monster IX* (as chaos or evil spell only), *time stop, unholy aura, unholy blight, weird, word of chaos.*

Wizard Spells/Day: 5/9/9/9/8/8/8/8/7/7; base DC = 25 + spell level, or 42 + spell level for illusion spells. Prohibited schools: Divination and Necromancy.

Possessions: Cyric carries *Razor's Edge*, a *+5 longsword* with the chaotic, keen, screaming, and wounding special abilities.

Other Divine Powers

As a greater deity, Cyric automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Cyric can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 17 hours.

Portfolio Sense: Cyric senses any falsehood or deception seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs. He is similarly aware of any nonaccidental death.

Automatic Actions: Cyric can use Bluff, Craft (poisonmaking), Knowledge (arcana, related to illusion spells), Sense Motive, or Spellcraft (related to illusion spells) as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Cyric can create any magic item that facilitates deception, such as a *hat of disguise*, and any martial magic weapon that can be used to kill.

Avatars

Cyric's avatars seldom appear on Faerûn, but when he does send one, it usually appears as a slim human male with blazing dark eyes and chalk-white skin. A typical avatar of Cyric speaks sarcastically and acts duplicitously but with firm purpose. Cyric prefers his avatars to work from behind the scenes, inciting strife, furthering intrigue, spreading lies, and crafting illusions. His avatar always commits at least one murder during each visit to the Realms, usually in furtherance of the above goals.

Avatar of Cyric: As Cyric except divine rank 8; AC 65 (touch 44, flat-footed 65); Atk +56/+51/+46 melee (1d8+20/15–20, *+5 chaotic keen screaming wounding longsword*), or spell +50 melee touch or +56 ranged touch; SA Death attack (DC 43); SQ Divine aura (800 ft., DC 28), DR 43/+4, fire resistance 28, SR 40; SV Fort +39, Ref +51, Will +37; Bluff +58, Sense Motive +38, all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Reality (save DC 38 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Battlesense, Divine Dodge, Divine Glibness (as *mass suggestion* cast by an 18th-level sorcerer, up to 18 creatures, no two of which are more than 80 feet apart, Will DC 28), Divine Shield (10/day, stops 80 points of damage), Extra Domain (Chaos), Extra Domain (Illusion), Hand of Death (Fort DC 38), Know Secrets (Will DC 28), Wave of Chaos (80-ft. radius, Will DC 28).

Spell-Like Abilities: Caster level 18th, or 19th for chaotic spells, evil spells, and illusion spells; save DC 28 + spell level.

Spells: As Cyric, except save DCs against the avatar's illusion spells are 33.

screaming special ability

Screaming: Upon command, a screaming weapon emits a low hum that is grating on the ears but does not harm the wielder. Screaming weapons that hit produce a louder high-pitched sound and deal +1d6 points of bonus sonic damage on a successful hit. Bows, crossbows, and slings with this ability bestow the sonic energy upon their ammunition. Screaming weapons do deal this bonus damage within a *silence* spell. Screaming weapons do not have any additional adverse effects upon creatures that use enhanced hearing, although such creatures dislike screaming weapons.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price:* +1 bonus.

Caster Level: 25th; *Weight:* 6 lb.

Eilistraee

The Dark Maiden, Lady of the Dance
Lesser Deity

Symbol:	Nude long-haired female drow dancing with a silver bastard sword in front of a full moon
Home Plane:	Arvandor (also the Demonweb Pits)
Alignment:	Chaotic good
Portfolio:	Song, beauty, dance, swordwork, hunting, moonlight
Worshipers:	Good-aligned drow, hunters, surface-dwelling elves
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Charm, Drow, Elf, Good, Moon, Portal
Favored Weapon:	"The Moonsword" (bastard sword)

Symbol by Stephanie Pui-Mun Law

The patron of good-aligned drow and those of that race who wish to live in the Realms Above in peace, Eilistraee (eil-iss-*tray*-yee) is a melancholy, moody deity. She is greatly angered by the evil of most drow but glad that some have worked their way free of the Spider Queen's web. Eilistraee is a lover of beauty and peace but is not averse to striking back against those who would harm her followers. She appears as an unclad, glossy-skinned drow woman of great height with ankle-length, sweeping hair of glowing silver.



The church of Eilistraee is little known and poorly understood by inhabitants of the surface world. Few among the surface-dwelling races give any credence to rumors of good-aligned drow emerging from the Underdark. The possibility of a deity who supports such folk is simply beyond the ken of nonelves, who generally dismiss such talk as idle rumor or a plot by evil drow raiders. Most elves willfully ignore such talk, uncomfortable for what it might mean to the central tenets of their culture: Dogma teaches that the Crown Wars were primarily caused by the unbridled evil of the ancestral drow. Only among like-minded groups active in the same regions as the church of Eilistraee has the faith begun to be recognized for the hope that it holds out. In particular, the Harpers have begun secretly supporting the church of the Dark Maiden and work toward the day when it is fully accepted throughout Faerûn.

Clerics of the Dark Maiden pray for spells at night, after moonrise, singing them whenever possible. Their rituals revolve around a hunt followed by a feast, dancing (wearing as little clothing as possible), and a Circle of Song. This last is held preferably in a wooded glade on a moonlit night, in which the worshipers sit and dance by turns in a circle, each one leading a song. Worshipers of Eilistraee try to let out all the gathered emotions of the day with an evensong. This is a personal thing, often wordless, and done in private. Clerics of the Dark Maiden who have the coin to do so are expected to hire any strange minstrel or bard they meet for a song or two; lay worshipers are encouraged but not required to do so.

Eilistraee's church observes a number of festivals. The Sword Dance is a ritual of shedding a small amount of blood and invoking Eilistraee's favor to prevent a blade from breaking or rusting for the next three months. The High Hunt, celebrated at least once each season, is a nocturnal pursuit of a dangerous beast or monster, led by clerics of Eilistraee. By tradition, the hunters may use any bladed weapons and wear anything—except the clerics, who go naked, each carrying only a single sword. If the quarry is slain, the celebrants chant prayers and perform a circle dance to the deity. At least once a year, clerics of Eilistraee undertake a Run. Those who are not drow blacken their bodies with natural dyes and oils, and all, drow or not, boil certain leaves and berries to make their hair silvery. They then go wandering on the surface world, trusting to their music, kind ways, and sword skills to keep from being slain on sight. They go where they are strangers, making an effort to seek out elven communities, and bring them game, succor, and helping hands. They try to learn new songs, music, and sword ways, and do not come to preach their faith or make a mark for themselves.

In the end, all clerics of the Dark Maiden who do not die in battle hold their greatest ritual, the Last Dance. In their old age, they hear Eilistraee singing to them by night, calling them to her. When the song feels right, they go out unclad under the moonlit sky and dance—never to be seen again. Those who have observed such dances say that the deity appears and sings overhead, and the aged cleric begins to dance more effortlessly, looking younger and younger. Her hair begins to glow with the same radiance as the Dark Maiden's, and then she becomes slowly translucent, fading away as the dance goes on. In the end, only a silvery radiance is seen, with two voices—the deity and her cleric—raised together in melancholy, tender song.

Eilistraee's clerics often multiclass as fighters, bards, rangers, or sword dancers (see Chapter 4).

History/Relationships: The daughter of Corellon Larethian and Araushnee (who later became Lolth), and the sister of Vhaeraun, Eilistraee was banished along with the other drow deities for her (inadvertent) role in the war against the Seldarine. Despite being absolved of any crime, Eilistraee insisted upon this punishment from her reluctant father, because she foresaw that the dark elves would need a beacon of good within their reach. Her allies are the Seldarine, Mystra, Selûne, and the good deities of the Underdark races; her enemies are the evil deities of the Underdark, especially the rest of the drow pantheon.

Dogma: Be always kind, except in battle with evil. Encourage happiness everywhere. Learn and teach new songs, dances, and the flowing dance of skilled swordwork. Promote harmony between the races. Befriend strangers, shelter those without homes, and feed the hungry. Repay rudeness with kindness. Repay violence with swift violence so that those who cause it are quickly dealt with. Aid drow in distress and give them the Lady's message: "A rightful place awaits you in the Realms Above, in the Land of the Great Light. Come in peace and live beneath the sun again where trees and flowers grow."

Clergy and Temples: Whenever and wherever possible, faithful of Eilistraee encourage drow to return to the surface world. They work to promote harmony between drow and surface-dwelling races, to establish drow as rightful, nonevil inhabitants of Faerûn. They nurture beauty, music, the craft of making musical instruments, and song wherever they find it; assist hunters and hunting; and help others in acts of kindness whenever they see ways to do so. Clerics are expected to be skilled in hunting and in playing at least one of the Dark Maiden's favored instruments (horn, flute, or harp). They must be adequate singers as well as fit, graceful dancers. They gather songs and musical knowledge constantly, and acquire training in the use of the sword when they can.

Temples of the Dark Maiden are typically established in the mouths of dark caverns and in dim forests on the surface world from which her clerics can venture forth at night, to brave the moonlight. It is rare for clergy of Eilistraee to found a temple below the surface. The Dark Maiden's clergy seek out pristine, natural sites that need little modification. These places of worship are developed much like those dedicated to the Seldarine. Temple complexes typically include a glade in which to dance, offering an unobstructed view of the moon, and a sheltered place away from the light of day (often an access tunnel to the Underdark). Other common features are a thick tree canopy, a lively freshwater stream, a forge and

smithy, and a vein of iron or some other metal suitable for the crafting of swords. However, the simplest shrine of the Dark Maiden requires naught but a moonlit glade and a song (audible or imagined) that draws one into a dance.

Clerics of Eilistraee wear their hair long and dress practically for whatever they are currently doing. For rituals, they wear as little as possible. Otherwise, they tend to wear soft leathers for hunting, aprons while cooking, and—rarely—armor when battle is expected. When relaxing, they favor silvery, diaphanous gowns. Most clerics prefer holy symbols of silver, typically worn as pins or hung around the neck on slender silver or mithral chains.

The church of Eilistraee has little in the way of formal hierarchy. Its congregants tend to gather in small, independent bands in deep forests across Faerûn. One individual is acknowledged as the high cleric of the faith, however: Qilué Veladorn, Chosen of Eilistraee, Chosen of Mystra, and one of the Seven Sisters. Qilué's authority is a subtle one, her words taken by most members of the faith as advice from a wise elder sister.



Eilistraee

Illustration by Matt Wilson

Eilistraee

Bard 20/Fighter 15/Cleric 5
Medium-Size Outsider (Chaotic, Good)
Divine Rank: 7
Hit Dice: 20d8+140 (outsider) plus 20d6+140 (Brd) plus 15d10+105 (Ftr) plus 5d8+35 (Clr) (890 hp)
Initiative: +20 (+16 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 67 (+16 Dex, +7 divine, +20 natural, +14 deflection)
Attacks: *+5 dancing keen bastard sword* +64/+59/+54/+49; or spell +54 melee touch or +63 ranged touch.
Damage: *+5 dancing keen bastard sword* 1d10+24/15–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 17/day.
Special Qualities: Bardic knowledge +29, 20/day bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) range 7 miles, divine aura (700 ft., DC 31), divine immunities, DR 42/+4, drow traits, fire resistance 27, godly realm (1 mile Outer Plane, 700 ft. Material Plane), *plane shift* at will, remote communication 7 miles, spontaneous casting of divine spells, SR 39, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 7 miles.
Saves: Fort +46, Ref +57, Will +46.
Abilities: Str 24, Dex 42, Con 24, Int 29, Wis 24, Cha 38.
Skills: Balance +50, Bluff +44, Climb +37, Concentration +44, Craft (weaponsmithing) +59, Decipher Script +39, Diplomacy +55, Disguise +44, Escape Artist +46, Gather Information +44, Heal +44, Hide +46, Intimidate +23, Intuit Direction +37, Jump +76, Knowledge (arcana) +56, Knowledge (nature) +39, Knowledge (religion) +56, Listen +39, Move Silently +46, Perform +66, Scry +46, Search +18, Sense Motive +37, Spellcraft +41, Spot +38, Swim +37, Tumble +71, Use Magic Device +44.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Create Portal, Daylight Adaptation, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Great Cleave, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Run, Scribe Scroll, Skill Focus (Perform), Spring Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Drow Traits: +2 racial bonus on Will saves against enchantment spells or effects, darkvision, entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it, +2 bonus on Will saves against spells or spell-like abilities.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Size, Avatar (up to 5), Divine Bard, Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword), Extra Domain (Chaos), Extra Domain (Charm), Extra Domain (Good), Extra Domain (Portal).

Domain Powers: Cast chaotic spells at +1 caster level; 7/day increase Cha by +4 for 1 minute; cast good spells at +1 caster level; 17/day túrn or destroy lycanthropes; detect an active or inactive portal as if it were a normal secret door (DC 20).

Spell-Like Abilities: Eilistraee uses these abilities as a 17th-level caster, except for chaotic spells and good spells, which she uses as an 18th-level caster. The save DCs are 31 + spell level. *Aid, analyze portal, animal shapes, animate objects, antipathy, banishment, blade barrier, calm emotions, cat's grace, chaos hammer, charm monster, charm person, clairaudience/clairvoyance, cloak of chaos, cloak of dark power, commune with nature, demand, dimension door, dimensional anchor, discern lies, dispel evil, dispel law, dominate monster, emotion, etherealness, faerie fire, find the path, gate, geas/quest, greater dispelling, greater planar ally, holy aura, holy smite, holy word, insanity, liveoak, magic circle against evil, magic circle against law, maze, moon path, moonbeam, moonblade, moonfire, permanent image, protection from evil, protection from law, shatter, snare, spiderform, suggestion, summon monster I, summon monster IX* (as chaos or good spell only), *sunburst, teleport, tree stride, true strike, word of chaos.*

As a drow, Eilistraee also has the ability to use *dancing lights, darkness,* and *faerie fire* each 1/day, caster level 60th.

Bard Spells Known (4/8/8/7/7/7/7; base DC = 24 + spell level): 0—*dancing lights, detect magic, ghost sound, light, prestidigitation, read magic;* 1st—*expeditious retreat, identify, mage armor, protection from law, sleep;* 2nd—*bull's strength, detect thoughts, glitterdust,*

see invisibility, tongues; 3rd—*dispel magic, haste, keen edge, major image, slow;* 4th—*dimension door, dismissal, legend lore, modify memory, rainbow pattern;* 5th—*dream, false vision, healing circle, age arcana, persistent image;* 6th—*mass suggestion, programmed image, project image, veil.*

Possessions: Eilistraee carries the *Moonsword*, a *+5 bastard sword* with the dancing and keen special abilities.

Caster Level: 25th; *Weight:* 6 lb.

OTHER DIVINE POWERS

As a lesser deity, Eilistraee may take 10 on any check. She treats a 1 on an attack roll or saving throw normally and not as an automatic failure. She is immortal.

Senses: Eilistraee can see (using normal vision or darkvision), hear, touch, and smell at a distance of seven miles. As a standard action, she can perceive anything within seven miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to five locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 7 hours.

Portfolio Sense: Eilistraee senses any threat to good-aligned drow, as long as the event in question affects at least five hundred such beings. She is similarly aware of any drow who consider rejecting the worship of the dark deities of the drow pantheon if the event is of similar scope.

Automatic Actions: Eilistraee can use Perform or any Dexterity-based skill as a free action if the DC for the task is 20 or lower. To use a skill as a free action, Eilistraee must have ranks in the skill, or the skill must be usable untrained. Eilistraee likewise can perform anything that can be accomplished with a simple Dexterity check as a free action. She cannot do anything as a free action if the task would be a move action or part of a move action. She can perform up to five such free actions each round.

Create Magic Items: Eilistraee can create any magic item that relates to swordplay, song, beauty, hunting, or moonlight, as long as the item's market price does not exceed 30,000 gp.

Avatars

The typical avatar of Eilistraee appears as an unclad, glossy-skinned female drow, 9 feet in height, with ankle-length, sweeping hair of glowing silver. Her hair and wandering silvery radiances cloak her body in a smooth, continuously moving array of beauty.

Avatar of Eilistraee: SZ Large; AC 58 (touch 42, flat-footed 42); Atk +59/+54/+49/+44 melee (2d6+20/15–20, *Large +5 dancing keen bastard sword*), or spell +49 melee touch or +58 ranged touch; Face/Reach 5 ft. × 5 ft./10 ft.; Hide +38; all other skill modifiers reduced by 4.

Salient Divine Abilities: Alter Size, Divine Bard, Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword).

Spell-Like Abilities: Caster level 13th; saving throw DC 27 + spell level. Without the Extra Domain salient ability, Eilistraee's avatar loses access to the Chaos, Charm, Good, and Portal domains, as well as the corresponding domain powers and the spell-like abilities *aid, analyze portal, animate objects, banishment, blade barrier, calm emotions, chaos hammer, charm monster, charm person, cloak of chaos, demand, dimension door, dimensional anchor, dispel evil, dispel law, dominate monster, emotion, etherealness, gate, geas/quest, holy aura, holy smite, holy word, insanity, magic circle against evil, magic circle against law, maze, protection from evil, protection from law, shatter, suggestion, summon monster I, summon monster IX* (as chaos or good spell only), *teleport, word of chaos.*

Gond

Wonderbringer, Lord of All Smiths
Intermediate Deity

Symbol:	A toothed metal, bone, or wood cog with four spokes
Home Plane:	House of Knowledge
Alignment:	Neutral
Portfolio:	Artifice, craft, construction, smithwork
Worshipers:	Blacksmiths, crafters, engineers, gnomes, inventors, Lantanese, woodworkers
Cleric Alignments:	Any
Domains:	Craft, Earth, Fire, Knowledge, Metal, Planning
Favored Weapon:	"Craftmaster" (warhammer)

Gond (*gahnd*) is a burly smith with a mighty hammer, forge, and anvil that allow him to craft the stuff of stars. Venerated by humans and gnomes (who know him as Nebelun) alike, Gond transforms ideas into concrete form and inspires mortals to make new things. He cares only for the act of creation, playing little heed to the consequences of letting loose his inventions into the world. Some in the church of Mystra oppose the Wonderbringer for holding technology over the Art, but in truth Gond views magic as simply another tool by which he can create new devices.

The church of Gond is largely tolerated across Faerûn. Its members are found in human-ruled bastions of evil and strongholds of good alike, as well as in an increasing number of rock gnome communities. Only in the island realm of Lantan is his faith preeminent, anointed as the state religion. In the lands of Durpar, Estagund, and Var the Golden the deity is known as Zionil, patron of inventors, craftfolk, and creators. Most merchants cultivate strong relationships with the local clergy of the Wonderbringer, in hopes of acquiring and selling their latest inventions at great profit. However, at times the followers of Gond inadvertently create something that upsets existing markets, earning them sudden and unexpected hostility from other faiths.

In recent years, the church of Gond has earned the ire of rulers across Faerûn for introducing *smokepowder* and firearms to the realms. Most view such weapons as a threat to their authority, as they approximate the power of a wizard's spells yet are useable by commoners who are not invested in supporting the status quo. Only continued efforts by the church of Gond have kept *smokepowder* in check and, inadvertently, preserved the faith's untrammeled status in most cities. The church takes whatever steps are necessary to ensure such technology remains proprietary, eliminating rivals with sabotage, diplomacy, and financial influence.

Clerics of Gond pray for their spells in the morning before the morning meal. Daily rituals to Gond are simple: muttered prayers upon rising and retiring, which are often incorporated into dressing or disrobing, and a longer prayer of thanks at the main meal. Clerics offer a special prayer of thanks and dedication of their work before commencing any new creation (as opposed to repair or maintenance). Their one holy festival is the Ippensheir, named for Ippen, Gond's First Servant, and celebrated during the twelve days immediately following Greengrass. All clergy of Gond and his devout worshipers gather at a temple, abbey, or holy site where a famed inventor or craftsmen once worked. It is a time of feasting, drinking, and revelry, during which they show inventions to and share innovations with their fellow Gondar. Some visit as many gatherings of the faithful as they can during this time, using a network of *portals* maintained by the church to link major defensible holy houses.

One strange practice of the faith requires that Gondar make two copies of any new machine or tool they discover, if possible. One copy is hidden away against the prying eyes of thieves or vandals for later display to fellow Gondar, and the other is smashed—or preferably, burned—as part of the Sacred Unmaking, a prayer of offering to Gond. This ceremony reinforces Gond's dominion over both constructive and destructive engineering. Some clerics multiclass as rogues, but only out of an interest in lock picks and other small tools. Many become techsmiths (see Chapter 4).

History/Relationships: Gond is an enigmatic deity. He serves Oghma in the thirst for knowledge, but is so independent of his superior that many forget their relationship. He is friendly with Lathander, Waukeen, and Tempus, for his inventions relate to creativity, profit, and war, respectively. His only true foe is Talos, whose unhindered destruction threatens not only Gond's inventions but also his dominion over devices of destruction.

Dogma: Actions count. Intentions are one thing, but it is the result that is most important. Talk is for others, while those who serve Gond do. Make new things that work. Become skilled at forging or some craft, and practice making things and various means of joining and fastening until you can create devices to suit any situation or space. Question and challenge the unknown with new devices. New inventions should be elegant and useful. Practice experimentation and innovation in the making of tools and the implementation of processes, and encourage these virtues in others through direct aid, sponsorship, and diplomatic support. Keep records of your strivings, ideas, and sample devices so that others may follow your work and improve on what you leave behind and encourage others, such as farmers and hunters, to think of new tools, improved ways of crafting and using their existing gear, and new ways of doing things. Observe, acquire, and store safely the makings of others and spread such knowledge among the Consecrated of Gond. Discuss ideas and spread them so that all may see the divine light that is the Wonderbringer.

Clergy and Temples: Except on the island of Lantan, the church of Gond consists largely of itinerant clerics who move from town to hamlet to city, finding employment as master crafters, builders, smiths, and engineers. Settling in one place is frowned upon unless a cleric can show his or her superiors that the prospective home is a center for innovation that bears constant watching, such as Waterdeep, Athkatla, Suzail, or Zhentil Keep. The church encourages making a handsome living in service to the Wonderbringer, however, for how better to demonstrate the rewards of following the Way of Gond? As they travel, Gondar clergy establish caches, investments, and alliances and grab samples of any new inventions they come across. It is their duty to assist inventors and innovators and to file regular reports with the nearest Master (one who leads a religious community or tends a holy site) by means of messengers of the faith.

Temples of Gond tend to be imposing stone structures, boxy in shape and encircled with stout-pillared porticos. Little decoration adorns the interior aside from sprawling displays of items created by members of the clergy. Some such exhibits are of historical interest, while others represent the latest creative endeavors of master crafters. The central altar of the temple always involves a massive anvil surrounded by endlessly spinning cogs in a great machine. Backrooms serve as workshops, crammed with projects both ongoing and abandoned.

Gondar clergy wear saffron ceremonial vestments with a crimson collar and stole. Over the right or left shoulder, they wear a leather sash ending in a large pouch. The sash is dotted with small metal tools, gears, wire, cord, locks, hooks, hasps, buckles, and bits of steel, tin, and wood—in short, anything that might prove interesting or useful in a pinch (including lock picks, for those skilled at such things). Their vestments also include enormous sunhats and belts of large, linked metal medallions. They wear Gond's holy symbol as a pendant fashioned of bone, brass, bronze, or ivory.

The heart of the Gondar faith is the High Holy Crafthouse of Inspiration in the city of Illul in Lantan. This large, walled monastery is run by Danactar the High Artificer, Most Holy Servant of Gond, the highest-ranking mortal cleric of the Wonderbringer. Although in theory the High Artificer's authority extends over all Faerûn, in practice the church of Gond is loosely organized into three major branches. On the isles of Lantan and Suj (Lantan's southern companion isle), Danactar reigns supreme in all matters ecclesiastical and is a leading member of the Ayrorch, the council of twelve that rules Lantan. The High Artificer's word also carries great authority among Lantanese expatriates, itinerant merchants whose maroon-sailed, lateen-rigged ships ply the southern seas of Faerûn. The word of Danactar is typically presented by the Lantar, the chief Lantanese envoy, currently a high-ranking cleric of Gond named Bloenin. Among the rest of the Gondar faith, the High Artificer is known and nominally acknowledged, but few pay great heed to edicts from distant Illul. Such independence among the Gondar of mainland Faerûn can only increase following the recent destruction of Tilverton, home to the House of the Wonderbringer, the most prominent church of Gond in central Faerûn.

Outside the ecclesiastical hierarchy, most members of the church of Gond are members of one or more honorary orders and societies sponsored by the faith. These include the Order of Puissant Stonemasons and Stonecarvers, the Holy Order of Most Skilled Architects and Bridgemakers, the Armorers of the Wonderbringer, the Most Arcane Order of Gearmakers, Clockmakers, and Automationists, the Society of Creative Castle Design and Construction, and the Industrious Brothers and Sisters of Carpentry, Cabinetry, Puppetry, and Toymaking.



Symbol by Stephanie Pui-Mun Law

Gond

Rogue 10/Wizard 12/Cleric 8/Bard 10
Medium-size Outsider
Divine Rank: 12
Hit Dice: 20d8+140 (outsider) plus 10d6+70 (Rog) plus 12d4+84 (Wiz) plus 8d8+56 (Clr) plus 10d6+70 (Brd) (812 hp)
Initiative: +19 (+15 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 71 (+15 Dex, +12 divine, +25 natural, +9 deflection)
Attacks: *+4 impact returning seeking throwing warhammer* +64/+59/+54/+49 melee; or *+4 impact returning seeking throwing warhammer* +72/+67/+62/+57 ranged; or spell +59 melee touch or +67 ranged touch.
Damage: *+4 impact returning seeking throwing warhammer* 1d8+14/18–20/×3.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, sneak attack +5d6, spell-like abilities, turn undead 12/day.
Special Qualities: Bardic knowledge +25, bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) 10/day, crippling strike, divine aura (1200 ft., DC 31), divine immunities, DR 47/+4, evasion, familiar (toads), immune to fire, godly realm (10 miles Outer Plane, 1,200 ft. Material Plane), *plane shift* at will, remote communication 12 miles, spontaneous casting of divine spells, SR 44, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked), understand, speak, and read all languages and speak directly to all beings within 12 miles.
Saves: Fort +51, Ref +59, Will +51.
Abilities: Str 25, Dex 40, Con 24, Int 40, Wis 24, Cha 29.
Skills*: Alchemy +62, Appraise +60, Concentration +74, Craft

(armorsmithing) +112, Craft (blacksmithing) +112, Craft (bookbinding) +54, Craft (bowmaking) +72, Craft (gemcutting) +72, Craft (leatherworking) +72, Craft (locksmithing) +72, Craft (pottery) +72, Craft (shipbuilding) +72, Craft (stonemasonry) +72, Craft (trapmaking) +72, Craft (weaponsmithing) +114, Craft (woodworking) +72, Decipher Script +50, Diplomacy +60, Disable Device +56, Gather Information +55, Heal +48, Knowledge (arcana) +70, Knowledge (architecture and engineering) +62, Knowledge (religion) +67, Listen +52, Open Lock +56, Perform +33, Ride (horse) +33, Scry +62, Spellcraft +70, Use Magic Device +44, Use Rope +56. *Always receives a 20 on checks.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Create Portal, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Great Cleave, Heighten Spell, Improved Critical (warhammer), , Improved Initiative, Inscribe Rune, Persistent Spell, Power Attack, Scribe Scroll, Skill Focus (Craft [weaponsmithing]), Spell Mastery, Sunder, Weapon Focus (warhammer).

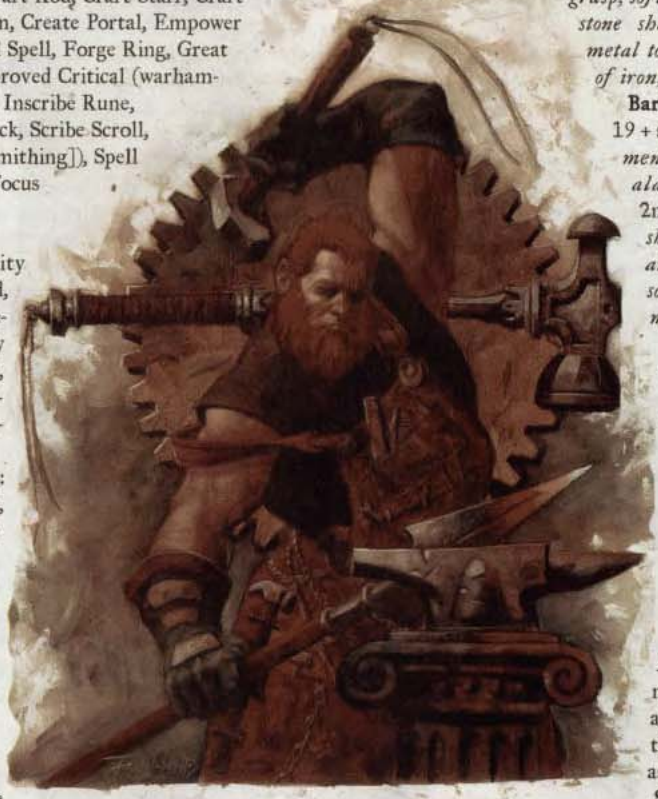


Illustration by Scott Fischer

Gond

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Arcane Mastery, Avatar (up to 10), Create Greater Object (up to 1,200 lb total weight or 2,400 cubic feet of volume), Create Object (up to 600 lb total weight or 120 cubic feet of volume), Divine Earth Mastery (sense 12 feet), Divine Fire Mastery (sense 12 feet), Divine Shield (10/day, stops 120 points of damage), Divine Skill Focus (Craft [armorsmithing]), Divine Skill Focus (Craft [blacksmithing]), Divine Skill Focus (Craft [weaponsmithing]), Extra Domain (Fire), Extra Domain (Metal), Extra Domain (Planning), Master Crafter.

Domain Powers: Cast creation spells at +1 caster level; 12/day turn or destroy earth creatures, or rebuke or command air creatures; 12/day turn or destroy water creatures, or rebuke or command fire creatures; cast divination spells at +1 caster level.

Spell-Like Abilities: Gond uses these abilities as a 22nd-level caster, except for creation spells and divination spells, which he uses as a 23rd-level caster. The save DCs are 31 + spell level. *Animate rope, augury, blade barrier, burning hands, clairaudience/clairvoyance, deathwatch, detect scrying, detect secret doors, detect thoughts, discern location, divination, earthquake, elemental swarm* (as an earth or fire spell only), *fantastic machine, find the path, fire seeds, fire shield, fire storm, forcecage, foresight, greater fantastic machine, greater scrying, heat metal, heroes' feast, incendiary cloud, iron body, keen edge, legend lore, magic stone, magic weapon, major creation, minor creation, produce flame, repel metal or stone, resist elements* (as a cold or fire spell only), *rusting grasp, soften earth and stone, spike stones, status, stone shape, stoneskin, time stop, transmute metal to wood, true seeing, wall of fire, wall of iron, wall of stone, wood shape.*

Bard Spells Known (3/6/5/4/2; base DC = 19 + spell level): 0—*flare, light, mage hand, mending, read magic, resistance;* 1st—*alarm, erase, grease, magic weapon;* 2nd—*levitate, locate object, pyrotechnics, shatter;* 3rd—*clairaudience/clairvoyance, greater magic weapon, haste, sculpt sound;* 4th—*break enchantment, Leomund's secure shelter.*

Spells/Day: 6/7/6/6/4; base DC = 17 + spell level.

Wizard Spells/Day: 4/8/8/6/6/6/5; base DC = 25 + spell level.

Possessions: Gond carries *Craftmaster*, a *+4 warhammer* with the impact, returning, seeking, and throwing special abilities.

Caster Level: 25th; *Weight:* 8 lb.

OTHER DIVINE POWERS

As an intermediate deity, Gond automatically receives a die result of 20 on any check. He treats a 1 on a saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: Gond can see, hear, touch, and smell at a distance of twelve miles. As a standard action, he can perceive anything within twelve miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to ten locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 12 hours.

impact and seeking special abilities

Impact: Any bludgeoning weapon enhanced by this ability has its threat range doubled. For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20. This enhancement does not affect piercing or slashing weapons.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *weapon of impact; Market Price:* +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward the target, negating any miss chances that would apply because of concealment. (The wielder still has to aim the weapon at the target. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *true seeing; Market Price:* +1 bonus.

Portfolio Sense: Gond senses any craftwork or act of construction the instant it happens and retains the sensation for twelve tendays after the event occurs. He is similarly aware of the destruction of any constructed object.

Automatic Actions: Gond can use any Craft skill (whether or not he has ranks in it) or Knowledge (arcana), Knowledge (architecture and engineering), or Knowledge (religion), as a free action if the DC for the task is 25 or lower. He can perform up to ten such free actions each round.

Create Magic Items: Gond can create any kind of magic item that does not involve only natural, unmodified components, as long as the item's market price does not exceed 200,000 gp. (In other words, he could create a suit of magic armor or a staff from a piece of worked wood, but not a *pearl of power* or a staff made from a piece of unworked wood.)

Avatars

Mortals outside his temples rarely see Gond's avatars; he much prefers to manifest in a lesser manner. His avatar sometimes appears as a short, slight man with straw-blond hair, at others times as a burly, red-faced smith, and at yet others a gnome. Regardless of form, the avatar's sharp, dark eyes stare out of a forge-scarred face with an alert, inquiring expression. He wears a scorched smith's smock over nondescript leathers. At will, the avatar can summon into being around himself plate armor made of glass with the strength of steel. This armor hovers over his body at a close distance, piece by piece, rather than actually encasing his form. He has a mighty hammer that he uses for smithy work and as a weapon when necessary.

Avatar of Gond: As Gond except divine rank 6; AC 59 (touch 40, flat-footed 59); Atk +58/+53/+48/+43 melee (1d8+14/18–20/×3, *+4 impact returning seeking throwing warhammer*), or +66/+61/+56/+51 ranged (1d8+11/18–20/×3, *+4 impact returning seeking throwing warhammer*), or spell +53 melee touch or +61 ranged touch; SQ Divine aura (600 ft., DC 25), DR 41/+4, SR 38; SV Fort +45, Ref +53, Will +45, Craft (armorsmithing) +84, Craft (blacksmithing) +84, Craft (weaponsmithing) +86; all other skill modifiers reduced by 6; Spell Mastery (*arcane lock, disintegrate, fabricate, guards and wards, minor creation, minor globe of invulnerability, magic missile, permanency, polymorph any object prismatic wall, shrink item, stone shape, symbol, transmute mud to rock, wish*).

Salient Divine Abilities: Alter Size, Create Object (up to 300 lb. total weight or 60 cu. ft. of volume), Divine Earth Mastery (sense 6 feet), Divine Fire Mastery (sense 6 feet), Extra Domain (Fire), Extra Domain (Metal), Extra Domain (Planning), Master Crafter.

Spell-Like Abilities: Caster level 16th, or 17th for creation spells and divination spells; saving throw DC 25 + spell level.

Helm

The Watcher, the Vigilant One
Intermediate Deity

Symbol:	Staring eye with blue pupil on an upright war gauntlet
Home Plane:	House of the Triad
Alignment:	Lawful neutral
Portfolio:	Guardians, protectors, protection
Worshipers:	Explorers, fighters, guards, mercenaries, paladins
Cleric Alignments:	LE, LG, LN
Domains:	Law, Planning, Protection, Strength
Favored Weapon:	"Ever Watchful" (bastard sword)



Helm (*helm*) is the ultimate guardian, the ever-vigilant sentry who allows nothing to compromise his duty. Often seen as cold and emotionless, he appears as a giant man in full plate armor. In truth, Helm is simply a stern disciplinarian dedicated to his appointed task. He is fond of children and more tolerant of their minor infractions than of anyone else's. Many believe that Helm would give his own life to guard something entrusted to him. He is silent on the matter.

The church of Helm was once seen as a bastion of stability and safety in the oft-dangerous North. Its members were highly respected for their pledge to defend civilization against the dangers of the wild and the monsters of the depths. However, during the past fourteen years it has shrunk greatly in numbers and influence. Helm served his duty faithfully and faultlessly during the Time of Troubles, but he played a role in confining the other deities to Faerûn. The death and destruction that resulted from the Avatar Crisis earned the Vigilant One and his followers a great deal of enmity from members of other faiths, particularly those of Mystra, Bane, and Torm. In the South, Helm's role during the Time of Troubles was not viewed as unfavorably as it was in the North, but recent events have further sullied the name of the deity and his clergy. Word has begun to trickle back to Faerûn of the church's activities in far-off Maztica: the brutal and unflinching subjugation of the native populace and the rape of the verdant land's riches. The church is only just starting to recover, thanks in large part to the need for skilled guardians to defend against the waxing power of evil.

Clerics of Helm pray for their spells in the morning promptly after rising or just before retiring for the evening. Their one holy day is the Ceremony of Honor to Helm, which takes place on Shieldmeet. The most holy major Helmite ceremonies are the Consecration of a Postulant, which confirms a seeker as one of the clergy, and the Consecration of a Glymtul, which dedicates an special item to Helm's service (*glymtul* is an ancient word for "favored thing"). Other ceremonies of note are the Purification and the Holy Vigil. The Purification is a renewal of faith undergone by beings returning to the faith or atoning for a shortcoming in vigilance, loyalty, or worship. The Holy Vigil marks the ascension of a cleric to a higher rank. It is a nightlong ceremony that tests the willpower of the candidate, whose weapon is enspelled to *levitate* by a senior cleric through ritual magic; the candidate's concentration keeps it hovering. Clerics of Helm never command undead, although evil clerics may rebuke undead. They most commonly multiclass as fighters or paladins.

History/Relationships: Helm always borne a heavy load, symbolized by his omnipresent suit of armor. As the eternal sentry, he knows that the end of the world will inevitably come on his watch. Nevertheless, he serves without complaint, willing to make any sacrifice to protect his charge. Thus, Helm is implacably opposed to the machinations of Bane, Cyric, and Shar, whose insidious plots eternally threaten Faerûn. He also fights the unbridled fury and destructive impulses of Garagos and Talos at every turn. Helm is not amused by Mask's thievery or his jests, viewing the Lord of Shadows as simply another threat to be defeated. Of the good-aligned deities, only Torm truly understands Helm's unbending commitment to his charge. Relations between the Loyal Fury and the Vigilant One are strong, enough so that the two churches have grudgingly begun to heal the rift between them, at the command of their respective deities.

Dogma: Never betray your trust. Be vigilant. Stand, wait, and watch carefully. Be fair and diligent in the conduct of your orders. Protect the weak, poor, injured, and young, and do not sacrifice them for others or yourself. Anticipate attacks and be ready. Know your foes. Care for your weapons so they may perform their duties when called upon. Careful planning always defeats rushed actions in the end. Always obey orders, providing those orders follow the dictates of Helm.

Symbol by Stephanie Pui-Mun Law

Demonstrate excellence and purity of loyalty in your role as a guardian and protector.

Clergy and Temples: Helmite clergy believe they can win back the rightful power of Helm only through demonstrating excellence of vigilance and purity of loyalty. In their roles as guardians and protectors, they have set about training bodyguards everywhere and spread the word that only Helm-tested worshipers of the Vigilant One are truly reliable. The church of Torm greets such claims coolly, though, ensuring that true rapprochement between the faiths will be long in coming.

Temples of Helm are always imposing edifices built solely for defense. Many are fortified abbeys located near dangerous and evil areas, where they form a line of defense against the encroachment of powerful enemies. Major cities usually have a temple or shrine to Helm, for his clerics make excellent guards or leaders of guards. Wherever they are located, Helm's faithful watch their houses of worship with unceasing vigilance. Frequent guards are spectators, a race of smaller beholderkin, which infuriates the church of Bane and its allied beholders. At the heart of the endless barracks, armories, and training chapels is the central altar, which is always a massive suit of full plate mail. All such suits of armor are holy relics of the faith, having once been worn by one of Helm's most esteemed champions. All who seek sanctuary are welcome within a temple of Helm, but if they are accused of a crime, they must willingly submit to the local laws of the land and its justice, if lawfully executed. Despite its risks, many accept this condition, for Helm's followers always ensure that the accused receives a fair trial.

Clerics of Helm wear spotless, shining, full plate armor (often with the *everbright* property) and open-faced helms, often topped with plumes. They may drape this armor with red cloaks and tabards of steely gray, and such garments—or the armor itself—may be adorned with the Unsleeping Eye in the center of both back and breast. In southern regions, Helmite clergy often wear fine full plate set with gems and worked with gold filigree, accentuating great golden eyes set in the centers of both breastplate and back. In areas where heavily armored clerics are frowned on, the armor is reduced to a set of heavy shoulder plates, but the helm always remains.

The church of Helm is organized into a strict military hierarchy, and every member of the faith can easily determine his or her rank relative to the others. In centuries past all members of the faith ultimately reported to a single Supreme Watcher, but there has been no pontiff of the faith since the Year of the Watching Helm (992 DR). It is whispered, always out of range of known Helmites, that the taint of corruption had spread among the seniormost clergy of the Watcher in that era, and that the deity himself came to smite those who would betray their sacred trust. In the centuries since that purging of the faith, the church of Helm has been ruled by the Council of Helms, an assembly of the elder members of the faith. Chief among its duties is to be ever vigilant against the taint of corruption spreading in its own ranks, a practice that has proved effective in rooting out insidious threats to the faith.

Many Helmite abbeys maintain powerful church armies or sponsor orders of guardians. The Companions of the One True Vision is an order of crusading Helmite clerics and fighters, whose members were known for unswervingly loyalty. Their shock troops followed orders to engage the most difficult objectives without breaking and held the most trying positions against overwhelming odds. Recently, however, members of this order, many of whom served in the Helmite actions in Maztica, have taken a beating in popular reputation. Other orders include a small fellowship of battlefield healers known as the Watchers Over the Fallen, a group of dedicated bodyguards called the Everwatch Knights whom Helmite temples hire out to generate revenue, and an order of paladins called the Vigilant Eyes of the Deity.



Helm

Illustration by Mark Smylie

Helm

Fighter 20/Ranger 10/Cleric 10
Medium-Size Outsider (Lawful)
Divine Rank: 11
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Ftr) plus 10d10+70 (Rgr) plus 10d8+70 (Clr) (960 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 68 (+1 Dex, +11 divine, +24 natural, +13 armor [*+5 everbright full plate*], +9 deflection)
Attacks: *+4 holy keen lawful bastard sword* +71/+66/+61/+56 melee; or spell +66 melee touch or +58 ranged touch.
Damage: *+4 holy keen lawful bastard sword* 1d10+28/15–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 12/day.
Special Qualities: Divine aura (1,100 ft., DC 30), divine immunities, DR 46/+4, favored enemies (shapechangers +3, outsiders [devils] +2, aberrations +1), fire resistance 31, godly realm (10 miles Outer Plane, 1,100 ft. Material Plane), *plane shift* at will, remote communication 11 miles, spontaneous casting of divine spells, SR 43, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 11 miles.
Saves: Fort +50, Ref +50, Will +58.
Abilities: Str 40, Dex 24, Con 24, Int 24, Wis 40, Cha 29.
Skills*: Appraise +41, Balance +36, Climb +64, Concentration +53, Craft (weaponsmithing) +50, Diplomacy +50, Gather Information +43, Handle Animal +63, Heal +60, Hide +23, Intimidate +43, Jump +64, Knowledge (nature) +37, Knowledge (religion) +36, Listen +104, Move Silently +36, Ride (horse) +65, Search +57, Sense Motive +49, Spellcraft +40, Spot +104, Swim +34, Wilderness Lore +45 *Always receives a 20 on checks.

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Deflect Arrows, Dodge, Endurance, Exotic Weapon Proficiency (bastard sword), Expertise, Extend Spell, Great Cleave, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Inscribe Rune, Maximize Spell, Mobility, Power Attack, Run, Skill Focus (Listen), Skill Focus (Spot), Spring Attack, Stunning Fist, Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Annihilating Strike (Fort save DC 31 + damage dealt, or destroy up to 11,000 cubic feet of nonliving matter), Area Divine Shield (up to eleven 10-foot squares, or a sphere or hemisphere with a radius of up to 11 feet), Avatar (up to 10), Battlesense, Clearsight 11 ft., Divine Blast (12/day, up to 11 miles, 20d12 points of damage), Divine Shield (10/day, stops 110 points of damage), Divine Skill Focus (Listen), Divine Skill Focus (Spot), Extra Domain (Planning), Indomitable Strength, Irresistible Blows (bastard sword, Fort save DC 28), Power of Truth (up to 11 creatures at once and per day, Will save DC 30).

Domain Powers: Cast law spells at +1 caster level; 11/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour), 11/day feat of strength (+10 enhancement bonus to Str for 1 round).

Spell-Like Abilities: Helm uses these abilities as a 21st-level caster, except for law spells, which he uses as a 22nd-level caster. The save DCs are 30 + spell level. *Antimagic field, augury, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, bull's strength, calm emotions, clairaudience/clairvoyance, deathwatch, detect scrying, dictum, discern location, dispel chaos, endure elements, greater scrying, heroes' feast, hold monster, magic circle against chaos, magic vestment, mind blank, order's wrath, prismatic sphere, protection from chaos, protection from elements, repulsion, righteous might, sanctuary, shield of law, shield other, spell immunity, spell resistance, status, stoneskin, summon monster IX* (as law spell only), *time stop.*

Cleric Spells/Day: 6/9/9/8/7/6; base DC = 25 + spell level.

Ranger Spells/Day: 5/5; base DC = 25 + spell level.

Possessions: Helm carries *Ever Watchful*, a *+4 bastard sword* with the holy, keen, and lawful special abilities and *+5 everbright* full plate.

Other Divine Powers

As an intermediate deity, Helm automatically receives a die result of 20 on any check. He treats a 1 on a saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: Helm can see, hear, touch, and smell at a distance of eleven miles. As a standard action, he can perceive anything within eleven miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to ten locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 11 hours.

Portfolio Sense: Helm senses any theft the instant it happens and retains the sensation for eleven tendays after the event occurs. He is likewise aware of anyone in immediate need of protection.

Automatic Actions: Helm can use Listen, Spot, or Search as a free action if the DC for the task is 25 or lower. He can perform up to ten such free actions each round.

Create Magic Items: Helm can create any kind of magic item that serves a defensive purpose, such as a *+1 defending longsword*, as long as the item's market price does not exceed 200,000 gp.

Avatars

Since the Time of Troubles, Helm has been increasingly reluctant to appear in Faerûn in avatar form. He typically does so only when a senior priest or temple is directly threatened and calls upon him. Helm's avatar always appears as a giant human male in full plate armor, his face concealed by his helm. His height varies from one appearance to the next.

Avatar of Helm: SZ Large; AC 55 (touch 24, flat-footed 54); Atk +64/+59/+54/+49 melee (2d6+28/15–20, *Large +4 holy keen lawful bastard sword*), or spell +59 melee touch or +51 ranged touch; Face/Reach 5 ft. × 5 ft./10 ft.; Hide +13, Listen +92, Spot +92; all other skill modifiers reduced by 6.

Salient Divine Abilities: Alter Size, Divine Shield (10/day, stops 50 points of damage), Divine Skill Focus (Listen), Divine Skill Focus (Spot), Irresistible Blows (bastard sword, Fort save DC 22), Power of Truth (up to 5 creatures/day, Will save DC 24).

Spell-Like Abilities: Caster level 15th, or 16th for law spells; saving throw DC 24 + spell level. Without the Extra Domain salient ability, Helm's avatar loses access to the Planning domain, the Extend Spell feat, and the spell-like abilities *augury, clairaudience/clairvoyance, deathwatch, detect scrying, discern location, greater scrying, heroes' feast, status, time stop.*

Ilmater

The Crying God, the Broken God
Intermediate Deity

Symbol:	Pair of white hands bound at the wrist with a red cord
Home Plane:	House of the Triad
Alignment:	Lawful good
Portfolio:	Endurance, suffering, martyrdom, perseverance
Worshipers:	The lame, the oppressed, the poor, monks, paladins, serfs, slaves
Cleric Alignments:	LG, LN, NG
Domains:	Good, Healing, Law, Strength, Suffering
Favored Weapon:	An open hand (unarmed strike)

Gentle and good-spirited, Ilmater (ill-*may*-ter) is a quiet, even-tempered deity who willingly shoulders the burdens and tears of a long-suffering world. Although he is slow to anger, the wrath of the Broken Deity is terrible in the face of extreme cruelty or atrocities. He takes great care to reassure and protect children and young creatures, and he takes exceptional offense at those who would harm them. The Crying God appears as a man whose body has been badly

everbright special ability

Everbright: This quality can be applied only to metal armor. The armor is as bright and shiny as polished silver. The armor never tarnishes and is immune to acid and rust attacks. The wearer gains acid resistance 5.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, spellcaster 12th level; *Market Price:* +1 bonus.

mutilated by punishment on the rack, crisscrossed with marks of torture and having broken and ravaged joints. He is short, burly, balding, and wears only a breechcloth, but his kind, homely face is warm and comforting.

Misunderstood by most, pitied and even scorned by a vocal minority, the church of Ilmater yet has one of the largest and most faithful followings in Faerûn. In a cruel world, the suffering, the sick, and the poor have come to rely only on the Crying God's followers to provide succor to all. The church of Ilmater is widely loved by common folk in settled lands everywhere, and its clergy can count on generous support in their lifelong mission of healing. Those who cannot comprehend why anyone would willingly submit to the torments and cruelties that Ilmater's faithful seem to welcome misunderstand the church. Among those who hate weakness, the church of the Crying God is seen as weak and foolhardy—cruel tyrants and powerful villains alike dangerously underestimate its members.

Clerics of Ilmater pray for spells in the morning, although they still have to ritually pray to Ilmater at least six times a day. They have no annual holy days, but occasionally a cleric calls for a Plea of Rest. This allows him or her a tenday of respite from Ilmater's dictates, to prevent emotional exhaustion or allow the cleric to do something Ilmater would normally frown upon. This custom is an established tradition that some leaders of the faith rely upon, sending their best fighting clergy out to do things that the church cannot otherwise accomplish (covertly removing a tyrant rather than confronting him openly, for example). The most important ritual is the Turning: It is the duty of every cleric of Ilmater to convince the dying to turn to Ilmater for comfort, receiving the blessing of the Broken God before they expire. (This deathbed prayer does not change the person's patron deity to Ilmater.) As the veneration of Ilmater grows, even in death, his healing power becomes greater. Many clerics learn the Brew Potion feat so that they can help those beyond their immediate reach. One group of Ilmatari monks, the Broken Ones, acts as defenders of the faithful and the church's temples, as well as agents of punishment for those who cruelly harm others. These monks can multiclass freely as arcane devotees, clerics, divine champions, divine disciples, divine seekers, or hierophants.

Symbol by Stephanie Pui-Mun Law



History/Relationships: Ilmater is an older deity who has long been associated with Tyr (his superior) and Torm, who together are known as the Triad. The Triad work together closely, for in union they are stronger than as individuals. Ilmater is also allied with Lathander. He opposes deities who enjoy destruction and causing pain and hardship for others, particularly Loviatar and Talona, whose natures are diametrically opposed to his own. Other foes include Bane, Garagos, Malar, Shar, and Talos.

Dogma: Help all who hurt, no matter who they are. The truly holy take on the suffering of others. If you suffer in his name, Ilmater is there to support you. Stick to your cause if it is right, whatever the pain or peril. There is no shame in a meaningful death. Stand up to all tyrants, and allow no injustice to go unchallenged. Emphasize the spiritual nature of life over the existence of the material body.

Clergy and Temples: Ilmatari share what they have with those in need and always take time to counsel those who are upset and care for the injured. Ilmatari speak for the oppressed, guide the lost, feed the hungry, shelter the homeless, and gather herbs and make medicines at all times for disasters to come. They bury the dead, treat the diseased, and give food, drink, and firewood to the poor. They see life as sacred and suffering as holy, but they do not stand in the way of others' desires or condemn them for their chosen path. When war is expected and time permits, clerics of Ilmater gather in strength with litters, shovels, tents, splints, bandages by the cartload, and wagons of medicines and healing potions to tend those who will soon suffer. They also tour the wealthier cities and settlements of Faerûn soliciting money to support the church.

Temples of Ilmater are typically located in the countryside along major trade routes, serving as waystations for weary travelers. Most are named for an Ilmatari saint, of which there are many. Most are manors of a sort, with protective walls around at least a chapel, chapter house, stable, and garden. Many have facilities dedicated to the care of the sick and injured. Others contain libraries, monks' quarters separate from the chapter house, or barracks for an affiliated knightly order.

Ilmatari wear a solid gray tunic, tabard, and trousers, or gray robes. They wear skullcaps in gray (most clergy members) or red (senior clerics). Novices who have not yet been adorned wear no skullcaps. The symbol of Ilmater is worn as a pin over the heart or on a chain around the neck and serves as a holy symbol. Some of the older members of the faith have a gray teardrop tattooed to one side of their right or left eye.

The Adorned, as the clerics and monks of Ilmater are known, are organized in an informal hierarchy centered on the leader of a large temple, abbey, or monastery to whom the Ilmatari of the region report. Abbeys and monasteries are usually tied to specific temples, often adding a second tier in the informal hierarchy. There is no one pontiff of the faith or governing body, although the senior clergy come together for informal conclaves on occasion. Although most monks dwell separate from the church in monasteries or abbeys, some reside in Ilmatari temples as teachers or defenders.

'Ilmater's church has several affiliated knightly orders of paladins and warriors, including the Companions of the Noble Heart, the Holy Warriors of Suffering, the Order of the Golden Cup, and the Order of the Lambent Rose. Monastic orders are also numerous, and include the Disciples of St. Sollars the Twice-Martyred, whose most famous facility, the Monastery of the Yellow Rose, is located in Damara, high up in the Earthspurs near the Glacier of the White Worm. (Monks of this monastery specialize in genealogical studies.) Other Ilmatari monastic orders include the Followers of the Unhindered Path, the Disciples of St. Morgan the Taciturn, and the Sisters of St. Jasper of the Rocks. Most Ilmatari monasteries traditionally are named after flowers that symbolize something of significance to the order, though this is not mandated.

Ilmater

Monk 20/Paladin 20
Medium-Size Outsider (Good, Lawful)
Divine Rank: 13
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Mnk) plus 20d10+140 (Pal) (940 hp)
Initiative: +19, always first (+15 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 90 ft.
AC: 92 (+15 Dex, +13 divine, +26 natural, +9 deflection, +4 monk bonus, +15 Wis)
Attacks*: Unarmed strike +71/+66/+61/+56 melee; or spell +61 melee touch or +68 ranged touch. *Because of the Divine Monk salient ability, Ilmater's unarmed strike functions as a +5 keen lawful vorpal weapon.
Damage: Unarmed strike 2d12+13/18–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, flurry of blows, *ki* strike +3, quivering palm (Fort DC 35), salient divine abilities, smite evil (3/day, +9 on attack and +60 on damage for one weapon attack), spell-like abilities stunning attack (20/day, Fort DC 35), turn undead 16/day (effective cleric level 18th).

Special Qualities: *Abundant step*, aura of courage (+8 morale bonus on saves against fear effects for all allies within 100 ft.), *detect evil*, diamond body, divine aura (1,300 ft., DC 32), divine grace, divine health, divine immunities, DR 48/+4 (20/+1), empty body (20 rounds/day), evasion, fast movement, fire resistance 33, godly realm (10 miles Outer Plane, 1,300 ft. Material Plane), improved evasion, *lay on hands* (180 hp), leap of the clouds, *plane shift* at will, purity of body, remote communication 13 miles, *remove disease* 6/tenday, slow fall (any distance), SR 45, still mind, *teleport without error* at will, timeless body, tongue of the sun and moon, understand, speak, and read all languages and speak directly to all beings within 13 miles, wholeness of body (40 hp).

Saves: Fort +52, Ref +60, Will +60.

Abilities: Str 26, Dex 40, Con 24, Int 24, Wis 40, Cha 29.

Skills*: Balance +66, Climb +55, Concentration +83, Diplomacy +85, Disguise +28, Escape Artist +62, Handle Animal +67, Heal +91, Hide +62, Jump +59, Knowledge (arcana) +56, Knowledge (religion) +83, Listen +62, Move Silently +62, Ride (horse) +34, Scry +25, Spellcraft +46, Spot +49, Swim +55, Tumble +66. *Always receives a 20 on checks.

Feats: Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Endurance, Expertise, Extra Turning, Great Cleave, Improved Critical (unarmed strike), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Run, Spring Attack, Stunning Fist, Sunder, Weapon Focus (unarmed strike), Whirlwind Attack.



Ilmater

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Reality (save DC 45 for duplicated spells, temporary nonmagical objects last 13 days, temporary magic items or creatures last 13 hours), Alter Size, Avatar (up to 10), Battlesense, Clearsight 13 ft., Divine Blast (12/day, up to 13 miles, 22d12 points of damage), Divine Celerity 13 minutes, Divine Dodge (miss chance 63%), Divine Monk, Divine Paladin, Divine Shield (10/day, stops 130 points of damage), Divine Weapon Focus (unarmed strike), Extra Domain (Law), Extra Domain (Strength), Gift of Life, Supreme Initiative.

Domain Powers: Cast good spells at +1 caster level; cast healing spells at +1 caster level; cast law spells at +1 caster level; 13/day feat of strength (+13 enhancement bonus to Str for 1 round); 13/day pain touch (subject touched suffers a –2 enhancement penalty on Strength and Dexterity for 1 minute).

Spell-Like Abilities: Ilmater uses these abilities as a 23rd-level caster, except for good spells, healing spells, and law spells, which he uses as a 24th-level caster. The save DCs are 32 + spell level. *Aid, bane, bestow curse, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, calm emotions, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, dictum, dispel chaos, dispel evil, endurance, endure elements, enervation, eyebite* (sicken), *feeblemind, harm, heal, healing circle, hold monster, holy aura, holy smite, holy word, horrid wilting, magic circle against chaos, magic circle against evil, magic vestment, mass heal, order's wrath, protection from chaos, protection from evil, regenerate, righteous might, shield of law, spell immunity, stoneskin, summon monster IX* (as good or law spell only), *symbol* (pain), *true resurrection.*

Paladin Spells/Day: 7/7/7/6; base DC = 25 + spell level.

Other Divine Powers

As an intermediate deity, Ilmater automatically receives a die result of 20 on any check. He treats a 1 on a saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: Ilmater can see, hear, touch, and smell at a distance of thirteen miles. As a standard action, he can perceive anything within thirteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend (her)his senses to up to ten locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for 13 hours.

Portfolio Sense: Ilmater senses any suffering the instant it happens and retains the sensation for thirteen tendays after the event occurs. He is likewise aware of anyone who sacrifices his or her life on behalf of another.

Automatic Actions: Ilmater can use Balance or Heal as a free action if the DC for the task is 25 or lower. He can perform up to ten such free actions each round.

Create Magic Items: Ilmater can create any kind of magic item that heals or otherwise reduces suffering, or any magic item that is good or lawful in nature, as long as the item's market price does not exceed 200,000 gp.

Avatars

Ilmater's typical avatar appears as a man with broken joints and a variety of wounds. He drags himself around in obvious pain using his smashed hands and ravaged limbs, despite the agony that such activity causes. The avatar is short, burly, and wears only a breechcloth. His head is balding, and he has a homely, kindly face. His hairy body is crisscrossed with scars, open cuts, burns, and other marks of torture.

Illustration by Mark Evans

Avatar of Ilmater: As Ilmater except divine rank 6; AC 67 (touch 46, flat-footed 50); Atk +64/+59/+54/+49 melee (2d12+13/18–20, unarmed strike), or spell +54 melee touch or +61 ranged touch; SQ Divine aura (600 ft., DC 25), DR 41/+4, fire resistance 26, SR 38; SV Fort +45, Ref +53, Will +53; all skill modifiers reduced by 7.

Salient Divine Abilities: Battlesense, Clearsight 13 ft., Divine Monk, Divine Paladin, Divine Shield (10/day, stops 60 points of damage), Divine Weapon Focus (unarmed strike), Extra Domain (Law), Extra Domain (Strength).

Spell-Like Abilities: Caster level 16th, or 17th for good spells, healing spells, or law spells; saving throw DC 25 + spell level.

Kelemvor

Lord of the Dead, Judge of the Damned
Greater Deity

Symbol:	Upright skeletal arm holding the golden scales of justice
Home Plane:	The Fugue Plane
Alignment:	Lawful neutral
Portfolio:	Death, the dead
Worshipers:	The dying, families of the dying, gravediggers, hunters of the undead, morticians, mourners
Cleric Alignments:	LE, LG, LN
Domains:	Fate, Law, Protection, Repose*, Travel
Favored Weapon:	"Fatal Touch" (bastard sword)

*See the Appendix.

Symbol by Stephanie Pui-Mun Law

Kelemvor (*kell*-em-vor) is the latest in a long line of Faerûnian deities to command the forces of death and oversee the fate of the dead. Death has been the greatest constant throughout human history, but the way humans have viewed this unavoidable force has changed considerably as different deities arose to oversee it. During the reign of the inscrutable Jergal, death and the afterlife held a great deal of mystery for the common person. Most feared what they did not know or understand. When Myrkul took the office of Lord of the Dead after Jergal tired of it, humanity's worst fears were given form. Evil cultists reminded the living of the dead's power and influence, which extended far beyond the grave. In those days the lines between dead and undead became blurred, and commoners knew that to be taken into Myrkul's embrace was no protection from being raised by some demented necromancer. Things got worse when Myrkul was destroyed during the Time of Troubles and Cyric assumed the role, as the notoriously petty and flawed Black Sun seemed to offer not even the pale assurances of his forebears. Kelemvor, who assumed the mantle ten years after the Godswar, has taken a decidedly different approach.



Kelemvor urges his clerics to act as stewards of the afterlife and to teach the people of Faerûn that death is a natural part of life. There is nothing to be feared in the transition, for only the truly wicked, the Faithless, or the False must fear the world beyond the Fugue Plane. Kelemvor views all undead as abominations, ordering his servants to destroy them at every turn. Kelemvor is a taciturn deity, and until recently was not completely sure of himself or his role. He has placed such uncertainties behind him, however, and approaches his duty as judge of the afterlife earnestly, tempering his strong sense of justice with kindness and forthrightness. He is not, however, particularly clever, and prefers to solve problems with direct action that sometimes leads to unintended results.

Kelemvor's clerics make every attempt to minister to the common people, to demystify the process of death and help the bereaved cope in times of loss. Most folk welcome the appearance of clerics of Kelemvor, thankful for their light touch and calming demeanors—a welcome change from the days when unsettling clerics of Myrkul demanded funerary fees that seemed all too close to extortion. Children (particularly those growing up near evil kingdoms) hold militant clerics and paladins of Kelemvor in awe as undead hunters, and communities beset by the attentions of necromancers or tomb robbers often come to his clergy for aid.

Clerics of Kelemvor pray for spells at sundown. Most holy ceremonies involve blessing a soul for the transition into the afterlife. If present at the moment of death, a cleric of Kelemvor performs the Passing, a simple ritual alerting Kelemvor to the arrival of this new wanderer on the Final Road. When an entire battlefield or plague-ravaged community requires last rites, Kelemvorite devotees perform the Lament for the Fallen. This ceremony, similar to the Passing, features low, droning chants and rhythmic beating of ash staffs upon the open ground. At a private ceremony known as the Daeum, clerics of Kelemvor celebrate their deity's soothing doctrine and fund church activities with the goods of those who have died without heirs. Both Shieldmeet and the Feast of the Moon are of special spiritual significance to Kelemvor's adherents, when clerics recount the Deeds of the Dead that they never be forgotten. Rarely, powerful clerics use these days to cast *true resurrection*, returning to life heroes of the distant past who are needed in the present day. Kelemvor's clerics sometimes multiclass as necromancers, rangers, or doomguides (see Chapter 4), using their knowledge to hunt down and destroy undead. Clerics of Kelemvor never rebuke or command undead.

History/Relationships: If not for the Time of Troubles, the mortal warrior known as Kelemvor Lyonsbane likely would have died on some battlefield, alone and unmourned. He was the victim of a bewildering ancestral curse that forced him to assume the form of a violent magical panther whenever he performed a rare act of kindness. However, he fell in with a band of adventurers that included Cyric of Zhentil Keep and a young arcane spellcaster called Midnight. By the end of the Godswar, all three had become deities, through cunning plots and betrayal or purest happenstance.

As deities, the three former companions still retain what might be called a relationship. Cyric despises both Kelemvor and Midnight (who became Mystra), blaming them for his frequent setbacks. Cyric plots endlessly to regain dominion over death, a portfolio he held briefly, and instructs his mortal followers to oppose those of Kelemvor by disturbing the rest of the dead, mutilating corpses to prevent identification, and supporting all kinds of necromantic activity. As mortals, Mystra and Kelemvor were lovers, though it remains uncertain if their relationship survived the events of the past fourteen years. Mystra aids Kelemvor from time to time, but the demands of her station prevent frequent contact. Kelemvor hates Velsharoon for his support of necromancy and Talona for her poisons and diseases, which send many souls to the Fugue Plane prematurely. Kelemvor spends a great deal of time in the company of Jergal, with whom he lives in the Crystal Spire of the Fugue Plane and from whom he learns the responsibilities and requirements of his station. The Forgotten One's stark pragmatism and almost chilling lack of pity disturb Kelemvor, however, and though he respects Jergal, it is a stretch to say that he trusts the elder deity.

Dogma: Recognize that death is part of life. It is not an ending but a beginning, not a punishment but a necessity. Death is an orderly process without deceit, concealment, and randomness. Help others die with dignity at their appointed time and no sooner. Speak against those that would artificially prolong their life beyond natural limits, such as the undead. Do honor to the dead, for their strivings in life brought Faerûn to where it is now. Forgetting them is to forget where we are now, and why. Let no human in all Faerûn die a natural death without one of Kelemvor's clerics at her side.

Clergy and Temples: Clerics of Kelemvor perform funerals, settle the affairs of the dead, and often are called upon by local lords or magistrates to oversee the execution of last wills and testaments. They preach to the masses the doctrine of a peaceful afterlife journey, and ensure that the bodies of the dead are buried safely and according to religious tradition. They mark sites ravaged by disease with plague warnings, and attempt to cure disease wherever they encounter it. Clerics of Kelemvor consider all undead abominations, and do whatever they can to put them to eternal rest. They contend that those who create undead are fit only for swift and utter destruction (an important difference between the Kelemvorite clergy and that of Jergal, who hold that certain undead have their uses).

Kelemvorite clergy sometimes declare crusades against the undead or against creatures deemed to have caused too much untimely death. Occasionally, this leads them to employ adventurers to solve problems with which they cannot contend alone.

Members of the clergy tend to be taciturn, even morose at times. Many came to the church after losing loved ones to undead incursions, or even after dying themselves and being so profoundly touched by the experience that they enrolled in the clergy shortly after returning to life. Many of the older members of the clergy once worshiped Myrkul, and even fourteen years after that deity's destruction, some have difficulty coming to grips with the doctrinal differences between the two faiths.

Many of Kelemvor's temples used to be temples of Myrkul, and hence have less inviting or soothing architectural than their high clerics might prefer. Bone-and-skull motifs predominate, and some of the larger temples even feature now-sealed chambers once used for revivification or darker rites.



Kelemvor

Illustration by mark Smylie

Kelemvor

Fighter 20/Cleric 20/Rogue 5/Divine Champion 5
Medium-Size Outsider (Lawful)
Divine Rank: 16
Hit Dice: 20d10+200 (Ftr) plus 20d8+200 (Clr) plus 5d6+50 (Rog) plus 5d10+50 (Chm) (940 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 74 (+9 Dex, +16 divine, +29 natural, +10 deflection)
Attacks*: *+4 ghost touch holy keen undead bane bastard sword* +75/+70/+65/+60 melee; or spell +66 melee touch or +60 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+4 ghost touch holy keen undead bane bastard sword* 1d10+44/15–20; or by spell *Always does maximum damage (bastard sword 54).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, smite infidel (1/day, +10 bonus on attack and +5 bonus on damage for one weapon attack), sneak attack +3d6, spell-like abilities, turn undead 17/day.
Special Qualities: Divine aura (16 miles, DC 36), divine immunities, divine wrath (1/day, +3 on attacks, damage, and saves for 10 rounds, DR 5/–), DR 51/+4, evasion, fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), *lay on hands* (15 hp), *plane shift* at will, remote communication 16 miles, sacred defense +2, spontaneous casting of divine spells, SR 48, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked), understand, speak, and read all languages and speak directly to all beings within 16 miles.
Saves*: Fort +53, Ref +46, Will +49. *Always receives a 20 on saves.
Abilities: Str 40, Dex 28, Con 31, Int 24, Wis 34, Cha 31.
Skills*: Appraise +34, Climb +54, Concentration +44, Craft (weaponsmithing) +46, Diplomacy +38, Disguise +37, Escape Artist +36, Handle Animal +59, Heal +50, Intimidate +37, Jump +54, Knowledge (arcana) +25, Knowledge (history) +24, Knowledge (nature) +25, Knowledge (planes) +24, Knowledge (religion) +26, Listen +34, Ride (horse) +62, Scry +31, Search +32, Sense Motive +39, Spellcraft +31, Spot +38, Swim +41. *Always receives a 20 on checks.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Divine Vengeance, Dodge, Empower Spell, Empower Turning, Exotic Weapon Proficiency (bastard sword), Expertise, Extend Spell, Extra Turning, Great Cleave, Heighten Turning, Improved Bull Rush, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Mounted Combat, Persistent Spell, Power Attack, Quicken Turning, Ride-By Attack, Spirited Charge, Spring Attack, Trample, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Reality (save DC 46 for duplicated spells, temporary nonmagical objects last 16 days, temporary magic items or creatures last 16 hours), Alter Size, Annihilating Strike (Fort save DC 36 + damage dealt, or destroy up to 16,000 cubic feet of nonliving matter), Avatar (up to 20), Banestrike (undead), Battlesense, Control Creatures (up to 16 undead/day, Will save DC 36), Divine Blast (13/day, up to 16 miles, 26d12 points of damage), Divine Shield (13/day, stops 160 points of damage), Divine Spellcasting, Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword), Extra Domain (Protection), Extra Domain (Travel), Gift of Life, Know Death, Life and Death, Mass Life and Death (no two targets can be more than 16 miles apart), Speak with Creature (undead), Undead Mastery (up to 16 undead creatures at once), Undead Qualities.

Domain Powers: Cast law spells at +1 caster level; 16/day protective ward (touched subject gains +20 resistance bonus on next saving throw, maximum duration 1 hour); 16/day *death touch* (if subject touched does not have at least 120 hp, it dies); 20 rounds/day *freedom of movement*.

Spell-Like Abilities: Kelemvor uses these abilities as a 26th-level caster, except for law spells, which he uses as a 27th-level caster. The save DCs are 36 + spell level. *Antimagic field, astral projection, augury, bestow curse, calm emotions, death ward, deathwatch, destruction, dictum, dimension door, dispel chaos, expeditious retreat, find the path, fly, foresight, geas/quest, gentle repose, hold monster,*

locate object, magic circle against chaos, mark of justice, mind blank, order's wrath, phase door, prismatic sphere, protection from chaos, protection from elements, repulsion, sanctuary, shield of law, shield other, slay living, speak with dead, spell immunity, spell resistance, status, summon monster IX (as law spell only), *surelife, teleport without error, true strike, undeath to death, vision, wail of the banshee.*

Cleric Spells/Day (Levels 0–12): 6/9/9/9/9/8/7/7/7/6/2/2/2; base DC = 24 + spell level.

Possessions: Kelemvor carries *Fatal Touch*, a *+5 bastard sword* with the ghost touch, holy, and undead bane special abilities.

Caster Level: 25th; *Weight:* 10 lb.

OTHER DIVINE POWERS

As a greater deity, Kelemvor automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Kelemvor can see, hear, touch, and smell at a distance of sixteen miles. As a standard action, he can perceive anything within sixteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 16 hours.

Portfolio Sense: Kelemvor senses any death sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs.

Automatic Actions: Kelemvor can use Knowledge (arcana), Knowledge (history), Knowledge (nature), Knowledge (planes), or Knowledge (religion) as a free action if the DC for the task is 30 or lower. He also can use any death effect spell or spell from the Repose domain spell list (but not death-related salient abilities) as a free action. He can perform up to twenty such free actions each round.

Create Magic Items: Kelemvor can create any magic weapon or armor, any item that produces a death effect, any item that controls or protects against undead, and any item that reproduces the effects of a spell found on the Repose domain list.

Avatars

Kelemvor's avatars reflect the deity's attachment to his original mortal form. Tanned and weathered from travel, these square-jawed avatars wander the Material Plane quietly, often venturing to the sites of recent battles to ensure that the spirits of the dead pass on as they should to the afterlife. Over the past three years, Kelemvor has become less interested in manifesting in Faerûn. Instead, he sends his avatars on recovery missions to rescue souls wrongfully condemned to the Lower Planes.

Avatar of Kelemvor: As Kelemvor except divine rank 8; AC 58 (touch 37, flat-footed 58); Atk +67/+62/+57/+52 melee (1d10+36/15–20, *+4 ghost touch holy keen undead bane bastard sword*), or spell +58 melee touch or +52 ranged touch; SQ Divine aura (800 ft., DC 28), DR 43/+4, fire resistance 28, SR 40; SV Fort +45, Ref +38, Will +41; all skill modifiers reduced by 8.

Salient Divine Abilities: Banestrike (undead), Control Creatures (up to 8 undead/day, Will save DC 28), Divine Shield (13/day, stops 80 points of damage), Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword), Extra Domain (Protection), Extra Domain (Travel), Gift of Life, Know Death, Life and Death.

Spell-Like Abilities: Caster level 18th, or 19th for law spells; saving throw DC 28 + spell level.

Spells: As Kelemvor, except save DCs against the avatar's cleric spells are 22 + spell level. The avatar has no spell slots above 9th level available.

Symbol by Stephanie Pui-Mun Law

Kossuth

The Lord of Flames, the Firelord

Greater Deity

Symbol:	A twining red flame
Home Plane:	Elemental Plane of Fire
Alignment:	Neutral
Portfolio:	Elemental fire, purification through fire
Worshipers:	Druids, elemental archons, fire creatures, Thayans
Cleric Alignments:	CN, LE, LG, LN, N, NE, NG
Domains:	Destruction, Fire, Renewal, Suffering
Favored Weapon:	Tendril of flame (spiked chain)

Patron to creatures of elemental fire and those entranced by the intricate dance and destructive powers of flame, Kossuth (koh-*sooth*) holds little affection for his followers on Toril. He does, however, reward them frequently, and his cult continues to spread at what some might term an alarming rate. A distant and alien entity, Kossuth seems to have some sort of plan for his mortal followers and rapidly growing church, but none except perhaps his highest clerics have any insight into what that plan may be. To devotees, Kossuth is the cleansing flame, the spark of innovation, the tempering force of reason, and the heart of all passion. They rank fire as the most important of the elements, and sometimes go to dangerous and damaging lengths to prove its supremacy. Kossuth is usually depicted as a huge pillar of flame boiling skyward.

Throughout Faerûn, temples of the Firelord actively recruit from the ranks of the poor and the disaffected, offering a regimented program of progression through self-denial. New recruits adopt a repressive, ascetic lifestyle in hopes that, through recruiting other followers, they will advance to a higher level ("terrace") of the organization. Each new terrace offers more benefits than the one before, enticing members of the lower ranks to greater and greater acts of religious devotion to advance to the next rank. As the stakes become richer, the associated risks become greater, and the faithful often immolate themselves in a display of fire's awesome power. Such a death holds little fear for the dedicated follower, however, who believes that those who die by flame in Kossuth's service will serve him as honored warriors in the hereafter.

Skeptical outsiders view Kossuth's church as a mysterious, highly complex organization that shuns critics but welcomes newcomers with a little too much enthusiasm. They cynically note the high death rate of young aspirants, suggesting that those in the upper echelons purposely send their inferiors on suicide missions to increase their own share of the spoils. The poor and desperate, who fill most of the lower ranks, angrily deny such accusations. For them, the Kossuthan church offers advancement through hardship that can lead to vast wealth and prestige.

Clerics of Kossuth choose sunrise or highsun as their prayer time. Their liturgy holds that the sacred flame originates in the south, so they conduct all prayers and holy services facing that direction. The congregation and clerics of each temple consider the birth date of their high cleric a special holiday, lighting tremendous bonfires and making great sacrifices on such occasions. When a cleric gains a level or is promoted within the church hierarchy, he or she must endure the Oath of Firewalking, a secret ceremony in which the cleric walks upon a bed of burning coals. Clerics often multiclass as monk of the order appropriate to their alignment (see below). Some clerics multiclass as wizards or sorcerers, focusing on fire magic. A rare few become elemental archons (see Chapter 4).

History/Relationships: A supremely powerful elemental being known as Kossuth has lorded over fire since the earliest moments of

the multiverse, though whether or not the contemporary Kossuth is the same primordial being or one in a long line of similarly named successors is a matter of much conjecture. The Lord of Flames rarely intervenes in affairs of the mortal world, spending most of his time embroiled in the intrigues of the Inner Planes. In –150 DR, powerful Raumatharan wizards managed to summon Kossuth from his elemental home and instructed him to destroy a besieging army from hated Narfell. This he did, but he soon turned against the wizards, incinerating their city for their arrogance. The resulting conflagration consumed much of the northern coast of the Alamber Sea, and the fires of Kossuth's anger burned strong for more than a decade after his withdrawal from Toril. He appears to have paid little attention to the world since, though his faithful in Thay credit him with intervening in the disastrous Salamander War of 1357 DR and preventing that from becoming an even greater debacle. Kossuth's name is not among the deities spotted in Faerûn during the Time of Troubles, which suggests either that he somehow escaped Ao's wrath or simply kept quiet as the world fell apart around him.

Kossuth's doctrine of elemental supremacy virtually ensures conflict with the other elemental lords, and the Lord of Flames harbors especial hatred for Istishia, whom he views as pathetic and weak. In response, the King of the Water Elementals instructs his followers to work against the plans of Kossuth at every turn. Open warfare between the two clergies is rampant. The Firelord interacts very little with the other deities of Faerûn. Moradin and Flandal Steelskin honor him for the heat of the forge, but he barely responds. The return of Bane pleases Kossuth, however; the two deities seem to agree on the importance of a strong religious hierarchy and have a common intolerance for the ephemeral and unpredictable nature of chaos.

Dogma: Those fit to succeed will do so. Kossuth's faith is innately superior to all other faiths, particularly that of Istishia. Fire and purity are the same. Smoke is produced by air in its jealousy. The reward of successful ambition is power. Reaching a higher state is inevitably accomplished by difficulty and personal pain of some sort. Kossuth sends his pure fire to cleanse us all and temper our souls so that we can achieve a pure state. Expect to be tested, and rise to the challenge, no matter what difficulty and pain it brings. Those above you have proven their worth and deserve your service. Guide others to Kossuth's pure light so that he may reforge all life into its essential form.

Clergy and Temples: Clerics of Kossuth divide themselves into two factions, the Tendrils and the Burning Braziers. The Tendrils make up the bulk of the order and hold most of the ecclesiastical power. They see to the affairs of the temple, officiate at holy days and ceremonies, and preach to local Kossuthan communities. The Braziers represent the adventuring and missionary arm of the church, traveling the wilderness to bring new lands into Kossuth's scalding, purifying light.

Both factions subscribe to a strict hierarchy. A temple's high cleric, called an Eternal Flame, represents the highest possible religious authority. All are subservient to the local Eternal Flame; Braziers tend to follow the lead of the nearest such leader during their travels. Below the Eternal Flame are various terraces holding dominance over the ranks below. Adherents on the lowest terraces deny themselves all worldly goods and pleasures, donating to the higher terraces all but the minimum needed to remain alive. (In the case of adventuring clerics, this minimum includes armor, weapons, and magic items.) As a cleric advances through the terraces, more and more rights and pleasures are granted to him, but only through great hardship and difficult—often fatal—tests of faith.

Kossuth's adherents tend to be fanatical schemers who wish to "cleanse" the world and rebuild it according to the Firelord's dictates. Highly motivated and easily manipulated, clerics of the lower terraces tend to "burn out" quickly (often literally) in their efforts to advance to the next terrace. Senior clerics use their underlings as pawns, frequently sending them on missions for which they are not properly trained or equipped, so that only those of the highest skill and ambition will advance. All clerics of Kossuth share a fiery temper: They are quick to take offense and use violence to enforce the rigidity of their chosen lifestyle. The primary goal of all clerics is to acquire land, wealth, influence, and power, and few church activities involve anything that does not directly contribute to one of these goals.

The church boasts no fewer than three orders of fighting monks, each corresponding to a different lawful alignment—the Disciples of the Phoenix (good), Brothers and Sisters of the Pure Flame (neutral) and the Disciples of the Salamander (evil). The Kossuthan church has held a place of importance in Thay for generations, in part because it is one of the few agencies by which non-Mulan Thayans can raise their station in life.

Temples to Kossuth follow a ziggurat type of architecture that mirrors the structure of the church at large. Often carved from lava, these imposing edifices feature constantly burning braziers and bonfires, with several dozen adherents tasked with keeping the holy flame alive. The largest Faerûnian temple of Kossuth is the Flaming Brazier, in Bezantur.



Illustration by Lars Grant-West

Kossuth

Kossuth

Fighter 20/Wizard 20
Gargantuan Outsider (Fire)
Divine Rank: 17
Hit Dice: 20d8+240 (outsider) plus 20d10+240 (Ftr) plus 20d4+240 (Wiz) (1,160 hp)
Initiative: +19 (+15 Dex, +4 Improved Initiative)
Speed: 120 ft.
AC: 77 (+15 Dex, –4 size, +17 divine, +30 natural, +9 deflection)
Attacks*: *+4 brilliant energy flaming burst tendril of flame* +73/+68/+63/+58 melee; or spell +65 melee touch or +68 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+4 brilliant energy flaming burst tendril of flame* 2d4+18 plus 1d6 fire/19–20 plus 1d10 fire; or by spell *Always does maximum damage (tendril of flame 26 points plus 6 fire).
Face/Reach: 20 ft. by 20 ft./20 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities.

Special Qualities: Divine aura (17 miles, DC 36), divine immunities, DR 52/+4, familiar (fire snakes), fire subtype, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), *plane shift* at will, remote communication 17 miles, spell resistance 49, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 17) miles.

Saves*: Fort +61, Ref +64, Will +56. *Always receives a 20 on saves.

Abilities: Str 34, Dex 40, Con 35, Int 30, Wis 24, Cha 29.

Skills*: Alchemy +73, Balance +57, Bluff +31, Climb +72, Concentration +92, Diplomacy +53, Gather Information +30, Handle Animal +69, Hide +20, Intimidate +51, Intuit Direction +47, Jump +74, Knowledge (arcana) +73, Knowledge (history) +51, Knowledge (nature) +50, Knowledge (planes) +73, Knowledge (religion) +66, Listen +47, Move Silently +42, Ride (horse) +79, Scry +70, Sense Motive +46, Spellcraft +69, Spot +47, Tumble +59, Wilderness Lore +47. *Always receives a 20 on checks.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Dodge, Empower Spell, Enlarge Spell, Exotic Weapon Proficiency (spiked chain), Expertise, Extend Spell, Great Cleave, Heighten Spell, Improved Bull Rush, Improved Critical (tendril of flame), Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Persistent Spell, Power Attack, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Spring Attack, Still Spell, Sunder, Twin Spell, Weapon Finesse (tendril of flame), Weapon Focus (tendril of flame), Weapon Specialization (tendril of flame), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, fire, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Form, Alter Size, Call Creatures (up to 17 creatures with the fire subtype serving simultaneously, each with up to 17 HD), Control Creatures (up to 17 creatures with the fire subtype/day, Will save DC 34), Divine Blast (12/day, up to 17 miles, 26d12 points of damage), Divine Celerity 17 minutes, Divine Fire Mastery (sense 171 ft.), Divine Recall (great conflagrations), Divine Shield (15/day, stops 170 points of damage), Divine Spellcasting, Divine Storm (170 ft., Fort save 34), Divine Weapon Focus (tendril of flame), Divine Weapon Specialization (tendril of flame), Energy Burst (fire, 17d8 points of fire damage, 170-ft. radius, save DC 40), Energy Storm (fire, 17 fire and 17 holy damage per round), Extra Domain (Suffering), Extra Energy Immunity (fire), Possess Mortal (Will DC 34, up to 20 mortals at once), Shapechange, Shift Form, Sunder and Disjoin (save DC 28), True Shapechange.

Shift Form: This power allows Kossuth to shift between his humanoid and his pillar of flame forms.

Domain Powers: 17/day smite (+4 on attack and +17 on damage for one weapon attack); 17/day turn or destroy water creatures, or rebuke or command fire creatures; 17/day regain 1d8 + 9 hp if brought below 0 hp (but not to –10 hp or below); 17/day pain touch (subject touched suffers a –2 enhancement penalty on Strength and Dexterity for 1 minute).

Spell-Like Abilities: Kossuth uses these abilities as a 27th-level caster. The save DCs are 36 + spell level. *Atonement, bane, bestow curse, burning hands, charm person, circle of doom, contagion, disintegrate, earthquake, elemental swarm* (as a fire spell only), *endurance, enervation, eyebite* (sicken only), *feeblemind, fire seeds, fire shield, fire storm, freedom, greater restoration, harm, heroes' feast, horrid wilting, implosion, incendiary cloud, inflict critical wounds, inflict light wounds, lesser restoration, polymorph any object, produce flame, reincarnate, remove disease, resist elements* (as cold or fire spell only), *shatter, symbol* (pain only), *wall of fire*.

Wizard Spells/Day (Levels 1–10): 4/7/7/6/6/6/6/5/5/5/2; base DC = 22 + spell level.

Possessions: Kossuth uses a tendril of flame from his own body as a weapon. It functions as a *+4 spiked chain* with the brilliant energy and flaming burst special abilities.

Caster Level: 25th; *Weight:* 15 lb.

OTHER DIVINE POWERS

As a greater deity, Kossuth automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Kossuth can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 17 hours.

Portfolio Sense: Kossuth senses any fire seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs.

Automatic Actions: Kossuth can use Knowledge (arcana), Knowledge (history), Knowledge (nature), Knowledge (planes), or Knowledge (religion) as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Kossuth can create any magic item that produces fire, such as a *wand of fireball*, or specifically protects against it, such as a *ring of major fire resistance*.

Lathander

The Morninglord
Greater Deity

Symbol:	Sunrise made of rose, red, and yellow gems
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Athletics, birth, creativity, dawn, renewal, self-perfection, spring, vitality, youth
Worshipers:	Aristocrats, artists, athletes, merchants, monks (Sun Soul), the young
Cleric Alignments:	CG, LG, NG
Domains:	Good, Nobility, Protection, Renewal, Strength, Sun
Favored Weapon:	"Dawnspeaker" (light or heavy mace)

Whenever humans embark on a new journey, enter a contract, or start a political or romantic relationship, chances are good that they whisper a prayer to Lathander (lah-*than*-der), deity of dawn, renewal, and vitality. Though he is among the oldest of the Faerûnian pantheon, the Morninglord nonetheless retains the cheery optimism of youth that makes him the perfect symbol of beginnings. Ever willing to pass over the defeats of today to focus on the victories of tomorrow, Lathander preaches a doctrine of proactive good works and constant reevaluation of society's traditions and mores. He also urges the destruction of undead, which he views as a vile corruption that mocks creation and true life.

Critics suggest that Lathander's aggressive altruism often gets in the way of his good sense. His vanity and enthusiasm cause him to discount the consequences of his actions. He simply hopes for the best and attacks a problem head on, regardless of the ramifications. Never was this character flaw so clearly illuminated than during the Dawn Cataclysm, a catastrophe second only to the Time of Troubles,

in which Lathander attempted to reshape the entire pantheon in his own image and thereby triggered a major divine struggle. His ultimate failure resulted in the destruction of several deities and powerful outsiders, led to the collapse of a half-dozen theocracies, and presaged the fall of Myth Drannor.

Despite the failures of the distant past, Lathander's faith remains extremely popular and powerful today, especially among idealistic young nobles (though seldom their parents). They claim to be personally tasked by the Morninglord to see to the affairs of their lessers, as though their fortuitous accident of noble birth granted them a writ to serve as Lathander's mortal representatives. For many young aristocrats, a foray into Lathanderism represents a last act of rebellion before accepting the responsibilities of the nobility. Those of truer heart, however, remain in the church and often end up making a profound difference in their community. Commoners appreciate such treatment, making the Morninglord popular among all social classes.

Clerics of Lathander pray at dawn. Most holy services take place just as the light of the sun breaks the horizon, with secondary gatherings occurring at highsun and sunset. Ceremonies are joyful but dignified and feature singing, offerings, and ritual drinking of well water touched by the light of dawn. On Midsummer morning and on the mornings of the vernal and autumnal equinoxes, Lathanderian clerics perform the Song of the Dawn, a popular and complex musical ceremony that attracts even nonworshipers to the Morninglord's cathedrals. Lawful clerics often multiclass as paladins.



History/Relationships: Lathander's friendly demeanor makes him almost as popular among other deities as he is among the mortals of Toril. The deities, however, tend to have longer memories than their followers; many appreciate Lathander's calls to action and altruistic rants but try to keep him from doing too much damage to the status quo. He gets on well with other idealistic deities such as Eldath and Lliira, or with those, such as Lurue and Siamorphe, who prefer to focus on the pleasurable and good things in life. The Morninglord's command over creativity brings him into friendly contact with Oghma, Milil, and Gond, and his unflinching hatred of the undead has made him a fast ally of Kelemvor. Chauntea seems to appreciate his exuberance more than any other member of the Faerûnian pantheon, perhaps because it brightens her ancient soul. She and Lathander believe that their fates are intertwined, and while their romance has faded and flared intermittently over the centuries, they always seem to return to each other.

Lathander somewhat naively holds evil deities such as Bane, Cyric, Loviatar, and Talos personally responsible for the majority of Toril's ills. He particularly dislikes Shar, whom he views as an eternally corrupting force, the foul cancer at the heart of every shadowy intrigue against him and his church. Lathander believes that the Dawn Cataclysm occurred because spies of the Lady of Loss secretly corrupted his efforts, and he is hatching plans to ensure that does not happen again.

Helm harbors ill feelings toward the Morninglord that date back to the Dawn Cataclysm, when Lathander indirectly caused the destruction of Helm's lover Murdane, a lesser deity of reason and pragmatism. No doubt the Vigilant One would be chagrined to learn that Lathander has, since the Time of Troubles, been working on some of the incantations and machinations that brought about that catastrophe so long ago. Oghma, Chauntea, and Lliira know of Lathander's plans, but so far, each has remained silent. With the return of Bane, many progressive deities believe that direct action must be taken to destroy evil once and for all, and that no unintended consequences of Lathander's plans could be as threatening to the world as simply standing by and doing nothing.

Dogma: Strive always to aid, to foster new hope, new ideas, and new prosperity for all humankind and its allies. It is a sacred duty to foster new growth, nurture growing things, and work for rebirth and renewal. Perfect yourself, and be fertile in mind and body. Wherever you go, plant seeds of hope, new ideas, and plans for a rosy future in the minds of all. Watch each sunrise. Consider the consequences of your actions so that your least effort may bring the greatest and best reward. Avoid negativity, for from death comes life, and there is always another morning to turn a setback into a success. Place more importance in activities that help others than in strict adherence to rules, rituals, and the dictates of your seniors.

Clergy and Temples: Clerics of Lathander tend to be ebullient utopists, "morning people" in every sense of the phrase. They encourage social, cultural, and political progress as agents of personal liberty, artistic expression, and racial harmony. Lathander's clerics sponsor athletic and artistic competitions to showcase the talents of the community, and they often finance the recovery of lost treasures or important symbols to give the people hope and encourage further good works. The tenets of Lathanderism urge respect toward one's fellows and the natural world and intolerance for evil or those who unwittingly aid evil through slothful inaction. Militant followers stand at the vanguard of efforts to clear civilized lands of harmful beasts or purge the taint of the undead from the world. Powerful members of the church protect their communities from malign extraplanar interests by acting as exorcists or fiendslayers. The church recognizes no central authority; the head of each temple is afforded similar respect by followers everywhere. Clerics refer to one another as Dawnbringers.

The ostentatious cathedrals of Lathander, with their abundant statuary and gaudy stained-glass windows, reflect the order's great wealth. All temples include a mass hall that faces eastward, allowing the congregation to watch the first rays of the rising sun. In crowded or walled cities, temples are built for height, with ceremonies held on the third or even fourth floor of the structure. When such construction is impossible, a complex series of mirrors channels the sun's rays. Lathanderian architecture is dominated by elaborate fountains that often spill into shallow moats of holy water winding throughout the temple complex.

Within the last year, Lathander's most trusted servants have received word of their deity's secret plan. Dawnbringers refer to a mysterious event known as the Deliverance, which will have important consequences for the world, especially for those who are antithetical to Lathanderian beliefs. No mortals know the details of the Deliverance, but the prospect of the Morninglord taking a more active role in the affairs of Toril fills his already excitable worshipers with an almost unsettling glee. They have initiated an aggressive proselytizing effort to encourage others to join their church before it is too late.

Symbol by Stephanie Pui-Mun Law

Lathander

Fighter 20/Cleric 20/Divine Champion 5
Medium-Size Outsider (Good)
Divine Rank: 17
Hit Dice: 20d8+180 (outsider) plus 20d10+180 (Ftr) plus 20d8+180 (Clr) plus 5d8+45 (Chm) (1,155 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 79 (+9 Dex, +17 divine, +30 natural, +13 deflection)
Attacks*: *+5 disruption ghost touch holy heavy mace* +77/+72/+67/+62 melee; or spell +71 melee touch or +69 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.

Damage*: +5 *disruption ghost touch holy heavy mace* 1d8+23/19–20; or by spell *Always does maximum damage (heavy mace 31 points).

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domain powers, salient divine abilities, smite infidel (1/day, +13 on attack and +5 on damage for one weapon attack), spell-like abilities, turn undead 20/day.

Special Qualities: Divine aura (17 miles, DC 40), divine immunities, divine wrath (1/day, +3 on attacks, damage, and saves for 13 rounds, DR 5/–), DR 52/+4, fast healing 37, fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), *lay on hands* (18 hp), *plane shift* at will, remote communication 17 miles, sacred defense +2, spell resistance 49, spontaneous casting of divine spells, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.

Saves*: Fort +60, Ref +60, Will +64. *Always receives a 20 on saves.

Abilities: Str 33, Dex 28, Con 28, Int 26, Wis 37, Cha 36.

Skills*: Appraise +36, Balance +48, Bluff +53, Climb +60, Concentration +81, Diplomacy +104, Gather Information +53, Handle Animal +54, Heal +98, Hide +35, Intimidate +32, Jump +62, Knowledge (arcana) +48, Knowledge (history) +48, Knowledge (nobility and royalty) +48, Knowledge (planes) +48, Knowledge (religion) +61, Listen +63, Move Silently +35, Perform +42, Ride (horse) +71, Scry +48, Search +55, Sense Motive +59, Spellcraft +48, Spot +53, Swim +51, Tumble +36. *Always receives a 20 on checks.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Rod, Craft Wondrous Item, Dodge, Empower Spell, Expertise, Extend Spell, Extra Turning, Great Cleave, Heighten Spell, Improved Bull Rush, Improved Critical (heavy mace), Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Mounted Combat, Persistent Spell, Power Attack, Quicken Spell, Ride-By Attack, Silent Spell, Spell Penetration, Spirited Charge, Spring Attack, Trample, Twin Spell, Weapon Focus (heavy mace), Weapon Specialization (heavy mace), Whirlwind Attack.

Illustration by Mark Smylie



Lathander

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 50 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Avatar (up to 20), Banestrike (undead), Call Creatures (up to 17 devas serving simultaneously, each with up to 17 HD), Divine Blast (16/day, up to 17 miles, 30d12 points of damage), Divine Fast Healing, Divine Inspiration (hope, up to 17 creatures/day), Divine Radiance (170-foot radius, 8d6 or 8d12 points of damage against undead), Divine Shield (12/day, stops 170 points of damage), Divine Spellcasting, Extra Domain (Good), Extra Domain (Protection), Extra Domain (Strength), Gift of Life, Life and Death, Mass Life and Death (no two targets can be more than 17 miles apart), Power of Nature (17-mile radius, duration concentration + up to 17 minutes), Rejuvenation (returns in 10d10–17 days if killed in his own realm or 10d10–34 days if killed in his own realm that is a divinely morphic Outer Plane), Sunder and Disjoin (save DC 32), Undead Mastery (up to 17 undead creatures at once).

Domain Powers: Cast good spells at +1 caster level; 17/day *inspire allies* (+2 morale bonus on saves, attacks, ability checks, skill checks, and weapon damage for 13 rounds); 17/day protective ward (touched subject gains +20 resistance bonus on next saving throw, maximum duration 1 hour); 17/day regain 1d8 + 13 hp if brought below 0 hp (but not to –10 hp or below); 17/day feat of strength (+20 enhancement bonus to Str for 1 round); 17/day greater turning.

Spell-Like Abilities: Lathander uses these abilities as a 27th-level caster, except for good spells, which he uses as a 28th-level caster. The save DCs are 40 + spell level. *Aid, antimagic field, atonement, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, charm person, demand, discern lies, dispel evil, divine favor, endure elements* (as cold or fire spell only), *endure elements, enthrall, fire seeds, fire shield, flame strike, freedom, geas/quest, greater command, greater restoration, heat metal, heroes' feast, holy aura, holy smite, holy word, lesser restoration, magic circle against evil, magic vestment, mind blank, polymorph any object, prismatic sphere, protection from elements, protection from evil, reincarnate, remove disease, repulsion, righteous might, sanctuary, searing light, shield other, spell immunity, spell resistance, stoneskin, storm of vengeance, summon monster IX* (as good spell only), *sunbeam, sunburst.*

Cleric Spells/Day (Levels 0–13): 6/10/9/9/9/9/7/7/7/7/2/2/2/2; base DC = 25 + spell level.

Possessions: Lathander carries *Dawnspeaker*, a *+5 heavy mace* with the disruption, ghost touch, and holy special abilities.

Caster Level: 25th; *Weight:* 12 lb.

OTHER DIVINE POWERS

As a greater deity, Lathander automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Lathander can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any

location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 17 hours.

Portfolio Sense: Lathander senses any birth seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs. He is similarly aware of everything that happens within an hour of each dawn. (This awareness is extended to the period within 3 hours of each dawn in the spring, when Lathander's power waxes strong).

Automatic Actions: Lathander can use Knowledge (arcana), Knowledge (history), Knowledge (nobility and royalty), Knowledge (planes), Knowledge (religion) as a free action if the DC for the task is 30 or lower. He can perform up to 20 such free actions each round.

Create Magic Items: Lathander can create any kind of item that confers magical healing, such as a *staff of healing*.

Avatars

Lathander's avatars appear as young, gold-skinned, athletic human men ready with a calm smile and pleasant demeanor. They wear the richest of robes, splendid crowns, and dawn-colored robes when on missions of diplomacy and beautiful but nonetheless effective fluted sliver and gold armor when conducting violent business. Very rarely, Lathander eschews his favored human form for his favorite nonhuman form, that of the sunpeacock, a light-colored bird with an enormous decorated tail numerous in the southlands. Whatever the form, Lathander sends an avatar to the Prime to teach important lessons, reveal divine truth, and, on rare occasions, personally resurrect a stalwart friend of the Church.

Avatar of Lathander: As Lathander except divine rank 8; AC 61 (touch 40, flat-footed 52); Atk +68/+63/+58/+53 melee (1d8+23/19–20, *+5 disruption ghost touch holy heavy mace*), or spell +62 melee touch or +60 ranged touch; SQ Divine aura (800 ft., DC 31), DR 43/+4, fire resistance 28, SR 40; SV Fort +51, Ref +51, Will +55; all skill modifiers reduced by 9.

Salient Divine Abilities: Alter Size, Call Creatures (up to 8 devas serving simultaneously, each with up to 8 HD), Divine Inspiration (hope, up to 8 creatures/day), Divine Radiance (80-foot radius), Divine Shield (12/day, stops 80 points of damage), Extra Domain (Good), Extra Domain (Protection), Extra Domain (Strength), Gift of Life, Life and Death.

Spell-Like Abilities: Caster level 18th, or 19th for good spells; saying throw DC 31 + spell level.

Spells: As Lathander, except save DCs against the avatar's cleric spells are 23 + spell level. The avatar has no spell slots above 9th level available.

Lolth

Queen of Spiders, Queen of the Demonweb Pits
Intermediate Deity

Symbol:	Black spider with female drow head hanging from a spider web
Home Plane:	Demonweb Pits
Alignment:	Chaotic evil
Portfolio:	Assassins, chaos, darkness, drow, evil, spiders
Worshipers:	Drow and depraved elves, sentient spiders
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Drow, Evil, Darkness, Destruction, Spider, Trickery
Favored Weapon:	A spider (dagger)

Cruel and capricious, Lolth (*loalth*) embodies the absolute evil of the drow. She is malicious in her dealings with others and coldly vicious in a fight, coveting the power of deities worshiped by the surface races. Some believe her to be insane, because the Queen of Spiders pits her own worshipers against one another in an endless struggle for "station." She can be kind and aids those she fancies, but she thrives on death, destruction, and torture—including those of her own worshipers who have displeased her. Although she can appear in the form of a giant black widow spider with crimson eyes, Lolth's true form is that of a human-sized, exquisitely beautiful female drow.

The Queen of Spiders is the subject of terrifying legend among most surface dwellers and seen as virtually synonymous with the greatly feared drow. Few elves are even willing to discuss their deep-dwelling kin, let alone the dark deity who is blamed in large part for their depravity. Only the drow clerics of Eilistraee are even willing to speak of Lolth, and their fury at her enslavement of their kin exceeds even that of the other elven subraces. In the Underdark, her church is a well-known evil, hated by dwarves, svirfneblin, and other races for the cruelty of her clerics. Dark elves who venerate other evil deities, as well as all male drow who pay her homage, revile the church of the Spider Queen for its power—though they would seize such power for themselves if they could.

Clerics of Lolth pray for spells after waking from trance or before retiring to trance. They are always female. Lolth requires regular homage from her clerics: submission in prayer, plus offerings. Lolth's aid requires sacrifices, traditionally the blood of drow faithful or captured foes, spilled with a spider-shaped knife whose eight descending legs are blades. Ceremonies sacrificing surface elves are performed monthly during nights of the full moon as deliberate affronts to Sehanine, Lolth's hated rival. Rituals customarily take place among women only, in a sacred room or area, but those requiring extraordinary power or a public display may be celebrated in the open and in mixed company. The most powerful ceremonies defy description and are seldom seen by nondrow.

Rituals to Lolth involve the burning of precious oils and incense, live offerings, and riches of all sorts, particularly gems. These are customarily placed in a bowl-shaped depression in a black altar or a burning brazier, from which black-and-red flames leap to consume the offerings. If the deity is angered, or impostors are present, the flames may also arc to consume other valuables, such as magic items, jewelry, and clothing. Large, important rituals customarily use eight braziers, to provide additional flame and to represent Lolth's eight legs.

Lolth allows herself to be contacted directly (such as with a *commune* spell) only when it pleases her to do so. Otherwise, the call reaches her servant yochlols (amorphous demons able to take the form of an elf or spider). When Lolth is displeased, she sends a yochlol or a myrlochar (a spider demon of lesser rank) to attack the cleric. Lolth's clerics sometimes multiclass as arachnes (see Chapter 4), fighters, or sorcerers.

History/Relationships: Lolth was once Araushnee, the consort of Corellon Larethian, patron of artisans, the deity of elven destiny, and—later, by Corellon's decree—the keeper of those elves who shared her darkly beautiful features. The Weaver of Destiny bore her lover two children, Eilistraee and Vhaeraun, before she betrayed him and tried to invade Arvandor, along with Ghaunadaur, Malar, and many other fell deities. For her crimes, Araushnee was banished to the Abyss in the form of a spider demon, where she took the name Lolth. As the original patron of the dark elves, the Queen of Spiders established herself as the unchallenged ruler of the drow pantheon. Lolth finds it convenient to ally herself on occasion with Loviatar and Malar, and, since the Time of Troubles, to masquerade as Moander, an ancient deity of rot, corruption, and decay. Lolth's foes include the Seldarine (the elven pantheon), Ghaunadaur, Eilistraee, nondrow Underdark deities, and Gruumsh.

Dogma: Fear is as strong as steel, while love and respect are soft and useless. Convert or destroy nonbeliever drow. Weed out the weak and the rebellious. Destroy impugners of the faith. Sacrifice males, slaves, and those of other races who ignore the commands of Lolth or her clerics. Raise children to praise and fear Lolth; each family should produce at least one cleric to serve her. Questioning Lolth's motives or wisdom is a sin, as is aiding nondrow against the drow, or ignoring Lolth's commands for the sake of a lover. Revere arachnids of all kinds; those who kill or mistreat a spider must die.

Clergy and Temples: Clerics of Lolth are the rulers, police forces, judges, juries, and executioners of drow society. They wield power in keeping with the cruel and capricious nature of Lolth herself, and manipulate (often by brute force) their fellow drow to behave as their deity. The ultimate aim of every cleric is to achieve and keep the favor of Lolth. They believe that the spirits of those who die in her favor go to the Demonweb Pits, where they become yochlol and other servant creatures, while those in Lolth's disfavor pass into torment on another plane somewhere. (Accursed souls may someday return to Faerûn as snakes or spiders; drow beliefs on such matters often change with time and location.) Although she often rewards treachery and cruelty, Lolth does not look kindly on those who let personal grudges and vengeance bring defeat or shame to their House, clan, city, or band.

Drow noble Houses have their own private temples, and every drow city ruled by the church of Lolth has at least one large, open public gathering area for large rituals, calls to war, and the like. Most cities also have a grand temple to the Spider Queen, used for training clerics. In every temple, despite large differences in size, opulence, and importance, certain constants apply. Inner chambers are for the worship and business of Lolth, including most spellcasting. These chambers are always shrouded in darkness, except for the radiance involved in spellcasting and rituals. Antechambers are set aside for war councils and most business wherein clerics meet with drow males and outsiders. Most temples have guardian creatures, often hidden and occasionally magical in nature, which usually include spiders of all sorts. Statuettes of the Spider Queen, usually worked of black stone, are present in all temple chambers. Marble and obsidian are favored materials for statuary and temple furniture. There are always large braziers, ornately carved with spider shapes, and at least one altar of black stone.

When participating in rituals, clerics of Lolth work unclad or wear black robes trimmed with dark red and purple (lesser or novitiate clerics instead wear dark purple or red trimmed with black). In some cities, they wear ornate helms carved to resemble writhing spiders, while in others heads are always left uncovered. Jewelry consists of spider medallions and similar pieces, all made of platinum. Clerics prefer to display either a platinum disk at least 3 inches in diameter with Lolth's holy symbol embossed in black enamel or a platinum representation of it, on a platinum or mithral chain.

Chaotic in the extreme, the church of Lolth has little formal hierarchy outside that imposed by its most powerful members and shaped by the will of Lolth. In drow cities ruled by clerics of the Spider Queen, such as fabled Menzoberranzan, the seniormost clergy also lead the most powerful drow noble Houses and rule through a noble council led by a single Matron Mother. In other cities, there may not be a single ruling council or a single ruling cleric. In most cases, the hierarchy of the church is inextricably linked with the theocracy of the associated city.

Symbol by Stephanie Pui-Mun Law



Lolth

Cleric 20/Fighter 10/Wizard 10
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 15
Hit Dice: 20d8+120 (outsider) plus 20d8+120 (Clr) plus 10d4+60 (Ftr) plus 10d4+60 (Clr) (820 hp)
Initiative: +9
Speed: 60 ft., climb 30 ft.
AC: 73 (+9 Dex, +15 divine, +28 natural, +11 deflection)
Attacks: Bite +65 melee, or +5 *chaotic ghost touch unholy spider* +67/+62/+57/+52 melee; or +5 *chaotic ghost touch unholy whip* +70/+65/+60/+55 ranged; or spell +62 melee touch or +64 ranged touch.
Damage: Bite 1d6+12 plus poison/19–20, or +5 *chaotic ghost touch unholy spider* 1d4+12/19–20; or +5 *chaotic ghost touch unholy whip* 1d2+7; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, rebuke undead 14/day, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (1,500 ft., DC 36), divine immunities, DR 50/+4, drow traits, familiar (spiders), fire resistance 35, godly realm (10 miles Outer Plane, 1,500 ft. Material Plane), *plane shift* at will, remote communication 15 miles, spontaneous casting of divine spells, SR 47, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.
Saves: Fort +53, Ref +58, Will +62.
Abilities: Str 24, Dex 29, Con 22, Int 41, Wis 41, Cha 32.
Skills*: Alchemy +69, Appraise +50, Balance +28, Bluff +83, Climb +43, Concentration +84, Craft (weaving) +93, Diplomacy +54, Disguise +77, Escape Artist +52, Gather Information +49, Hide +81, Intimidate +55, Jump +39, Knowledge (arcana) +93, Knowledge (history) +66, Knowledge (planes) +66, Knowledge (religion) +89, Listen +70, Move Silently +61, Scry +83, Search

Behind the Curtain: Same Deity, Different World

Most campaign worlds have their own pantheons, and rarely does the same deity ever appear in more than one world setting. One of the few exceptions to this rule is Lolth, who appears in both the core D&D pantheon and the Faerûnian pantheon in the *Forgotten Realms Campaign Setting*. Though her history differs between the two settings, she remains very much the same deity.

When such a situation occurs, the deity's statistics may vary slightly from one setting to another. For example, Lolth has six domains in Forgotten Realms and only four in the core D&D pantheon. Therefore, though in both versions she has the same number of salient divine ability slots available, the Forgotten Realms Lolth must use three of those for extra domains, whereas the core D&D version devotes only one to an extra domain. The domain powers corresponding to Lolth's additional domains may also result in slight alterations to her statistics. For example, the Drow domain grants the Forgotten Realms Lolth the Lightning Reflexes feat, which increases her Reflex saving throw.

+75, Sense Motive +68, Spellcraft +93, Spot +77, Swim +45, Tumble +54. *Always receives a 20 on checks.

Feats: Blind-Fight, Brew Potion, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Divine Might, Dodge, Empower Spell, Exotic Weapon Proficiency, Expertise, Extend Spell, Greater Spell Penetration, Improved Critical (bite), Lightning Reflexes, Maximize Spell, Mobility, Power Attack, Quicken Spell, Reach Spell, Scribe Scroll, Spell Mastery, Spell Penetration, Spring Attack, Superior Expertise, Weapon Finesse (bite), Weapon Focus (bite), Weapon Focus (whip), Weapon Specialization (bite), Weapon Specialization (whip), Whirlwind Attack.

Drow Traits: +2 racial bonus on Will saves against enchantment spells or effects, darkvision, entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it, +2 bonus on Will saves against spells or spell-like abilities, light blindness (blinded for 1 round by abrupt exposure to bright light, –1 penalty on all attack rolls, saves, and checks while operating in bright light).

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 46 for duplicated spells, temporary nonmagical objects last 15 days, temporary magic items or creatures last 15 hours), Alter Size, Arcane Mastery, Avatar (up to 10), Call Creatures (up to 15 vermin serving simultaneously, each with up to 15 HD), Control Creatures (up to 15 drow/day, Will DC 36), Divine Blast (14/day, up to 15 miles, 26d12 points of damage), Divine Shield (9/day, stops 150 points of damage), Extra Domain (Chaos), Extra Domain (Darkness), Extra Domain (Evil), Grow Creature (up to 15 vermin/day), Hand of Death (Fort DC 46), Mass Divine Blast (up to 75 targets, no two of which can be more than 15 miles apart, or a cone up to 1,500 ft. long, or a burst or spread with a radius of up to 750 ft. and a height of up to 150 ft.), Shift Form, Speak with Creature (vermin), Spontaneous Wizard Spells.

Shift Form: This power allows Lolth to shift between her drow and spider form.

Poison: Creatures Lolth bites while in her spider form take 3d6 points of temporary Strength damage unless they make a DC 41 Fort save. After 1 minute, creatures must make an additional DC 41 Fort save or take an additional 3d6 points of temporary Strength damage.

Webs: In her spider form, Lolth can produce webs eight times per day. She can cast the web as a net or create sheets of webbing up to 60 feet square, like a monstrous spider (see the *Monster Manual*). Lolth's webs have an Escape Artist DC of 47, a break DC of 53, and 33 hit points per 5-foot section.



Lolth

Illustration by Puddnhead

Furthermore, Lolth's webs are toxic. Creatures touching a web (except Lolth or spiders) take 1d6 points of temporary Strength damage unless they make unless they make Fort saves (DC 41). After 1 minute, poisoned creatures must make additional Fort saves (DC 41) or take an additional 1d6 points of temporary Strength damage.

Domain Powers: Cast chaotic spells at +1 caster level; cast evil spells at +1 caster level; 15/day smite (+4 on attack and +20 on damage for one weapon attack); 15/day rebuke or command plant creatures.

Spell-Like Abilities: Lolth uses these abilities as a 25th-level caster, except for chaotic spells and evil spells, which she uses as a 26th-level caster. The save DCs are 38 + spell level. *Animate objects, armor of darkness, blacklight, blasphemy, blindness/deafness, change self, chaos hammer, circle of doom, clairaudience/clairvoyance, cloak of chaos, cloak of dark power, confusion, contagion, create undead, creeping doom, darkbolt, desecrate, discern lies, disintegrate, dispel good, dispel law, earthquake, false vision, gate, giant vermin, greater dispelling, greater planar ally, harm, implosion, inflict critical wounds, inflict light wounds, insect plague, invisibility, magic circle against good, magic circle against law, mislead, nightmare, nondetection, obscuring mist, phantom steed* (vermin), *polymorph any object, power word, blind, power word, kill, protection from good, protection from law, prying eyes, screen, shatter, spider climb, spider curse, spider shapes, spiderform, stone spiders, suggestion, summon monster IX* (as chaos or evil spell only), *summon swarm, time stop, unholy aura, unholy blight, word of chaos.*

As a drow, Lolth also has the ability to use *dancing lights, darkness,* and *faerie fire* each 1/day, caster level 60th.

Cleric Spells/Day: 6/10/10/10/9/9/8/8/7/7; base DC = 25 + spell level.

Wizard Spells/Day: 4/8/8/7/6/5; base DC = 25 + spell level.

Possessions: Lolth uses live spiders as weapons. Each functions as a *+5 dagger* with the chaotic, ghost touch, and unholy special abilities.

Caster Level: 25th; *Weight:* 1/10th lb.

Lolth also carries a *+5 whip* with the chaotic, ghost touch, and unholy special abilities.

Caster Level: 25th; *Weight:* 2 lb.

Other Divine Powers

As an intermediate deity, Lolth automatically receives a die result of 20 on any check. She treats a 1 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

Senses: Lolth can see (using normal vision or darkvision), hear, touch, and smell at a distance of fifteen miles. Lolth's vision penetrates even magical darkness. As a standard action, she can perceive anything within fifteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 15 hours.

Portfolio Sense: Lolth senses anything that affects drow welfare the instant it happens and retains the sensation for fifteen tendays after the event occurs. She is similarly aware whenever drow make war or commit violence against each other.

Automatic Actions: Lolth can use Knowledge (arcana), Knowledge (history), Knowledge (religion), or Knowledge (the planes) as a free action if the DC for the task is 25 or lower. She can also use her Hide skill as a free action. She can perform up to ten such free actions each round.

Create Magic Items: Lolth can create light or medium armor, simple or martial weapons, items that create darkness, such as a *scroll of darkness* or a *wand of deeper darkness*, divination items, such as a *crystal ball*, and items that disguise the user, such as a *hat of disguise*, as long as the item's market price does not exceed 200,000 gp.

Avatars

Lolth often sends her avatars to check up on her clerics or intimidate her foes.

Avatar of Lolth: As Lolth except divine rank 7; AC 57 (touch 37, flat-footed 48); Atk +57 melee (1d6+12 plus poison/19–20, bite), or +59/+54/+49/+44 melee (1d4+12/19–20, *+5 chaotic ghost touch unholy spider*), or +62/+57/+52/+47 ranged (1d1+7, *+5 chaotic ghost touch unholy whip*), or spell +54 melee touch or +56 ranged touch; SQ Divine aura (700 ft., DC 28), DR 42/+4, fire resistance 27, SR 39; SV Fort +72, Ref +82, Will +74; all skill modifiers reduced by 8.

Poison: As Lolth, except the save DC is 33.

Webs: As Lolth, except the webs have an Escape Artist DC of 39, a break DC of 45, and 25 hit points per 5-foot section. The web's poison save DC is 33.

Salient Divine Abilities: Alter Form, Alter Size, Call Creatures (up to 8 vermin serving simultaneously, each with up to 8 HD), Divine Shield (9/day, stops 80 points of damage), Extra Domain (Chaos), Extra Domain (Darkness), Extra Domain (Evil), Hand of Death (Fort DC 38), Shift Form.

Spell-Like Abilities: Caster level 17th, or 18th for chaos or evil spells; saving throw DC 28 + spell level.



Symbol by Stephanie Pui-Mun Law

Malar

The Beastlord, the Black-Blooded Pard

Lesser Deity

Symbol:	Bestial claw with brown fur and curving bloody talons
Home Plane:	Fury's Heart
Alignment:	Chaotic Evil
Portfolio:	Bloodlust, evil lycanthropes, hunters, marauding beasts and monsters, stalking
Worshipers:	Hunters, evil lycanthropes, sentient carnivores, rangers, druids
Cleric Alignments:	CE, CN, NE
Domains:	Animal, Chaos, Evil, Moon, Strength
Favored Weapon:	A beast's claw (claw bracer)

Malar (*mahl*-arr) is a primordial, savage deity who revels in the hunt and the blood of the kill. Appearing as a sleek and supple catlike beast with blood-spattered ebony fur, Malar delights in instilling fear in his victims, for he can literally smell and taste the essences of their terror. The Beastlord is known by many names in many lands, including the Stalker along the shores of the Vilhon Reach, the Render across the Endless Ice and the Great Glacier, the Blue Bear among the Uthgardt, and Herne among the orcs of the High Forest.

In civilized settings, the church of Malar is widely loathed, for its members—often evil lycanthropes—are some of the most dangerous threats to the safety of the local populace. Along the frontier and in wilderness settings, however, those who must hunt for food reluctantly pay homage to the Beastlord, even as they fear his cruelty. Outsiders sometimes differentiate between "Hunts," as Malarite bands are known, that operate openly and those that stalk the night. Some realms, such as Cormyr, legally recognize the former as having dominion over hunting while considering the latter to be little more than dangerous predators to be driven off or slain.

Clerics of Malar pray for spells at night, preferably under a full moon. They also offer prayers to the Beastlord before the chase, during pursuit, and while drinking a toast over the slain quarry (sometimes with its blood). The droning Bloodsong is intoned over the bodies of all creatures slain during a hunt, and specific ritual prayers and chants accompany feasting on any prey. Two great rituals are the Feast of the Stags and the High Hunt. In the former, clerics and worshipers of Malar hunt plenty of game before Highharvestide and then invite all (especially those not of the faith) to join them at a feast, where they pledge to hunt in the coming winter to provide for the needy. (This is one of the few things the church does that pleases the common folk.) During the High Hunt, held each season, worshipers adorned in kill trophies hunt a humanoid, who can win his or her life and a boon by escaping or surviving a day and a night. Malar's clerics often multiclass as barbarians, rangers, or druids. Many are evil lycanthropes such as werewolves.

History/Relationships: Malar is an ancient deity who dates back to the days when the first beasts stalked the land. He has always hated the Fair Folk and maintains a long-standing alliance with Lolth against the Seldarine. Over the centuries, he has tried to usurp power from other deities with varying degrees of success. He is one of the Deities of Fury, along with Talos (his superior), Auril, and Umberlee, and he is allied with dark deities such as Bane and Loviatar. The Beastlord fights against the deities of peace, civilization, and nature, but harbors a particular loathing for Nobanion since that deity defeated him in a fierce conflict, known as the Roar of Shadows, during the Time of Troubles.

Dogma: Survival of the fittest and the winnowing of the weak are Malar's legacy. A brutal, bloody death or kill has great meaning. The crux of life is the challenge between the hunter and the prey, the determination of who lives or dies. View every important task as a hunt. Remain ever alert and alive. Walk the wilderness without trepidation, and show no fear in the hunt. Savagery and strong emotions defeat reason and careful thought in all things. Taste the blood of those you slay, and never kill from a distance. Work against those who cut back the forest and who kill beasts solely because they are dangerous. Slay not the young, the pregnant, or deepspawn so that prey will remain plentiful.

Clergy and Temples: Clerics of Malar indulge in hunting as often as possible. They drive the hunt to make it as dangerous as possible to prey and predator alike, and try to ensure that its bloody finale takes place in a settled area. Common folk do not appreciate having desperate wolves, displacer beasts, and the like chased through town, and they tend to hate and fear Malar's faith—which is the whole idea. Malarite clergy also preach the joy and bounty of the hunt and work to thwart the expansion of civilization to preserve as much wilderness as possible. To this end, they stage raids and acts of vandalism that are popular with outlaws and bored young nobles. Malarites oppose druidic circles dedicated to Eldath, Mielikki, Silvanus, and similar deities and their allies, such as the Harpers. Such groups

promote and maintain natural balance, which Malarites see as interfering with the rightful triumph of the strong over the weak.

Temples of Malar are rare, as most Hunts eschew formal buildings for shadowed wilderness glades. Unlike most druidic circles, those of Malar's worship consist of inwardly curving, fang-shaped stones arranged in a ring. In more civilized settings, where the activities of Malarites are viewed with loathing, the sacred area may be hidden within extensive limestone caverns accessible via a sinkhole above the center of the stone circle. The twisting subterranean passages serve as hunting grounds through which ruthless Malarites stalk sentient prey (particularly humanoids) captured from the surrounding region.

Ceremonial headgear is made from the pelt and head of the most impressive beast the cleric has killed with bare hands (usually a bear or great cat, but sometimes an owlbear, displacer beast, or a stranger creature). Malarites carry hunting horns at their belts and are never without several daggers sheathed in boots and belts, strapped to either forearm, or hidden in a sheath at the nape of the neck under the hair or in an armpit. Woodland garb of red or brown is the favored dress for hunts, often concealed by day under a woodcloak of mottled black, gray, and green. Clerics looking to make an impression may also wear necklaces of animal bones, fangs, and claws and a variety of pelts.

The church of Malar is loosely bound and without a central hierarchy. It is organized around the concept of the Hunt and consists of local, independent cells. This makes it all the more difficult to counter or remove, for as soon as one den of Malarites is contained, another arises. Huntmasters are the informal religious leaders of the church and may be clerics, druids, rangers, or shapechanging predators. They decide the locale, time, and prey of the ceremonial hunts of the faithful. The office of Huntmaster is won by challenge—a fight to the death if the incumbent does not resign.



Malar

Illustration by Lars Grant-West

Malar

Ranger 20/Druid 10/Barbarian 10
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 10
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Rgr) plus 10d4+70 (Drd) plus 10d12+70 (Bbn) (980 hp)
Initiative: +18, always first (+14 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 70 ft.
AC: 66 (+14 Dex, +10 divine, +23 natural, +9 deflection)
Attacks: *+5 keen unholy bite* +71 melee and two *+5 keen unholy claws* +69 melee (beast form only), or *+5 keen unholy longspear* +70/+65/+60/+55 melee (humanoid form only), or *+5 keen unholy dagger* +68/+63/+58/+53 melee and *+5 keen unholy dagger* +68 melee (humanoid form only); or spell +65 melee touch or +64 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage: *+5 keen unholy bite* 2d6+20/18–20 and two *+5 keen unholy claws* 1d8+12/18–20 (beast form only), or *+5 keen unholy longspear* 1d8+27/19–20/×3 (humanoid form only), or *+5 keen unholy dagger* 1d4+20/17–20 and *+5 keen unholy dagger* 1d4+12/17–20 (humanoid form only); or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities.
Special Qualities: Animal companion (up to a total of 10 HD), divine aura (1,000 ft., DC 29), divine immunities, DR 45/+4, fast movement, favored enemies (animals +5, elves +4, beasts +3, giants +2, dragons +1), fire resistance 30, godly realm (1 mile Outer Plane, 1,000 ft. Material Plane), low-light vision, nature sense, *plane shift* at will, rage 3/day, remote communication 10 miles, resist nature's lure, spontaneous casting of divine spells, SR 42, *teleport without error* at will, trackless step, understand, speak, and read all languages and speak directly to all beings within 10 miles, venom immunity, *wild shape* (Small, Medium-size, or Large animal 4/day), woodland stride.
Saves: Fort +49, Ref +56, Will +49.
Abilities: Str 40, Dex 38, Con 24, Int 24, Wis 25, Cha 29.
Skills: Animal Empathy +52, Climb +88, Concentration +55, Craft (trapmaking) +51, Handle Animal +62, Heal +57, Hide +57, Intuit Direction +60, Jump +88, Knowledge (nature) +55, Knowledge (religion) +40, Listen +82, Move Silently +34, Ride (horse) +28, Search +50, Spellcraft +51, Spot +52, Swim +78, Wilderness Lore +80.
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Mobility, Multiattack, Power Attack, Run, Spring Attack, Track, Weapon Focus (bite), Weapon Focus (claw), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Form, Alter Size, Avatar (up to 5), Battlesense, Control Creatures (up to 16 lycanthropes/day, Will DC 29), Divine Ranger, Divine Shield (10/day, stops 100 points of damage), Extra Domain (Chaos), Extra Domain (Strength), Shift Form, Supreme Initiative, Wound Enemy.

Shift Form: This power allows Malar to shift between his beast and his humanoid forms (see Avatars, below, for descriptions).

Domain Powers: 10/day use *animal friendship;* cast chaotic spells at +1 caster level; cast evil spells at +1 caster level; 12/day turn or destroy lycanthropes; 10/day feat of strength (+10 enhancement bonus to Str for 1 round).

Spell-Like Abilities: Malar uses these abilities as a 20th-level caster, except for chaotic spells and evil spells, which he uses as a 21st-level caster. The save DCs are 29 + spell level. *Animal shapes, animate objects, antilife shell, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blasphemy, bull's strength, calm animals, chaos hammer, cloak of chaos, commune with nature, create undead, creeping doom, desecrate, dispel good, dispel law, dominate animal, emotion, endure elements, faerie fire, hold animal, insanity, magic circle against good, magic circle against law, magic vestment, moon blade, moon path, moonbeam, moonfire, permanent image, protection*

from good, protection from law, repel vermin, righteous might, shapechange, shatter, spell immunity, stoneskin, summon monster IX (as chaos or evil spell only), *unholy aura, unholy blight, word of chaos.*

Rage: The following changes are in effect as long as Malar rages: AC 64; hp 1,100; Atk +73 melee (2d6+22/18–20, *+5 keen unholy bite,* beast form only) and +71 melee (1d8+13/18–20, 2 *+5 keen unholy claws,* beast form only), or +72/+67/+62/+57 melee (1d8+30/19–20/×3, *+5 keen unholy longspear,* humanoid form only), or +70/+65/+60/+55 melee (1d4+22/17–20, *+5 keen unholy dagger,* humanoid form only) and +70 melee (1d4+13/17–20, *+5 keen unholy dagger,* humanoid form only); or spell +67 melee touch or +64 ranged touch; SV Fort +51, Will +51; Str 39, Con 28; Climb +90, Concentration +57, Jump +90, Swim +80. His rage lasts for 12 rounds. At the end of the rage, Malar is fatigued for the duration of that encounter.

Druid Spells/Day: 6/6/6/5/4/3; base DC = 17 + spell level.

Ranger Spells/Day: 5/5/5/4; base DC = 17 + spell level.

Possessions: In his beast form, Malar carries no equipment. In his humanoid form, he carries a *+5 longspear* with the keen and unholy special abilities.

Caster Level: 25th; *Weight:* 9 lb.

In his humanoid form, Malar also carries two *+5 daggers,* both with the keen and unholy special abilities.

Caster Level: 25th; *Weight:* 1 lb.

OTHER DIVINE POWERS

As a lesser deity, Malar may take 10 on any check. Malar treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Malar can see (using normal vision or low-light vision), hear, touch, and smell at a distance of ten miles. As a standard action, he can perceive anything within ten miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 10 hours.

Portfolio Sense: Malar senses any hunt, as long as the event in question affects at least five hundred creatures. He is similarly aware when an evil lycanthrope assumes its bestial form if the event is of similar scope (a lycanthrope terrorizing a town, for example).

Automatic Actions: Malar can use Hide, Knowledge (nature), Listen, Search, Spot, or Wilderness Lore as a free action if the DC for the task is 20 or lower. Malar cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Malar can create any kind of magic item made at least in part from natural objects, as well as any item that might aid in a hunt, as long as the item's market price does not exceed 30,000 gp.

AVATARS

Malar favors two forms when he stalks the Realms. In either case, he uses the same statistics, with specific attacks as noted above. As the Beast, he appears as a man-high, catlike beast, sleek and supple in its movements. His ebony fur is matted with blood, and his talons and fangs endlessly drip blood. The Beast cannot speak.

As the Master of the Hunt, also known as the Wild Hunter, Malar appears as a black-furred, 12-foot-tall humanoid with red eyes above a wuffling, flesh-draped hole rather than a nose and mouth, and a large rack of antlers. Malar can speak in this form and can cause his antlers to melt away and reappear at will, allowing him to avoid damage to his rack and preventing opponents from ensnaring his antlers. The Master of the Hunt is typically accompanied by a pack of twenty-one fiendish wolves (fiendish winter wolves in polar regions) of the largest possible size.

Avatar of Malar: As Malar except divine rank 5; AC 56 (touch 38, flat-footed 56); Atk +66 melee (2d6+20/18–20, *+5 keen unholy bite,* beast form only) and +64 melee (1d8+12/18–20, 2 *+5 keen unholy claws,* beast form only), or +65/+60/+55/+50 melee (1d8+27/17–20/×3, *+5 keen unholy longspear,* humanoid form only), or +63/+58/+53/+48 melee (1d4+20/17–20, *+5 keen unholy dagger,* humanoid form only) and +63 (1d4+12/17–20, *+5 keen unholy dagger,* humanoid form only), or spell +60 melee touch or +59 ranged touch; SQ Divine aura (50 ft., DC 24), DR 40/+4, fire resistance 25, SR 37; SV Fort +44, Ref +51, Will +44; all skill modifiers reduced by 5.

Rage: The following changes are in effect as long as Malar's avatar rages: AC 54 (touch 36, flat-footed 54); hp 1,100; Atk +68 melee (2d6+22/18–20, *+5 keen unholy bite,* beast form only) and +66 melee (1d8+13/18–20, 2 *+5 keen unholy claws,* beast form only), or +67/+62/+57/+52 melee (1d8+30/19–20/×3, *+5 keen unholy longspear,* humanoid form only), or +65/+60/+55/+50 melee (1d4+22/17–20, *+5 keen unholy dagger,* humanoid form only) and +65 melee (1d4+13/17–20, *+5 keen unholy dagger,* humanoid form only), or spell +62 melee touch, or +59 ranged touch; SV Fort +46, Will +46; Str 39, Con 28; Climb +85, Concentration +52, Jump +85, Swim +75. His rage lasts for 12 rounds. At the end of the rage, Malar is fatigued for the duration of that encounter.

Salient Divine Abilities: Alter Size, Battlesense, Control Creatures (up to 16 lycanthropes/day, Will DC 29), Divine Ranger, Divine Shield (10/day, stops 100 points of damage), Wound Enemy.

Spell-Like Abilities: Caster level 15th, or 16th for evil spells; saving throw DC 24 + spell level. Without the Extra Domain salient ability, Malar's avatar loses access to the Chaos and Strength domains, the feat of Strength domain power, and the spell-like abilities *animate objects, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, bull's strength, chaos hammer, cloak of chaos, dispel law, endure elements, magic circle against law, magic vestment, protection from law, righteous might, shatter, spell immunity, stoneskin, summon monster IX* (as chaotic *spell only*), *word of chaos.*

Mask

Master of All Thieves, Lord of Shadows

Lesser Deity

Symbol:	Black velvet mask tinged with red
Home Plane:	Plane of Shadow
Alignment:	Neutral evil
Portfolio:	Shadows, thievery, thieves
Worshipers:	Assassins, beggars, criminals, rogues, shades, shadowdancers
Cleric Alignments:	CE, LE, NE
Domains:	Darkness, Evil, Luck, Trickery
Favored Weapon:	"Stealthwhisper" (longsword)

Mask (*mask*) is self-possessed, confident, and fond of intricate plots, though his schemes are always getting him in trouble. The Lord of Shadows is wary but cool, never losing his temper, and he always seems to be holding back a mocking comment. Mask's ever-changing appearance serves him well: His true form is unknown.

The church of Mask is widely feared, not so much for its supposed cruelty as its penchant for thievery and stalking the shadows. Most outsiders view it as little more than an organized guild of rogues cloaked in the veneer of religion—a surprisingly accurate depiction. In political circles, the Lord of Shadows' reputation for intrigue lingers on, and astute observers have noted that his church often acts as a network of spies for hire as well.

Clerics of Mask pray at night in darkness or shadows. At least once a month, each major temple performs the Ritual of the Unseen Presence to acknowledge Mask's constant scrutiny of all deeds, no matter how well hidden. This involves hymns, chanted verse, and offerings of wealth. Lay worshipers and Maskarran also participate in daily Sunset Prayers, in which they kneel, worship before the central altar, and proffer coin. In recognition of the wry humor of Mask, who so often makes the high low and the low high, junior clergy give money to senior clergy, and the highest-ranking cleric gives coin to the lowest-ranking. Clerics tend to multiclass as assassins, bards, divine seekers, guild thieves, rogues, shadow adepts, or shadowdancers.

History/Relationships: Mask's penchant for intrigues and larceny has cost him not only potential allies but, of late, a great deal of power as well. During the Time of Troubles, the Lord of Shadows assumed the guise of *Godsbane*, the sword the mortal Cyric wielded to slay Bhaal, Lord of Murder. After the Avatar Crisis, he betrayed Leira to Cyric, enabling the Dark Sun to seize the portfolio of illusion. Mask's multilayered plots ultimately resulted in his reading of the *Cyrinishad*, a mistake that nearly destroyed him, cost him much of his divine power, and allowed Cyric to seize the portfolio of intrigue. To make matters worse, the Lord of Shadows earned the enmity of Kezef the Chaos Hound, a powerful extraplanar entity. Mask finally got Kezef off his trail after acquiring *Houndsbane*, a powerful magic sword crafted by the Lady of Mysteries. Should Mask ever lose that weapon, however, Kezef will renew his pursuit immediately.

Mask has made overtures to Bane since his return regarding a possible alliance, but the Black Lord is well aware of the true nature of the Master of All Thieves. Mask hates Cyric for stealing part of his portfolio and endlessly schemes to regain that which he considers rightfully his. Ironically, Shar, who wishes to steal the portfolio of shadows from him, is now watching him. By nature, Mask is opposed to Waukeen and Helm, although deities such as Deneir, Oghma, Torm, Tyr, and Selûne work to thwart his plots as well.



Dogma: All that occurs within shadows is in the purview of Mask. Ownership is nine-tenths of what is right, and ownership is defined as possession. The world belongs to the quick, the smooth-tongued, and the light-fingered. Stealth and wariness are virtues, as are glibness and the skill to say one thing and mean another, twisting a situation to your advantage. Wealth rightfully belongs to those who can acquire it. Strive to end each day with more wealth than you began it, but steal what is most vital, not everything at hand. Honesty is for fools, but apparent honesty is valuable. Make every truth seem plausible, and never lie when you can tell the truth but leave a mistaken impression. Subtlety is everything. Manipulation is better than force, especially when you can make people think they have done something on their own initiative. Never do the obvious except to conceal something else. Trust in the shadows, for the bright way makes you an easy target.

Clergy and Temples: The church of Mask is second only to the church of Waukeen in wealth. Members of the clergy can call on untold wealth stolen in the past and hidden away in secret places. Maskarran do not hoard and gloat over their takings like dwarves croon over gold; they actively use it to buy agents, bribe officials, sway agreements, and manipulate folk. Clerics work behind the scenes to achieve mysterious ends. This may take several attempts, perfectly acceptable as long as it does not become too obvious who is behind them. It is to the advantage of such seasoned conspirators that many gullible folk think Mask is dead and his worship reduced to scattered cults.

From day to day, Maskarran typically tend to their plots and provide support to and collect tithes from individual thieves and thieves' guilds. Each temple has its own policy about reporting unaffiliated thieves: Some provide aid but covertly inform the local guild, others refuse aid and inform, and still others help whoever pays the proper tithe and inform no one. Maskarran strive to keep hidden, sometimes holding services in underground shrines beneath local thieves' guilds. In areas with a single strong guild, the temple is usually connected to the guild hall via underground tunnels or sewers. In large cities with competing guilds, the temple is recognized as neutral ground by all sides. The central Altar of the Masked Deity is always a massive stone block with a mask of black velvet, fur, or silk floating above it or a wall mosaic inlaid with precious gemstones behind it.

Ceremonial Maskarran dress consists of tunics and trousers in a colorful motley. The tunics sport ballooned sleeves and cuffs and bright embroidery to display wealth. The entire outfit is covered with a full-length, hooded gray cloak that can be drawn shut to hide the colors beneath. A black cloth mask is worn beneath the hood. In areas where Mask's worship has fallen on particularly hard times, only the gray cloak and mask are worn as a symbol of his favor. Inside the temple, the masks are of black gauze and do not conceal the identity of the wearer; in public, such masks are usually heavy, black wool or double-thick silk and cover most of the face (and beard, if necessary.)

Historically, the church of Mask has consisted of a loosely linked web of independent operators, individual temples, and regional organizations. While that structure has not fundamentally changed, recent reverses suffered by the faith have prompted leading clergy to work toward greater cooperation within the church as a whole. As a result, many secrets are being passed along to where they can best be used to the church's advantage. This has, at least for the moment, stemmed the faith's loss of influence to the church of Cyric.

Symbol by Stephanie Pui-Mun Law

Mask

Rogue 20/Shadowdancer 10/Assassin10
Medium-Size Outsider (Evil)
Divine Rank: 10
Hit Dice: 20d8+140 (outsider) plus 19d10+133 (Rog) plus 10d6+70 (Brd) plus 10d6+70 (Asn) (820 hp)
Initiative: +24, always first (+20 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 60 ft.
AC: 72 (+20 Dex, +10 divine, +23 natural, +9 deflection)
Attacks: *+4 frost keen speed longsword* +57/+57/+52/+47/+42 melee and *+4 frost keen speed longsword* +57/+57/+52 melee; or spell +57 melee touch or +70 ranged touch.
Damage: *+4 frost keen speed longsword* 1d8+11 plus 1d6 cold/15–20 and *+4 frost keen speed longsword* 1d8+7 plus 1d6 cold/15–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death attack (DC 39), domain powers, salient divine abilities, sneak attack +18d6, spell-like abilities.
Special Qualities: Crippling strike, darkvision 60 ft., defensive roll, divine aura (1,000 ft., DC 29), divine immunities, DR 45/+4, evasion, fire resistance 30, godly realm (1 mile Outer Plane, 1,000 ft. Material Plane), hide in plain sight, improved evasion, opportunist, *plane shift* at will, remote communication 10 miles, shadow illusion, shadow jump (160 ft./day), slippery mind, SR 42, summon shadow (up to 3, 6 HD each), *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 10 miles.
Saves: Fort +49, Ref +62, Will +49.
Abilities: Str 24, Dex 50, Con 24, Int 29, Wis 24, Cha 29.
Skills: Appraise +42, Balance +77, Bluff +62, Climb +37, Craft (trapmaking) +46, Decipher Script +57, Diplomacy +42, Disable Device +39, Disguise +62, Escape Artist +68, Forgery +49, Gather

Information +59, Hide +73, Innuendo +51, Intimidate +43, Intuit Direction +47, Jump +64, Knowledge (religion) +38, Listen +49, Move Silently +63, Open Lock +47, Perform +42, Pick Pocket +44, Read Lips +59, Search +52, Sense Motive +57, Spot +49, Swim +37, Tumble +77, Use Magic Device +52, Use Rope +73.

Feats: Alertness, Ambidexterity, Blind-Fight, Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Far Shot, Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Run, Snatch Arrows, Spring Attack, Two-Weapon Fighting, Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Size, Avatar (up to 5), Battlesense, Divine Blast (12/day, up to 10 miles, 19d12), Divine Dodge (miss chance 60%), Divine Rogue, Divine Shield (10/day, stops 100 points of damage), Divine Sneak Attack, Extra Domain (Evil), Power of Luck (up to 10 creatures/day, +10 luck bonus or –10 luck penalty), Supreme Initiative.

Domain Powers: Cast evil spells at +1 caster level; 10/day reroll a die roll once after it is made.

Spell-Like Abilities: Mask uses these abilities as a 20th-level caster, except for evil spells, which he uses as a 21st-level caster. The save DCs are 29 + spell level. *Aid, armor of darkness, blacklight, blasphemy, blindness/deafness, break enchantment, change self, confusion, create undead, darkbolt, desecrate, dispel good, entropic shield, false vision, freedom of movement, holy aura, invisibility, magic circle against good, miracle, mislead, nightmare, nondetection, obscuring mist, polymorph any object, power word, blind, power word, kill, protection from elements, protection from good, prying eyes, screen, spell turning, summon monster IX* (as evil spell only), *time stop, unholy aura, unholy blight.*

Assassin Spells/Day: 5/4/4/3; base DC = 19 + spell level.

Possessions: Mask carries *Stealthwhisper* and *Shadowblade*, two *+4 longswords* with the frost, keen, and speed special abilities.

Caster Level: 25th; *Weight:* 4 lb.

Illustration by Brom



Mask

Other Divine Powers

As a lesser deity, Mask may take 10 on any check. Mask treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Mask can see (with normal vision or darkvision), hear, touch, and smell at a distance of ten miles. As a standard action, he can perceive anything within ten miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 10 hours.

Portfolio Sense: Mask senses any theft or assassination, as long as the event in question affects at least five hundred people. He is similarly aware of clandestine goings-on that take place in shadows if the event is of similar scope.

Automatic Actions: Mask can use any Rogue class skill as a free action whether or not he has ranks in it, as long as the DC for the task is 20 or lower. Mask cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Mask can create any kind of magic item that facilitates deception or theft, such as a *hat of disguise* or a *chime of opening*, as well as any magic item tied to the shadows, as long as the item's market price does not exceed 30,000 gp.

Avatars

The typical avatar of Mask appears as a slightly built human male clad in soft gray leather armor, wearing a black mask tinged with red and a black cloak. Though some sages believe that to be his true or chosen form, he may also appear as a soft-spoken human female with glowing pale skin, white starry lights for eyes, and floor-length, dark hair. In this form, Mask walks barefoot and is always shrouded in shadowlike gloom. In public, Mask's form is ever-changing—human, halfling, or dwarf; male or female; with any age, build, and strength. Many legends among planar travelers and priests of Mask alike speak about suspected encounters with the deity. People are never quite sure if the person they met was Mask—or really Burlstone Ironfist the dwarf, as he claimed. Whatever his form, Mask's tread and movements make no sound and leave no trail.

Previous to the whole Cyrinishad debacle, one of Mask's avatar forms was the rose-red sword Godsbane carried by Cyric, but this avatar was destroyed when Cyric broke the sword. Mask has shown no sign of using a similar form since. Mask is said to have matchless grace and dexterity. He can easily pluck thrown weapons out of the air, vault across chasms to plunge through small windows or to catch hold of tiny ledges, and perform various intricate tasks in midair while falling or tumbling. The Lord of Shadows is wary, even paranoid (always spying on faithful and foes alike), and never seems to lose his temper. He always speaks calmly and even sardonically, as if mocking humor always lurks behind every phrase.

Avatar of Mask: As Mask except divine rank 5; Init +24; AC 62 (touch 44, flat-footed 62); Atk +65/+65/+60/+55/+50 melee (1d8+11/15–20, *+4 frost keen speed longsword*) and +65/+65/+60 melee (1d8+7/15–20, *+4 frost keen speed longsword*), or spell +52 melee touch or +65 ranged touch; SQ Divine aura (50 ft., DC 24), DR 40/+4, fire resistance 25, SR 37; SV Fort +44, Ref +57, Will +44; all skill modifiers reduced by 5.

Salient Divine Abilities: Alter Form, Alter Size, Divine Rogue, Divine Shield (10/day, stops 50 points of damage), Divine Sneak Attack, Power of Luck (up to 5 creatures/day, +5 luck bonus or –5 luck penalty).

Spell-Like Abilities: Caster level 15th; saving throw DC 24 + spell level. Without the Extra Domain salient ability, Mask's avatar loses access to the Evil domain, the associated domain power, and the spell-like abilities *blasphemy, create undead, desecrate, dispel good, magic circle against good, protection from good, summon monster IX* (as evil spell only), *unholy aura, unholy blight.*

Mielikki

Our Lady of the Forest, the Forest Queen
Intermediate Deity

Symbol:	Gold-horned, blue-eyed unicorn's head facing left
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Autumn, dryads, forest creatures, forests, rangers
Worshipers:	Druids, fey creatures, foresters, rangers
Cleric Alignments:	CG, LG, NG
Domains:	Animal, Good, Plant, Travel
Favored Weapon:	"The Hornblade" (scimitar)

Mielikki (my-*lee*-kee) is a good-humored deity who is quick to smile and confident in her actions. She is fiercely loyal to and protective of those she calls friends but considers carefully before including someone among them. While she knows death is part of the cycle of life, she is not as hard-hearted as Silvanus and often intervenes to cure the injuries of a creature because she finds them hard to bear. Mielikki appears as a robust, russet-haired, brown-eyed woman of shapely form and lithe grace, garbed in leather armor of muted green and brown.



The church of Mielikki is well-regarded in wilderness areas, where rangers are often the only shield against the dangers of the frontier. Correctly or not, most see its clergy as far more willing to seek an equitable balance between settlement and preserving nature than the faithful of Silvanus or the elves who have long stalked the forests. Moreover, her church is seen as a necessary counter to the bestial savagery of the Beastlord's followers.

Clerics, druids, and spellcasting rangers of Mielikki pray for spells in the morning or evening but are required to observe both. They listen to and understand the whispers of the woods after a period of meditation and extended introspection. Once a month, each cleric or druid is required to perform the Song of Trees, a ritual that calls forth a dryad or treant, and then serve the creature by performing small tasks for a day. The church's most holy rituals, called the Four Feasts, take place on the equinoxes and solstices. They celebrate the sensual side of existence and involve singing praises to the Lady in forest depths wherever possible. Celebrations on Greengrass and Midsummer night are similar to the Four Feasts, but they also include planting rites and the Wild Ride, where herds of unicorns gather and allow the faithful to ride them bareback through the forest. On years when Shieldmeet follows Midsummer, the Ride continues for that day and night if desired. Almost all clerics of Mielikki multiclass as rangers or (to a lesser extent) druids. Her druids may use armor and weapons allowed to rangers and not be in violation of their sacred oaths.

History/Relationships: Mielikki is the daughter of Silvanus and sister of Eldath. Gwaeron Windstrom and Shiallia serve her, and Lurue the Unicorn is her mount when she rides into battle. Mielikki is friendly with Shaundakul and Lathander and opposes evil-aligned deities, particularly Malar, Talos, Talona.

Dogma: Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Embrace the wild and fear it not, because the wild ways are the good ways. Keep the Balance and learn the hidden ways of life, but stress the positive and outreaching nature of the wild. Do not allow trees to be needlessly felled or the forest burned. Live in the forest and be a part of the forest, but do not dwell in endless battle against the forest. Protect forest life, defend every tree, plant anew where death fells a tree, and restore the natural harmony that fire-users and woodcutters often disrupt. Live as one with the woods, teach others to do so, and punish and curtail those that hunt for sport or practice cruelties on wild creatures.

Clergy and Temples: Clerics and druids of Mielikki are oriented toward protecting nature (especially forests) from the forces of evil and ignorance. They often wander among small communities nestled at the edges of forests both great and small, encouraging the inhabitants to care for and respect the trees and the life beneath their leafy boughs. They try to prevent further encroachment by civilization on the remaining great forests by teaching careful forest husbandry. When called upon, they defend the trees with force of arms if necessary. Rangers of the faith protect and support the clergies of Eldath and Silvanus, and they aid the Harpers in defending, renewing, and even extending forests and forest life. They oppose those who deal in fire magic (notably the Red Wizards) and encourage both city- and farm-dwelling folk to view woodlands as pleasant refuges for renewal and enjoying natural beauty, not deadly wilds to be feared and fought.

The members of Mielikki's church are widespread and rarely collect into large groups for any length of time. There are few temples to the Forest Queen; most worship takes place in glades or at small shrines. Temples always include a small stand of trees if not actually constructed in a grove. Most have at least one oak, which serves as both altar and the home of a dryad. Small forest creatures are always welcome within such houses of worship, and many reside therein year-round.

Mielikkian ceremonial garb consists of trousers, brown boots, a short cape (woven by dryads from spider silk and tinted with natural dyes), and a tabard that is long-sleeved in winter and sleeveless in summer. Capes cover armor (typically chainmail) in times of war. Colors vary with the seasons, each season having a base color and an accent. Winter is white with green accents, spring green with yellow accents, summer yellow with red accents, and fall red with white accents. The unicorn's head of Mielikki, carved of ivory or bone or stitched in silver thread, is always worn over the heart.

Much like the Harpers, the church of Mielikki has no formal hierarchy but is instead led by the most senior clergy of the faith. Elder clerics, druids, and rangers gather about them a network of allied individuals who share information and come together to achieve the church's ends. In recent years, the church has organized into three branches: the Heartwoods (dryads and treants), Arms of the Forest (clerics and druids), and Needles (rangers). Mielikki has dictated this to ensure the continued vitality of the faith and preserve the ancient ways of the forest.

Symbol by Stephanie Pui-Mun Law

Mielikki

Ranger 20/Druid 20
Medium-Size Outsider (Good)
Divine Rank: 13
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Rgr) plus 20d8+140 (Drd) (940 hp)
Initiative: +19, always first (+15 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 60 ft.
AC: 73 (+15 Dex, +13 divine, +26 natural, +9 deflection)
Attacks: *+5 defending holy keen mighty cleaving scimitar* +63/+58/+53/+48 melee and *+5 defending holy keen mighty cleaving scimitar* +63/+58 melee; or *+4 speed mighty composite longbow* (+8 Str bonus) with *+5 arrows* +79/+79/+74/+69/+64 ranged; or spell +61 melee touch or +68 ranged touch.
Damage: *+5 defending holy keen mighty cleaving scimitar*

1d6+13/15–20 and *+5 defending holy keen mighty cleaving scimitar* 1d6+9/15–20; or *+4 speed mighty composite longbow* (+8 Str bonus) with *+5 arrows* 1d8+18/×3; or by spell.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domain powers, salient divine abilities, spell-like abilities.

Special Qualities: A thousand faces, animal companion (up to 20 HD), divine aura (1,300 ft., DC 32), divine immunities, DR 48/+4, favored enemies (undead +5, shapechangers +4, dragons +3, giants +2, beasts +1), fire resistance 33, godly realm (10 miles Outer Plane, 1,300 ft. Material Plane), nature sense, *plane shift* at will, remote communication 13 miles, resist nature's lure, spontaneous casting of divine spells, SR 45, *teleport without error* at will, timeless body, trackless step, understand, speak, and read all languages and speak directly to all beings within (divine rank) miles, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, Huge, or dire animal 5/day, elemental 3/day), woodland stride.

Saves: Fort +52, Ref +60, Will +60.

Abilities: Str 26, Dex 40, Con 24, Int 24, Wis 40, Cha 29.

Skills*: Animal Empathy +65, Climb +57, Concentration +64, Craft (bowmaking) +66, Diplomacy +39, Handle Animal +85, Heal +72, Hide +62, Intuit Direction +74, Jump +57, Knowledge (nature) +83, Knowledge (religion) +41, Ride (horse) +70, Search +54, Spot +62, Swim +67, Use Rope +62, Wilderness Lore +114. *Always receives a 20 on checks.

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Create Portal, Dodge, Expertise, Far Shot, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Inscribe Rune, Mobility, Point Blank Shot, Shot On The Run, Spring Attack, Track, Weapon Focus (composite longbow), Weapon Focus (scimitar), Whirlwind Attack.

Illustration by Mike Sass



Mielikki

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Size, Avatar (up to 10), Call Creatures (up to 13 unicorns serving simultaneously, each with up to 13 HD), Command Plants 13-mile radius, Divine Archery 130 ft., Divine Blast (12/day, up to 13 miles, 22d12 points of damage), Divine Ranger, Divine Shield (10/day, stops 130 points of damage), Divine Skill Focus (Wilderness Lore), Extra Domain (Travel), Grow Creature (animals, up to 13 creatures/day), Mind of the Beast (*awaken* [up to 13 creatures/day], or *slumber* [Fort DC 32]), Power of Nature (13-mile radius, duration concentration + up to 13 minutes), Speak with Creature (animals), Stride (up to 13 creatures/day), Supreme Initiative.

Domain Powers: 13/day use *animal friendship;* cast good spells at +1 caster level; 13/day rebuke or command plant creatures; 13 rounds/day *freedom of movement.*

Spell-Like Abilities: Mielikki uses these abilities as a 23rd-level caster, except for good spells, which she uses as a 24th-level caster. The save DCs are 32 + spell level. *Aid, animal shapes, antilife shell, astral projection, barkskin, blade barrier, calm animals, changestaff, command plants, commune with nature, control plants, creeping doom, dimension door, dispel evil, dominate animal, entangle, expeditious retreat, find the path, fly, hold animal, holy aura, holy smite, holy word, locate object, magic circle against evil, phase door, plant growth, protection from evil, repel vermin, repel wood, shambler, shapechange, summon monster IX* (as good spell only), *teleport without error, wall of thorns.*

Druid Spells/Day: 6/9/9/9/8/8/7/7/6/6; base DC = 25 + spell level.

Ranger Spells/Day: 7/7/7/6; base DC = 25 + spell level.

Possessions: Mielikki carries two scimitars, both called *Hornblades.* Each is a *+5 scimitar* with the defending, holy, keen, and mighty cleaving special abilities.

Caster Level: 25th; *Weight:* 4 lb.

Mielikki also carries *Hartsong,* a *+5 mighty composite longbow* (+8 Str bonus) with the speed special ability.

Caster Level: 25th; *Weight:* 3 lb.

OTHER DIVINE POWERS

As an intermediate deity, Ehlonna automatically receives a die result of 20 on any check. She treats a 1 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

Senses: Mielikki can see, hear, touch, and smell at a distance of thirteen miles. As a standard action, she can perceive anything within thirteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 13 hours.

Portfolio Sense: Mielikki senses any event that occurs within a forest on Faerûn the instant it happens and retains the sensation for thirteen tendays after the event occurs. She is likewise aware of any act that despoils or threatens to despoil a forest.

Automatic Actions: Mielikki can use Animal Empathy, Hide, Knowledge (nature), Listen, Search, Spot, or Wilderness Lore as a free action if the DC for the task is 25 or lower. Mielikki cannot do anything as a free action if the task would be a move action or part of a move action. She can perform up to ten such free actions each round.

Create Magic Items: Mielikki can create any kind of magic item made at least in part from natural objects, as well as any arms and armor, as long as the item's market price does not exceed 200,000 gp.

Avatars

Mielikki always walks on air. Her soundless feet never quite touch the ground, so they leave no tracks. She prefers to appear as the Supreme Ranger—a tall, shapely, robust woman who moves with a lithe grace, clad in the leather armor used by many rangers. Her garb is muted green and brown in hue, her russet hair hangs free about her shoulders and down her back, and her eyes are large, deep brown pools. Mielikki can also choose to appear as the Forest Queen, a young maiden with leaves and golden moss for hair. In this form, she walks the air garbed in sheer robes of green and yellow and is surrounded by summer songbirds. Mielikki's voice is a low, rich purr in whatever form she takes. In earlier times, she occasionally appeared with the antlers of a stag growing from her forehead, or slowly grew them as mortals watched. (Since Beshaba began to use the black antlers as her symbol, however, Mielikki all but ceased this practice.) The Lady of the Forest sometimes rides Lurue (or her avatar) into battle.

Avatar of Mielikki: As Mielikki except divine rank 6; AC 59 (touch 40, flat-footed 44); Atk +56/+51/+46/+41 melee (1d6+13/15–20, *+5 defending holy keen mighty cleaving scimitar*) and +56/+51 melee (1d6+9/15–20, *+5 defending holy keen mighty cleaving scimitar*), or +72/+72/+67/+62/+57 ranged (1d8+18/×3, *+4 speed mighty composite longbow* [+8 Str bonus] with *+5 arrows*), or spell +54 melee touch or +61 ranged touch; SQ Divine aura (600 ft., DC 25), DR 41/+4, fire resistance 26, SR 38; SV Fort +45, Ref +53, Will +53; Wilderness Lore +100; all other skill modifiers reduced by 7.

Salient Divine Abilities: Alter Size, Call Creatures (up to 6 unicorns serving simultaneously, each with up to 6 HD), Command Plants 6-mile radius, Divine Archery 60 ft., Divine Shield (10/day, stops 60 points of damage), Divine Skill Focus (Wilderness Lore), Extra Domain (Travel), Speak with Creature (animals).

Spell-Like Abilities: Caster level 16th, or 17th for good spells; saving throw DC 25 + spell level.



Mystra

The Lady of Mysteries, the Mother of All Magic

Greater Deity

Symbol:	Circle of seven blue-white stars with red mist flowing from the center
Home Plane:	Dweomerheart
Alignment:	Neutral good
Portfolio:	Magic, spells, the Weave
Worshipers:	Elves, half-elves, incantatrixes, mystic wanderers, sorcerers, spelldancers, spellfire channelers, wizards
Cleric Alignments:	CG, LE, LG, LN, NG
Domains:	Good, Illusion, Knowledge, Magic, Rune, Spell
Favored Weapon:	Seven whirling stars (shuriken)

Mystra (*miss*-trah) provides for and tends to the Weave, of which she is effectively the embodiment. The Weave is the conduit that enables mortal spellcasters and magical crafters to safely access the raw force that is magic. Mystra is also the deity of the possibilities that magic can bring about, making her one of the most powerful beings involved with Toril. Although she favors the ethos of good, she has learned that as deity of magic, she must preserve the Balance. While she can prevent the creation of new spells and magic items that her philosophy opposes, she rarely exercises this ability unless they threaten the Weave or magic in general. Mystra appears as a beautiful human woman with dark, flowing hair and radiant skin.

The church of Mystra is very powerful across Faerûn and includes many adherents among the populace. Were more wizards and sorcerers devout worshipers of the Lady of Mysteries, the faith would undoubtedly be the most powerful in all Faerûn. Mystra's followers have lost a great deal of influence since the Time of Troubles, when magic ran amok and caused great destruction. The deity's actions over the past decade have only driven more worshipers, particularly evil wizards and sorcerers, into the arms of Shar.

Clerics of Mystra pick one time of day or night to consistently pray for spells. They celebrate the 15th day of Marpenoth, the anniversary of the ascension of the current Mystra from her mortal form, but otherwise have few calendar-related rituals, focusing more on a personal style of worship. For some devout arcane spellcasters, this never goes beyond a whispered prayer of thanks with each spell they cast, coupled with some thought as to the moral consequences of its use. Two ceremonies of great personal significance are Starflight and Magefire. The former centers on a *fly* spell that permits flight for as long as the stars are visible in the sky. It is often used as an initiation when an individual joins the church of Mystra or a celebration when two worshipers are wed. During Magefire, great magical power surges through one's body, blazing in flickering blue fire as it spills forth in cleansing and renewal. The Hymn to the Lady is a solemn ritual performed mostly at funerals. While the living clergy intone a plainsong dirge, visions arise of dead mages and Mystran clerics; Mystra often inserts her own guiding scenes. Mystra's clerics usually multiclass as arcane devotees, dweomerkeepers (see Chapter 4), sorcerers, or wizards.

History/Relationships: Mystra is the third deity to hold the position of Lady of Mysteries and Mother of All Magic since the rise of Netheril. The first was Mystryl, who died saving the Weave from the arrogance of the Netherese archwizard Karsus. The second Lady of Mysteries was the first to create the Chosen of Mystra, including Elminster, Khelben, and the Seven Sisters. She died at the hands of Helm during the Time of Troubles while trying to return to the planes. At the end of the Avatar Crisis, a mortal wizard named Midnight assumed the name of her predecessor upon ascension to divinity. Like Cyric and Kelemvor, it took the new Mystra some time to grow into her role as a deity. For a decade, she battled her old enemy Cyric on many occasions, and for a time, withheld the use of magic from deities and mortals alike. However, since then she seems to have learned her role as guardian of the Balance and impartial arbiter of the Weave.

Mystra's customary advisor is Azuth, although the Lord of Spells is less close than he was with the previous Lady of Mysteries. Savras and Velsharoon, who thus indirectly report to Mystra as well, serve Azuth. The Mother of All Magic maintains close alliances with deities of knowledge, such as Oghma, Deneir, and Milil, as well as the deities of magic in other pantheons, including Corellon Larethian, Isis, and Thoth. Although she still hates Cyric with a passion and views the return of Bane with burgeoning hatred, Mystra's chief antagonist is Shar. Shar secretly created the Shadow Weave long ago in response to Selûne's creation of Mystryl and the Weave (to which Shar inadvertently contributed as well). Mystra sees Shar's actions as a direct threat to her own portfolio and a grave danger to the integrity of the Weave, and her ties with Selûne are strong and growing. It is Mystra's aim to eventually subsume the Shadow Weave into her own portfolio, even if that means sacrificing her last remaining vestiges of humanity and inherent goodness and absorbing more of the darkness that is Shar.

Dogma: Love magic for itself. Do not treat it just as a weapon to reshape the world to your will. True wisdom is knowing when not to use magic. Strive to use magic less as your powers develop, for often the threat or promise of its use outstrips its actual performance. Magic is Art, the Gift of the Lady, and those who wield it are

Symbol by Stephanie Pui-Mun Law

privileged in the extreme. Conduct yourself humbly, not proudly, while being mindful of this. Use the Art deftly and efficiently, not carelessly and recklessly. Seek always to learn and create new magic.

Clergy and Temples: Mystran clergy work hard to preserve all magical lore so that magic can flourish in the future regardless of what befalls the thinking races of Faerûn or the powers of the planes. They maintain secret libraries, private safeholds, well-guarded research laboratories, and small, hidden stashes. Mystrans also search out beings skilled in spell use and keep watch on the power and behavior of individuals likely to become magic-wielders of importance. The clergy actively seek out sources of old magic, often from tombs, dangerous ruins—even liches. They consider it more crucial to know the precise location of artifacts and items of magical power than to possess them, but wherever possible, they work to wrest control of such things from the aggressively evil, the irresponsible, and the unsound of mind. While some of Mystra's clerics follow the teachings of the older, lawful neutral incarnation of the deity, most have changed alignment in accordance with her current incarnation or have left the faith. All clergy of Mystra are expected to devise their own new magic (whether it be spells or items) upon gaining sufficient experience. In this way, magical study remains a growing, vibrant thing, and magic is not merely seen as a handy tool for rulers and engineers to tame Faerûn, but remains a thing of wonder.

Temples of Mystra can be almost any size and style of structure; some shrines are natural caves or grottoes. All are living works of art—or rather, Art—raised with magic and enwrapped in countless spells. Most are filled with magic items, many of which are of an esoteric rather than practical nature. Most include an open central courtyard in which daily services are held and from which one can see the stars at night or a magical representation of them. Lesser rooms house libraries of magical lore or serve as workshops and laboratories for experimentation in the Art. Sites dedicated to the deity are enhanced by the Weave to augment spellcasting power. Any spell cast within by her clerics can benefit from one metamagic feat without needing to take up a higher-level spell slot; the benefit ends if the recipient leaves the location of the temple.

The ceremonial garb of Mystran clerics consists of simple blue robes, sometimes trimmed with white, accented by a cloak of deep blue in colder climates. Some form of blue headgear is required, though this may range from a plain skullcap for the scholarly orders of the Sword Coast North to wide, ornate hats and helms in southern lands.

Mystra's symbol was a blue-white star before the Time of Troubles, but both old and new symbols are still in use. Mystran clerics are very tolerant of the older worship of Mystra, as they feel that progress comes only by learning about the past. They let established symbols of the old faith stand, but when creating new symbols, they always use the new sigil of their deity.

All wielders of magic and seekers after arcane lore of any race are welcome in the service of Mystra. The hierarchy of the Mystran faith is wide and varied, separating into orders concentrating on one form of magical energy. Relations between the various orders and subgroups of the faith are very good. Both divine and arcane spellcasters fill its ranks without regard to experience level or origin. The general rule of the Mystran faith is that talent and ability outweigh social rank or legendary feats.

The church also sponsors a knightly society of paladins, a small order of rangers, and an assembly of bards. The Knights of the Mystic Fire often accompany members of the clergy on quests to locate lost hoards of ancient magic. These paladins also form the cadre of leaders for small groups of armed forces who guard Mystra's larger temples and workshops. The rangers, known as the Order of the Shooting Star, serve as long-range scouts and spies for the church. They also deal with magical threats against the natural order of things, such as unloosed fiends and creatures born of irresponsible arcane experimentation. Bards of the Children of the Starry Quill often work as information gatherers and rumormongers for the church or spend time in libraries unearthing magical knowledge and preserving it for posterity. Some members of the Starry Quill are Harpers.

Illustration by Mark Evans



Mystra

Mystra

Wizard 20/Loremaster 10/Archmage 5/Cleric 20
Medium-Size Outsider (Good)
Divine Rank: 18
Hit Dice: 20d4+140 (Ftr) plus 10d4+70 (Lor) plus 5d4+35 (Acm) plus 20d8+140 (Clr) (685 hp)
Initiative: +9
Speed: 60 ft.
AC: 78 (+9 Dex, +18 divine, +31 natural, +10 deflection)
Attacks*: *+5 distance keen returning shock spell storing shuriken* +56 ranged; or spell +53 melee touch or +55 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 distance keen returning shock spell storing shuriken* 13 plus 1d6 electricity/19–20; or by spell *Always does maximum damage (shuriken 13 points plus 6 points electricity).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Arcane fire (600 ft., 5d6 + 1d6/spell level), domain powers, salient divine abilities, spell-like abilities, turn undead 13/day.
Special Qualities: Applicable knowledge, arcane reach, bonus languages (2), divine aura (18 miles, DC 38), divine immunities, DR 53/+4, familiar (cats), fire resistance 58, godly realm (100 miles Outer Plane, 1,800 ft. Material Plane), greater lore, instant mastery (forgery), lore +72, lore of true stamina, mastery of counterspelling, mastery of elements, mastery of shaping, more newfound arcana, newfound areana, *plane shift* at will, remote communication 18 miles, spontaneous casting of divine spells, SR 70, *teleport without error* at will, true lore, understand, speak, and read all languages and speak directly to all beings within 18 miles.
Saves*: Fort +49, Ref +50, Will +62. *Always receives a 20 on saves.
Abilities: Str 24, Dex 28, Con 24, Int 45, Wis 40, Cha 30.
Skills*: Alchemy +58, Appraise +58, Concentration +85, Craft (bookbinding) +80, Craft (calligraphy) +72, Craft (gemcutting) +72, Craft (metalworking) +64, Craft (stone carving) +64, Craft (woodcarving) +64, Diplomacy +54, Disable Device +36, Forgery +39, Heal +69, Knowledge (arcana) +95, Knowledge (geography) +69,

Knowledge (history) +69, Knowledge (nature) +69, Knowledge (nobility and royalty) +69, Knowledge (planes) +69, Knowledge (religion) +55, Listen +34, Ride (horse) +28, Scry +93, Search +36, Spellcraft +97, Spot +34. *Always receives a 20 on checks.

Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Create Portal, Craft Wondrous Item, Craft Wand, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Inscribe Rune, Maximize Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus (Divination), Spell Focus (Evocation), Spell Mastery, Spell Penetration, Spellcasting Prodigy.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Reality (save DC 48 for duplicated spells, temporary nonmagical objects last 18 days, temporary magic items or creatures last 18 hours), Alter Size, Arcane Mastery, Automatic Metamagic (Still Spell), Avatar (up to 20), Clearsight 18 ft., Craft Artifact, Create Greater Object (up to 180 lb total weight or 360 cubic feet of volume), Create Object (up to 90 lb total weight or 180 cubic feet of volume), Deny Weave†, Divine Blast (13/day, up to 18 miles, 28d12 points of damage), Divine Creation (up to 1,800 lb total weight or 360 cubic feet of volume), Divine Shield (10/day, stops 180 points of damage), Divine Spellcasting, Extra Domain (Good), Extra Domain (Illusion), Extra Domain (Rune), Increased Energy Resistance (fire), Increased Spell Resistance, Instant Counterspell, Know Secrets (Will DC 38), See Magic, Spontaneous Wizard Spells. †Unique ability, described below.

Domain Powers: Cast good spells at +1 caster level; cast illusion spells at +1 caster level; cast divination spells at +1 caster level; use spell completion or spell trigger devices as Wiz45.

Spell-Like Abilities: Mystra uses these abilities as a 28th-level caster, except for divination spells, good spells, and illusion spells, which she uses as a 29th-level caster. The save DCs are 38 + spell level. *Aid, antimagic field, anyspell, blade barrier, break enchantment, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, dispel evil, dispel magic, displacement, divination, Drawmij's instant summons, erase, explosive runes, find the path, foresight, glyph of warding, greater anyspell, greater glyph of warding, holy aura, holy smite, holy word, identify, imbue with spell ability, legend lore, lesser planar binding, limited wish, mage armor, magic circle against evil, minor image, mislead, Mordenkainen's disjunction, Nystul's undetectable aura, persistent image, phantasmal killer, project image, protection from evil, protection from spells, Rary's mnemonic enhancer, screen, secret page, silence, silent image, spell resistance, spell turning, summon monster IX* (as good spell only), *symbol, teleportation circle, true seeing, weird.*

Cleric Spells/Day (Levels 0–15): 6/10/10/10/9/9/8/8/7/7/3/3/2/2/2/2; base DC = 27 + spell level, or 29 + spell level for divination spells and evocation spells.

Wizard Spells/Day (Levels 0–17): 4/10/10/8/8/8/2/5/6/6/3/3/3/3/2/2/2/2; base DC = 30 + spell level, or 32 + spell level for divination spells and evocation spells.

†Deny Weave (unique salient divine ability): Mystra has the power to deny any creature, mortal or divine, the ability to access the Weave. Should she choose to do so, an affected creature cannot employ any spell or spell-like ability for as long as Mystra chooses to block his or her access to the Weave. This ability has no effect on a creature's ability to access the Shadow Weave.

Possessions: Mystra carries +5 *shurikens* with the distance, keen, returning, shock, and spell storing special abilities.

Caster Level: 25th; *Weight:* 1/10th lb.

Other Divine Powers

As a greater deity, Mystra automatically receives the best possible result on any die roll she makes (including attack rolls, damage, rolls, and saves). She is immortal.

Senses: Mystra can see, hear, touch, and smell at a distance of eighteen miles. As a standard action, she can perceive anything within eighteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to twenty locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 18 hours.

Portfolio Sense: Mystra senses working of the Art that draws on the Weave (that is, any spell, spell-like ability, or magic item function that does not draw on the Shadow Weave) eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs. She is likewise aware of the creation of any new spell or magic item.

Automatic Actions: Mystra can use Alchemy, Craft (bookbinding), Craft (calligraphy), Craft (gemcutting), Craft (metalworking), Craft (stone carving), Craft (woodcarving), Knowledge (arcana), Scry, or Spellcraft as a free action if the DC for the task is 30 or lower. She can perform up to twenty such free actions each round.

Create Magic Items: Mystra can create any kind of magic item.

Avatars

Mystra was formerly seen by most mortals only as a prismatic-hued will o' wisp. The new incarnation of Mystra (Midnight) prefers to appear as a beautiful human female with dark, flowing hair and radiant skin. She wears simple, but elegant, darkly colored robes of the finest heavy silk and a jeweled bodice-clasp that appears to be a web. This clasp symbolizes the magical Weave over which Mystra is sovereign.

Avatar of Mystra: As Mystra except divine rank 9; AC 60 (touch 38, flat-footed 51); Atk +47 ranged (13/19–20, +5 *distance keen returning shock spell storing shuriken*), or spell +44 melee touch or +46 ranged touch; SQ Divine aura (900 ft., DC 29), DR 44/+4, fire resistance 49, SR 41; SV Fort +40, Ref +41, Will +53; all skill modifiers reduced by 9.

Salient Divine Abilities: Alter Reality (save DC 39 for duplicated spells, temporary nonmagical objects last 9 days, temporary magic items or creatures last 9 hours), Arcane Mastery, Deny Weave†, Divine Shield (10/day, stops 90 points of damage), Divine Spellcasting, Extra Domain (Good), Extra Domain (Illusion), Extra Domain (Rune), Instant Counterspell, See Magic, Spontaneous Wizard Spells.

Spell-Like Abilities: Caster level 19th, or 20th for divination spells, good spells, and illusion spells; saving throw DC 29 + spell level.

Oghma

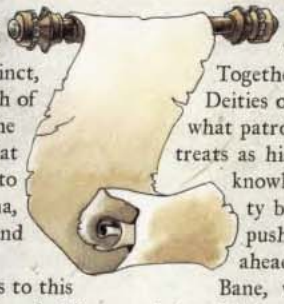
The Lord of Knowledge, Binder of What is Known

Greater Deity

Symbol:	Blank scroll
Home Plane:	House of Knowledge
Alignment:	Neutral
Portfolio:	Bards, inspiration, invention, knowledge
Worshipers:	Artists, bards, cartographers, inventors, loremasters, sages, scholars, scribes, wizards
Cleric Alignments:	Any
Domains:	Charm, Knowledge, Luck, Travel, Trickery
Favored Weapon:	"Mortal Strike" (longsword)

Followers of Oghma (*ogg*-mah) tell an interesting tale regarding the earliest days of existence. Not long after Shar and Selûne created

Toril and gave birth to Chauntea, the world's animating spirit, a traveler ventured to the world from a distant realm. He came upon a chaotic landscape of indistinct, shapeless concepts yearning to be given solidity. To each of these concepts he gave a name that would define it in the aeons to come. Such was the power of these names that the concepts transcended their elusive existence, bound to physical form in the material world. Thus, did Oghma, the Binder of What is Known, give order to chaos and claim an honored place among Toril's oldest deities.

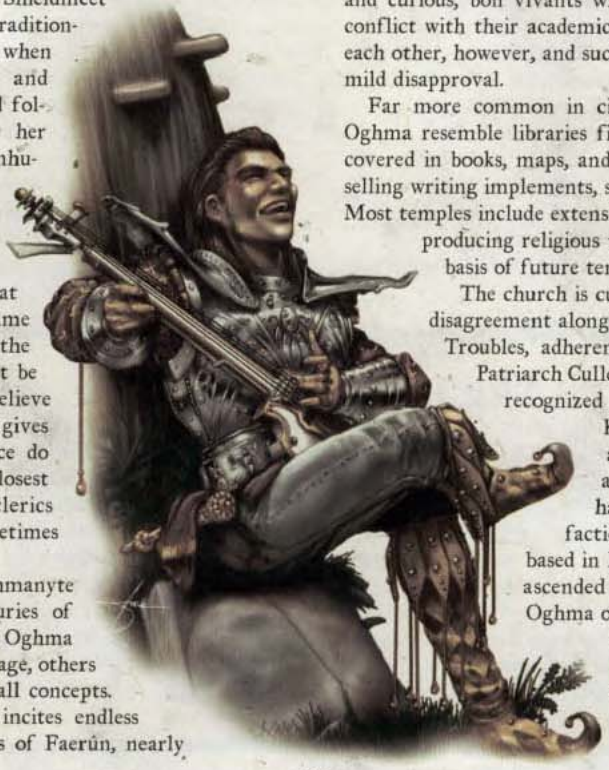


Oghma's dominion over the realm of ideas continues to this day. The Lord of Knowledge sits in judgment of all ideas, deciding whether they will be allowed to spread, or whether they will die with their originator. In this regard, the Binder exercises a great deal of caution, for the experience of countless ages weighs heavy on his heart. He prefers a doctrine of ideological conservatism, hoping that no new thought disrupts the delicate balance he has nurtured since the beginning of time. Despite this, Oghma exudes an outwardly cheerful demeanor, using his good looks, skillful debate, and peerless charm to sway even the most ardent opponents to his way of thinking. Radical deities such as Lathander and Lliira, who frequently oppose Oghma's rigid adherence to the status quo, view his orations as hidebound and manipulative. Nonetheless, all but the most vile and loveless appreciate the fine lilt of his voice and his delicate, skillful performance on the yarting (a type of guitar). Oghma's legendary musical skill and geniality define mortal impressions of the deity. He is the patron of bards, and most consider him the source of creative inspiration and the protector of accumulated knowledge. Served by sages, wizards, bards, and any who base their lives on the exchange of knowledge or song, Oghma is honored by members of every race, social class, and creed.

Symbol by Stephanie Pui-Mun Law

Clerics of Oghma pray for spells in the morning. Every day, they perform two rituals known as the Cornerstones of the Day. The first, the Binding, is a morning ceremony of writing mystic symbols during silent prayer. The second, known as the Covenant, is an evening ritual sharing works of wisdom, song, and new knowledge. Clerics celebrate Midsummer and Shieldmeet as holy days, since these occasions traditionally mark new agreements or pacts, when many written contracts, deeds, and bonds are drawn up. When a child follower of Oghma achieves his or her twelfth year (or equivalent for nonhuman worshipers), local clerics perform a private ceremony known as the Naming. They reveal to the youth his or her "True Name," a secret signifier that represents that being's true essence. One's True Name is used only in personal prayer to the Lord of Knowledge and should not be shared with anyone. Oghmanytes believe that knowing one's True Name gives power over that person, and hence do not mention it even to their closest friends or relatives. Oghma's clerics often multiclass as bards and sometimes as wizards or loremasters.

Illustration by Arnie Swekel



Oghma

History/Relationships: Most Oghmanyte myths date to the earliest centuries of human existence. Some claim that Oghma gifted the world with written language, others that the Binder is responsible for all concepts. While such theological pedantry incites endless debate among the scholarly classes of Faerûn, nearly everyone agrees that Oghma is ancient and has been widely worshiped since before the dawn of history. Together, Oghma, Denier, Milil, and Gond are known as the Deities of Knowledge and Invention. The Binder has a somewhat patronizing relationship with Deneir and Milil, whom he treats as his servants in the preservation and promulgation of knowledge. He appreciates Gond's enthusiasm and creativity but frowns at the Wonderbringer's constant desire to push technology further and further, putting innovation ahead of introspection. Oghma dislikes Mask, Cyric, and Bane, viewing them as the most credible threats to his beloved balance.

Dogma: Knowledge, particularly the raw knowledge of ideas, is supreme. An idea has no weight, but it can move mountains. The greatest gift of humankind, an idea outweighs anything made by mortal hands. Knowledge is power and must be used with care, but hiding it away from others is never a good thing. Stifle no new ideas, no matter how false and crazed they seem; rather, let them be heard and considered. Never slay a singer, nor stand by as others do so. Spread knowledge wherever it is prudent to do so. Curb and deny falsehoods, rumor, and deceitful tales whenever you encounter them. Write or copy lore of great value at least once a year and give it away. Sponsor and teach bards, scribes, and record keepers. Spread truth and knowledge so that all folk know more. Never deliver a message falsely or incompletely. Teach reading and writing to those who ask (if your time permits), and charge no fee for the teaching.

Clergy and Temples: Clerics of Oghma are known as Namers. The church welcomes members of all races and philosophies, provided prospective clerics swear to the doctrine of the Binder of What is Known and dedicate themselves to acquiring, administering, and protecting knowledge. Members of the church might remain cloistered in temples (usually academics or sages more at home among stacks of books and scrolls than among their fellows) or travel the land, recording their experiences and periodically reporting to the temples they encounter on their travels. Wayfaring clerics and bards within the church tend to be adventuresome and curious, bon vivants who occasionally come into ideological conflict with their academic counterparts. The two branches need each other, however, and such reprobation seldom escalates beyond mild disapproval.

Far more common in cities than the wilderness, temples of Oghma resemble libraries filled with acolytes huddled over desks covered in books, maps, and scrolls. Many support themselves by selling writing implements, services, or maps, often to adventurers. Most temples include extensive binderies to aid cloistered clerics in producing religious tracts and volumes that will form the basis of future temple libraries.

The church is currently experiencing serious factional disagreement along hierarchical lines. Before the Time of Troubles, adherents swore by the word of the Grand Patriarch Cullen Kordamant of Procampur, a pontiff recognized as the terrestrial Voice of Oghma. Kordamant vanished from his home amid the chaos of 1358 DR, however, and since then most temples of Oghma have aligned themselves with one of two factions. The Orthodox Church of Oghma, based in Procampur, holds that Kordamant has ascended to a semidivine state and serves Oghma on the planes. Until the Binder tells his followers otherwise, they believe that no new Voice should be named. Sembia's powerful and deeply conservative Oghmanyte Church claims that the Binder himself recently

declared their high cleric Undryl Yannathar to be Great Patriarch, a contention the Orthodox Church intensely refute. The factions refuse to find common ground and press temples throughout Faerûn to declare themselves for one side or the other.

Oghma

Bard 20/Wizard 20/Cleric 5
Medium-Size Outsider
Divine Rank: 16
Hit Dice: 20d8+140 (outsider) plus 20d6+140 (Brd) plus 20d4+140 (Wiz) plus 5d8+35 (Clr) (855 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 79 (+9 Dex, +16 divine, +29 natural, +15 deflection)
Attacks*: *+5 dancing defending longsword* +77/+72/+67/+62 melee; or spell +67 melee touch or +68 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 dancing defending longsword* 1d8+17/19–20; or by spell *Always does maximum damage (longsword 25 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 18/day.
Special Qualities: Bardic knowledge +35 (never fails), 20/day bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) range 16 miles, divine aura (16 miles, DC 41), divine immunities, DR 51/+4, familiar (owls), fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), *plane shift* at will, remote communication 16 miles, spontaneous casting of divine spells, SR 48, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.
Saves*: Fort +57, Ref +59, Will +59. *Always receives a 20 on saves.
Abilities: Str 26, Dex 28, Con 24, Int 40, Wis 29, Cha 40.
Skills*: Alchemy +47, Appraise +54, Balance +48, Bluff +71, Concentration +91, Decipher Script +54, Diplomacy +46, Disguise +36, Escape Artist +30, Gather Information +51, Hide +30, Intimidate +35, Knowledge (arcana) +99, Knowledge (architecture and engineering) +99, Knowledge (geography) +99, Knowledge (history) +99, Knowledge (local) +99, Knowledge (nature) +99, Knowledge (nobility and royalty) +99, Knowledge (planes) +99, Knowledge (religion) +99, Listen +45, Perform +74, Read Lips +54, Scry +99, Sense Motive +68, Spellcraft +99. *Always receives a 20 on checks.
Feats: Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Wand, Dodge, Empower Spell, Expertise, Extend Spell, Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Maximize Spell, Mobility, Persistent Spell, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Spring Attack, Still Spell, Twin Spell, Weapon Focus (longsword), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 51 for duplicated spells, temporary nonmagical objects last 16 days, temporary magic items or creatures last 16 hours), Alter Size, Avatar (up to 20), Clearsight 16 ft., Divine Bard, Divine Blast (18/day, up to 16 miles, 31d12 points of damage), Divine Glibness (as *mass suggestion* cast by a 26th-level sorcerer, up to 26 creatures, no two of which are more than 160 feet apart, Will DC 41), Divine Inspiration (any, up to 16 creatures/day), Divine Recall (inventions), Divine Recall (performances), Divine Shield (10/day, stops 160 points of damage), Divine Spellcasting, Divine Weapon Focus (longsword), Extra Domain (Luck), Extra Domain (Trickery), Irresistible Performance (16/day, Will DC 41, up to 16 creatures within a radius of 160 ft.), Know Secrets (Will DC 41), Shapechange, True Knowledge, True Shapechange.

Domain Powers: 16/day increase Cha by +4 for 1 minute; cast divination spells at +1 caster level; 16/day reroll a die roll once after it is made; 5 rounds/day *freedom of movement.*

Spell-Like Abilities: Oghma uses these abilities as a 26th-level caster, except for divination spells, which he uses as a 27th-level caster. The save DCs are 41 + spell level. *Aid, astral projection, break enchantment, calm emotions, change self, charm monster, charm person, clairaudience/clairvoyance, confusion, demand, detect secret doors, detect thoughts, dimension door, discern location, divination, dominate monster, emotion, entropic shield, expeditious retreat, false vision, find the path, fly, foresight, freedom of movement, geas/quest, holy aura, insanity, invisibility, legend lore, locate object, miracle, mislead, nondetection, phase door, polymorph any object, protection from elements, screen, spell turning, suggestion, teleport without error, time stop, true seeing.*

Cleric Spells/Day: 5/7/5/4; base DC = 21 + spell level.

Bard Spells Known (Levels 0–15; 4/8/8/8/7/7/7/4/3/3/3/3/2/2/2/2; base DC = 27 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, read magic;* 1st—*charm person, expeditious retreat, identify, message, unseen servant;* 2nd—*blur, detect thoughts, enthrall, hypnotic pattern, tongues;* 3rd—*clairaudience/*

The End of Creation

Oghma's battles against the now-deceased Leira, Guardian of Liars, are legendary. For centuries, Leira attempted to send dangerous, revolutionary ideas to her followers but was stymied by Oghma at every turn. Oghma ensured that these concepts remained limited to the members of Leira's small cult, preventing her perverted ideology from making a meaningful impact upon the inhabitants of Faerûn. The Lady of the Mists swore revenge and secretly cast a great spell upon Faerûn to subtly manipulate the concept of truth. The spell wove tidbits of a staggering multiversal axiom into the written work of the past, present, and future. Sometimes words, juxtapositions of letters, or even whole sentences, these snippets convey little by themselves. When combined into a single text, however, they reveal what seems absolute truth but is in fact a great and terrible lie, a work of unsurpassed subterfuge that, when read, will result in a day in which nothing can be created. On that day, the artist will stare blankly at his canvas, the philosopher will stand mute before her students, and the Binder of What is Known, cut off from the creative energy that gives him form and purpose, will fade forever from existence.

clairvoyance, greater magic weapon, haste, lesser geas, scrying; 4th—dismissal, hold monster, improved invisibility, legend lore, locate creature; 5th—dream, greater dispelling, mirage arcana, persistent image, summon monster V; 6th—geas/quest, permanent image, plane shift, veil.

Wizard Spells/Day (Levels 0–15): 4/8/8/8/7/7/7/7/6/6/3/3/2/2/2/2; base DC = 27 + spell level.

Possessions: Oghma carries *Mortal Strike*, a *+5 longsword* with dancing and defending special abilities.

Caster Level: 25th; *Weight:* 4 lb.

OTHER DIVINE POWERS

As a greater deity, Oghma automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Oghma can see, hear, touch, and smell at a distance of sixteen miles. As a standard action, he can perceive anything within sixteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 16 hours.

Portfolio Sense: Oghma senses any idea or form of creative expression sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs.

Automatic Actions: Oghma can use any of his Knowledge skills as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Oghma can create any kind of magic item.

Avatars

Oghma's avatars wear elaborately decorated armor that seems more in place as a costume in a grand play than on the battlefield. They carry perfectly tuned yartings of white snowwood, which they manipulate with peerless accuracy, picking and strumming the greatest ballads known to Faerûn for any who will stop to listen. Such agents rarely enter battle—the avatars of the Binder of What is Known are fierce in battle, but they much prefer quiet conversations with travelers, sages, and scholars. When Oghma knows a particular avatar will be used for fighting, he prefers to form it in the shape of a gigantic, elderly man with long white hair and a flowing beard.

Avatar of Oghma: As Oghma except divine rank 8; AC 63 (touch 42, flat-footed 54); Atk +65/+60/+55/+50 melee (1d8+17/19–20, *+5 dancing defending longsword*), or spell +59 melee touch or +60 ranged touch; SQ 20/day bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) range 8 miles; divine aura (800 ft., DC 33), DR 43/+4, fire resistance 28, SR 40; SV Fort +49, Ref +51, Will +51; all skill modifiers reduced by 8.

Salient Divine Abilities: Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Divine Bard, Divine Inspiration (any, up to 8 creatures/day), Divine Shield (10/day, stops 80 points of damage), Divine Spellcasting, Extra Domain (Luck), Extra Domain (Trickery), Irresistible Performance (8/day, Will DC 33, up to 8 creatures within a radius of 80 ft.), Know Secrets (Will DC 33).

Spell-Like Abilities: Caster level 18th, or 19th for divination spells; saving throw DC 33 + spell level.

selûne

Our Lady of Silver, the Moonmaiden
Intermediate Deity

Symbol:	Pair of female eyes surrounded by seven silver stars
Home Plane:	Gates of the Moon
Alignment:	Chaotic good
Portfolio:	Good and neutral lycanthropes, moon, navigation, questers, stars, wanderers
Worshipers:	Female spellcasters, good and neutral lycanthropes, navigators, monks (Sun Soul), sailors
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Good, Moon, Protection, Travel
Favored Weapon:	"The Rod of Four Moons" (heavy mace)

Selûne (seh-*loon*-ay) represents the mysterious power of the moon, the celestial force that influences the tides, changes lycanthropes, orders reproductive cycles, and pulls at the edges of sanity. An incalculably ancient deity, Selûne approaches existence with the placid calm of dappled moonlight. Like the moon itself, the quietly mystical Lady of Silver has many faces. At times, she seems distant, cloaked in the sadness of past defeats and tragedies. At others, she dances joyfully, her lithe form glowing with majestic radiance. A chaotic being well accustomed to change, Selûne can be counted on for at least one constant—her ceaseless war against her archnemesis Shar. Together the two created Toril and infused it with life, and ever since, they have battled over the fate of their creation.

Many of Faerûn's residents live according to the dictates of the night sky, and hence Selûne boasts a highly diverse body of worshipers. Seafarers turn to the star-speckled canopy above their nocturnal voyages to navigate the seaways, often offering prayers to the Moonmaiden to protect them from Umberlee's attentions. Nonevil lycanthropes honor Selûne as the master of their fate, as do astrologers and fortune tellers, albeit for different reasons. The common folk know servants of Selûne as mysterious agents of good, enemies of evil werebeasts and undead, and caretakers of lunatics and the infirm. Though few understand the intricacies of her ancient religion, most good-hearted Faerûnians respect her clergy and pay homage to her when the moon is full.

Clerics of Selûne pray for their spells at night, always facing in the direction of the moon when visible. Women heavily outnumber men, and many of the church's rituals honor the woman's role as a teacher and role model in the home and in society at large. Selûne's doctrine suggests that the moon exerts a subtle influence upon the natural cycles of a woman's body. A female cleric of Selûne believes she is closest to her deity during the full moon, and during that period, she conducts morning ceremonies to open herself to special visions, insights, and intuitions. Milk, as a symbol of motherhood and the sustaining power of the feminine, plays an important role in most Selûnite ceremonies. All clerics observe two annual holidays, the Conjuring of the Second Moon and the Mystery of the Night. The Conjuring of the Second Moon, held every Shieldmeet, is a coordinated chant at every Faerûnian temple of Selûne. This confluence of devotional energy summons the Shards, a cadre of blue-haired female planetars, to do the bidding of Selûne's terrestrial clergy for a single night—usually battling the forces of Shar. On the following dawn, the Shards elevate one mortal cleric to their order. The Mystery of the Night must be performed once every year by each cleric of Selûne. During the ritual, clerics fly high into the air to commune with the Moonmaiden while in a deep trance. Selûne's clerics often multiclass as bards, silverstars (see Chapter 4), or sorcerers.

History/Relationships: According to the oldest myths, Lord Ao created the universe that now holds the world of Toril. Through this act of creation, protoplasmic raw existence took the form of twin deities, one representing light and one representing darkness. These deities, Selûne and Shar, birthed the heavenly bodies, in the process creating Chauntea as the animating spirit of the world of Toril. Chauntea begged the sisters to grant her world warmth and light that life might flourish upon it. Selûne relented, igniting the sun with elemental fire. Shar, who treasured the primordial darkness and resented Chauntea's concept of life, lashed out at her sister, initiating a conflict that has endured to the present day. Enraged, the Lady of Loss snuffed out the lights of Selûne, greatly weakening her in magical battle. Finally, the Moonmaiden tore a piece of her magical essence from herself and flung it at Shar. When the blast hit the Dark Deity, it ripped away some of her essence as well. From the meld of light and dark energies came Mystryl, a being of pure magic who went on to shepherd the Weave blanketing all Toril. Mystryl more closely identified with Selûne, granting the Moonmaiden a powerful ally—at terrible cost. Selûne's magical onslaught cast Shar into the darkness for centuries and allowed warmth and light to grace Toril, but the assault wounded her to the core. Since then her power has waxed and waned with the passing of epochs, while Shar, ever waiting to strike from the shadows, retains much of her ancient strength.

Selûne's power seems to be on the rise. Prior to the Time of Troubles, her potency had ebbed to the point that she was a servitor to Sune Firehair. In the last decade, however, she has once again branched out on her own, forging new alliances in her eternal battle against her dark sister. Among her strongest allies in this cause is Mystra (the second deity to follow her ancient, long-dead friend as protector of the Weave), especially since Shar created the mysterious Shadow Weave, a force antithetical to Mystran doctrine. Lliira and Eilistraee share Selûne's love of moonlit frolics. She respects Lathander's passion and hopes that by working together the two can cast destroying light upon Shar's ever-present darkness. Selûne struggles with Umberlee over the fate of ships at sea, and with Mask over the evil he commits in the moonlight's dark shadows.

Dogma: Let all on whom Selûne's light falls be welcome if they desire. As the silver moon waxes and wanes, so too does life. Trust in Selûne's radiance, and know that all love alive under her light shall know her blessing. Turn to the moon, and she will be your true guide. Promote acceptance and tolerance. See all other beings as equals. Aid fellow Selûnites as if they were your dearest friends.

Clergy and Temples: The Moonmaiden's clergy believe that "anywhere the full moon shines is the place for Selûne." Her worshipers tend to be patient, accepting all with an understanding ear and a healing hand. Selûne's lessons of compassion and guidance through observation of the heavens resonate strongest with sailors, nonevil lycanthropes, and especially female spellcasters. Her church possesses a very chaotic hierarchy, which occasionally shifts with the phase of the moon or other less predictable heavenly phenomena. Clerics of Selûne value self-reliance, humility, and practical application of common sense far more than rigid adherence to stodgy ceremonies. Clerics frequently arm themselves with a special kind of mace known as the Moon's Hand, which replaces the standard head of the weapon with a representation of the moon (those of different temples prefer different phases). Moon's Hands come in heavy and light varieties, and are in all other ways identical to maces.

The appearances of Selûne's temples vary as much as her clerics, from small shrines in the wilderness to huge open-air or skylit buildings the size of great mansions. Reflecting ponds, small gardens, and feminine symbology dominate Selûnite architecture.

Itinerant clerics wander Faerûn in search of potential worshipers, always keeping an eye out for those afflicted by lycanthropy or madness. Those with the capability to heal sufferers do so; others accompany them to the nearest temple of Selûne, where they are cared for by senior clerics. Wanderers of the church also subtly spread an ideology of female empowerment entwined with Selûnite homilies, which is growing popular among alewives, laundresses, seamstresses, and servants. Those clerics who remain bound to temples (usually but not always due to age) dispense healing, earn coin for the church by telling fortunes from star charts, and minister to residents of the sanitariums and asylums that frequently abut Selûnite temples. Both types of clerics unite when evil lycanthropes threaten the community, doing everything within their power to root out the magical affliction and cure or destroy it.

selûne

Wizard 20/Cleric 20/Bard 9
Medium-Size Outsider (Chaotic, Good)
Divine Rank: 15
Hit Dice: 20d8+140 (outsider) plus 20d4+140 (Wiz) plus 20d8+140 (Clr) plus 9d6+63 (Brd) (937 hp)
Initiative: +8
Speed: 60 ft.
AC: 75 (+8 Dex, +15 divine, +28 natural, +14 deflection)
Attacks: *+5 defending disruption holy heavy mace* +77/+72/+67/+62 melee; or spell +67 melee touch or +68 ranged touch.
Damage: *+5 defending disruption holy heavy mace* 1d8+15/19–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 21/day.
Special Qualities: Bardic knowledge +21, bardic music (countersong, *fascinate*, inspire competence, inspire courage) 9/day, divine aura (1,500 ft., DC 39), divine immunities, DR 50/+4, familiar (owls), fire resistance 35, godly realm (10 miles Outer Plane, 1,500 ft. Material Plane), *plane shift* at will, remote communication 15 miles), spontaneous casting of divine spells, SR 47, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 15 miles.
Saves: Fort +58, Ref +59, Will +65.
Abilities: Str 25, Dex 27, Con 24, Int 35, Wis 38, Cha 38.
Skills*: Alchemy +50, Balance +48, Bluff +40, Concentration +94, Decipher Script +35, Diplomacy +107, Escape Artist +66, Gather Information +72, Handle Animal +52, Heal +75, Hide +34, Intimidate +39, Intuit Direction +72, Jump +24, Knowledge (arcana) +96, Knowledge (geography) +50, Knowledge (history) +80, Knowledge (nature) +50, Knowledge (nobility and royalty) +40, Knowledge (planes) +80, Knowledge (religion) +90, Listen +39, Move Silently +66, Perform +37, Ride (horse) +29, Scry +99, Search +50, Sense Motive +72, Spellcraft +99, Tumble +31, Wilderness Lore +45. *Always receives a 20 on checks.
Feats: Blind-Fight, Combat Reflexes, Craft Rod, Craft Wand, Craft Wondrous Item, Deflect Arrows, Divine Might, Dodge, Eschew Materials, Expertise, Forge Ring, Greater Spell Penetration, Improved Critical (composite longbow), Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Attack, Martial Weapon Proficiency (composite longbow), Martial Weapon Proficiency (composite shortbow), Martial Weapon Proficiency (longbow), Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (rapier), Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicken Spell, Rapid Shot, Reach Spell, Sacred Spell, Scribe Scroll, Spell Penetration, Spring Attack, Still Spell, Superior Expertise, Track, Weapon Focus (longsword), Weapon Focus (composite longbow), Weapon

Symbol by Stephanie Pui-Mun Law

Specialization (longsword), Weapon Specialization (composite longbow), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 49 for duplicated spells, temporary nonmagical objects last 15 days, temporary magic items or creatures last 15 hours), Alter Size, Annihilating Strike (Fort save DC 35 + damage dealt, or destroy up to 15,000 cubic feet of nonliving matter), Area Divine Shield (up to 15 10-foot squares, or a sphere or hemisphere with a radius of up to 15 feet), Avatar (up to 10), Divine Blast (17/day, up to 15 miles, 29d12 points of damage), Divine Inspiration (frenzy, Will DC 39, up to 15 creatures/day), Divine Shield (10/day, stops 150 points of damage), Divine Spellcasting, Divine Weapon Focus (heavy mace), Extra Domain (Protection), Extra Domain (Travel), Lay Curse (Will DC 39, up to 15 creatures/day), Lay Quest (up to 15 creatures/day), Mass Divine Blast (up to 75 targets, no two of which can be more than 15 miles apart, or a cone up to 1,500 ft. long, or a burst or spread with a radius of up to 750 ft. and a height of up to 150 ft.), Possess Mortal (Will DC 39, up to 10 mortals at once), Shapechange.

Domain Powers: Cast chaotic spells at +1 caster level; cast good spells at +1 caster level; 17/day turn or destroy lycanthropes; 15/day protective ward (touched subject gains +20 resistance bonus on next saving throw, maximum duration 1 hour); 20 rounds/day *freedom of movement.*

Spell-Like Abilities: Selûne uses these abilities as a 25th-level caster, except for chaotic spells and good spells, which she uses as a 26th-level caster. The save DCs are 39 + spell level. *Aid, animal shapes, animate objects, antimagic field, astral projection, blade barrier, chaos hammer, cloak of chaos, dimension door, dispel evil, dispel law, emotion, expeditious retreat, faerie fire, find the path, fly, holy aura, holy smite, holy word, insanity, locate object, magic circle against evil, magic circle against law, mind blank, moon blade, moon path, moonbeam, moonfire, permanent image, phase door, prismatic sphere, protection from elements, protection from evil, protection from law, repulsion, sanctuary, shatter, shield other, spell immunity, spell resistance, summon monster IX* (as chaos or good spell), *teleport without error, word of chaos.*

Bard Spells Known (3/7/7/5; base DC = 26 + spell level): 0—*dancing lights, daze, detect magic, mage hand, mending, read magic;* 1st—*hypnotism, mage armor, protection from evil, silent image;* 2nd—*bull's strength, locate object, silence, Tasha's hideous laughter;* 3rd—*dispel magic, magic circle against evil, scrying.*

Cleric Spells/Day (Levels 0–14): 6/10/10/9/9/9/8/7/7/7/3/2/2/2/2; base DC = 26 + spell level.

Wizard Spells/Day (Levels 0–12): 4/7/7/7/7/6/6/6/6/5/2/2/2; base DC = 24 + spell level.

Possessions: Selûne carries the *Rod of Four Moons*, a *+5 heavy mace* with the defending, disruption, and holy special abilities.

Caster Level: 25th; *Weight:* 12 lb.



Selûne

Illustration by Todd Lockwood

Other Divine Powers

As an intermediate deity, Selûne automatically receives a die result of 20 on any check. She treats a 1 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

Senses: Selûne can see, hear, touch, and smell at a distance of fifteen miles. As a standard action, she can perceive anything within fifteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 15 hours.

Portfolio Sense: Selûne senses any act that takes place under the open light of the moon the instant it happens and retains the sensation for fifteen tendays after the event occurs.

Automatic Actions: Selûne can use Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (nature), Knowledge (nobility and royalty), Knowledge (planes), or Knowledge (religion) as a free action if the DC for the task is 25 or lower. She can perform up to 10 such free actions each round.

Create Magic Items: Selûne can create any kind of magic item that bestows healing, affects shapechangers, or allows the use of spells from the Moon domain spell list, as long as the item's market price does not exceed 200,000 gp.

Avatars

The physical appearance of Selûne's avatar changes with the phases of the moon. Sometimes, she takes the form of a dusky-hued, long-limbed, human woman of exquisite beauty, with long, white hair framing a perfect face marked with stunning, lime-green eyes. At other times, the avatar is a ghostly, lithe, young girl with dark hair and eyes who wears diaphanous robes the color of dappled moonlight. At other times, she is matronly and aging gracefully, with ample softness around the edges. Her appearance grows more radiant or more subdued with the changing of the moons, though such superficial alterations have no effect upon her powers. She prefers not to send avatars to Faerûn, knowing that Shar delights in murdering her manifestations there. Instead, Selûne's avatars ply the Outer Planes in search of magical lore and some edge that will finally help her destroy the Lady of Loss.

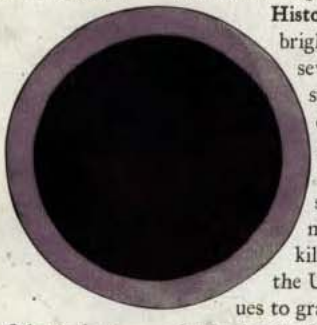
Avatar of Selûne: As Selûne except divine rank 7; AC 59 (touch 39, flat-footed 51); Atk +65/+60/+55/+50 melee (1d8+15/19–20, *+5 defending disruption holy heavy mace*), or spell +59 melee touch, or +60 ranged touch; SQ Divine aura (700 ft., DC 31), DR 42/+4, fire resistance 27, SR 39; SV Fort +50, Ref +51, Will +57; all skill modifiers reduced by 8.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 41 for duplicated spells, temporary nonmagical objects last 7 days, temporary magic items or creatures last 7 hours), Alter Size, Area Divine Shield (up to 7 10-foot squares, or a sphere or hemisphere with a radius of up to 7 feet), Divine Blast (17/day, up to 7 miles, 21d12 points of damage), Divine Shield (10/day, stops 70 points of damage), Extra Domain (Protection), Extra Domain (Travel), Mass Divine Blast (up to 35 targets, no two of which can be more than 7

miles apart, or a cone up to 700 ft. long, or a burst or spread with a radius of up to 350 ft. and a height of up to 70 ft.).

Spell-Like Abilities: Caster level 17th, or 18th for chaotic spells and good spells; saving throw DC 31 + spell level.

Spells: As Selûne, except save DCs against the avatar's bard and cleric spells are 24 + spell level, and save DCs against the avatar's wizard spells are 22 + spell level. The avatar has no spell slots above 9th level available.



shar

Mistress of the Night, Lady of Loss, Dark Goddess
Greater Deity

Symbol	Black disk with deep purple border
Home Plane:	Plane of Shadow
Alignment:	Neutral evil
Portfolio:	Caverns, dark, dungeons, forgetfulness, loss, night, secrets, the Underdark
Worshipers:	Anarchists, assassins, avengers, monks (Dark Moon), nihilists, rogues, shadow adepts, shadowdancers
Cleric Alignments:	CE, LE, NE
Domains:	Cavern, Darkness, Evil, Knowledge
Favored Weapon:	"The Disk of Night" (chakram)

After Lord Ao created the universe, the swirling chaos coalesced to form twin deities: Selûne, a being of light and creation, and Shar (*shahr*), a power of darkness and destruction. Shar's existence, paradoxically, is tied to the shrouded nothingness that existed prior to Ao's act of creation. Shar reflects the primal dark, the flawless void erased at the beginning of time by a distant, unconcerned overdeity. Her heart longs for a return to the calm of nonexistence, and she schemes from the shadows to tear down establishments, destroy order, and undermine all creation. Religious art depicts Shar as a black sphere outlined in magical purple flames or a beautiful human woman with long, raven-black hair dressed in swirling dark garb. In this guise, her haunting purple eyes have coal black pupils that reflect the primeval void.

Since her earliest battles with Selûne (which continue to this day), Shar has gained dominion over pain hidden but not forgotten, carefully nurtured bitterness, and quiet revenge for old slights. Deeply twisted, the Lady of Loss favors secrets, underhanded dealings, and subterfuge. She uses her mortal worshipers as pawns in a perverse game against everything that has been, is, and will be. Patron of the Shadow Weave, a corrupting magical force based upon nothingness and mad secrets, the Mistress of the Night bolsters her impressive power with temptation and guile.

Shar's love of secrecy serves her clergy well, and most residents of Faerûn know very little about her mysterious cult. All regard her as a dark and vengeful deity, but many seek out her servants in times of grief or bereavement. There is a pervasive belief that her clergy aids those who have been wronged or who have suffered a great loss. Instead of offering release from the pangs of grief, though, Shar's clerics reinforce supplicants' regrets and feelings of betrayal, turning their focus to bitterness and revenge. Good clerics (particularly those of Mystra, Lathander, and of course, Selûne) warn of the dangers of seeking such solace, but desperation often gets in the way of better judgment, and the ranks of Shar's clergy swell with each passing year.

Clerics of Shar pray for their spells at night. Because most of her followers keep their devotion a secret, the religion has but one fixed holiday. During the Festival of the Moon, Sharrans celebrate the Rising of the Dark, when the directors of local cults outline the dark plots of the coming year over the quivering body of a live sacrifice. Once a tenday, followers must engage in an act of wickedness, ideally after a nocturnal dancing and feasting ritual known as a Nightfall. Shar's clerics often multiclass as rogues, with her most debased and accomplished servitors becoming nightcloaks (see Chapter 4). Those clerics associated with the Cult of the Dragon often multiclass as wearers of purple (see Chapter 4).

History/Relationships: Shar's ceaseless battles against her bright sister have caused the creation and destruction of several deities throughout history. Though Selûne strikes openly and forcefully against her twin at every opportunity, Shar prefers subversion, using her mortal worshipers to attack Selûne's clergy and those things Selûne holds dear, rather than at the deity herself. Still, she occasionally moves directly against minor enemies. During the Time of Troubles, Shar killed Ibrandul, a lesser deity of caverns, dungeons, and the Underdark, as an act of pure opportunism. She continues to grant spells to clerics in the name of Ibrandul, reveling in the deceit of the entire affair. Shar may attempt to consume Mask as well, for she nurses a cold anger for his dominion over shadow. Shar's love of dark spaces brings her into frequent conflict with deities of light and fire, and her desire to dominate the concept of revenge sets her against the ancient, dwindling power Hoar. Her only frequent ally is Talona, who may eventually serve Shar in return for the Dark Goddess's aid in murdering her hated enemy Loviatar.

Dogma: Reveal secrets only to fellow members of the faithful. Never follow hope or turn to promises of success. Quench the light of the moon (agents and items of Selûne) whenever you find it, and hide from it when you cannot prevail. The dark is a time to act, not wait. It is forbidden to strive to better your lot in life or to plan ahead except when directly overseen by the faithful of the Dark Deity. Consorting with the faithful of good deities is a sin except in business dealings or to corrupt them from their beliefs. Obey ranking clergy unless it would result in your own death.

Clergy and Temples: Shar's doctrine of vengeful nihilism appeals to those who have suffered great loss or betrayal. Her dominance over darkness and night makes her popular with the blind (especially those accidentally or intentionally blinded due to the actions of others), nocturnal or subterranean humanoids, and creatures who shun the light, including many types of goblinoids. All who favor the dark or who do their business by night (such as cutthroats and thieves) curry her favor, as do many whose deranged world views might be interpreted as insanity. The insane seem to have a natural affinity for Shar's teachings, which may be why so many of Selûne's clerics seek out the mad and attempt to cure or imprison them.

The church is made up of independent cells that have strong, authoritarian rulers. Few adherents know the real names of others in the local cult, and almost no one knows the name of the leader of the larger regional organization. In areas where Shar's cult is strong, wars of assassination against Selûnites are common. This keeps the church fairly small, since many Sharrans die in these attacks or are put to death by local magistrates shortly afterward. Temples to Shar vary in description but usually double as a place of business or residence. Most feature at least one room bathed in *deeper darkness*, which is used in religious ceremonies and ritual killings.

Shar's clergy revel in secrets. In civilized lands, they frequently establish exclusive social clubs or false cults to further corrupt the foundations of mannered society. Cultists work to overthrow governments, promote vengeance, organize cabals, and foment unrest through calumny and sedition. Sharrans believe that all that matters is the freedom to live by one's own dictates; the state exists to limit freedoms and is hence an inherently immoral institution that should be crushed. To them everything deserves to perish, and their duty in life is to encourage the process of destruction. The Dark Moon, an

Symbol by Stephanie Pui-Mun Law

elite order of sorcerer-monks, employ the power of the Shadow Weave to further the Dark Goddess's agenda.

shar

Rogue 10/Shadowdancer 10/Assassin 10/Sorcerer 9/Shadow Adept 10
Medium-Size Outsider (Evil)
Divine Rank: 18
Hit Dice: 20d8+160 (outsider) plus 10d6+80 (Rog) plus 10d6+80 (Shd) plus 10d6+80 (Asn) plus 9d4+72 (Sor) plus 10d4+80 (Sha) (968 hp)
Initiative: +19, always first (+15 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 60 ft.
AC: 88 (+15 Dex, +18 divine, +31 natural, +14 deflection)
Attacks*: *+5 keen unholy wounding short sword* +85/+81/+75/+71 melee and *+5 keen unholy wounding short sword* +85/+81 melee; or *+5 returning speed disk of night* +84/+84/+79/+74/+69 ranged; or spell +70 melee touch or +78 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 keen unholy wounding short sword* 1d6+12/17–20 and *+5 keen unholy wounding short sword* 1d6+8/17–20; *or +5 returning speed disk of night* 1d4+12/19–20/×3; or by spell *Always does maximum damage (short swords 18 and 14 points, chakram 16 points)
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death attack (DC 50), domain powers, salient divine abilities, sneak attack +15d6 (90 points), spell-like abilities.
Special Qualities: Darkvision, defensive roll, divine aura (18 miles, DC 42), divine immunities, DR 53/+4, evasion, familiar (bats), fire resistance 38, godly realm (100 miles Outer Plane, 1,800 ft. Material Plane), greater shield of shadows (19 rounds), hide in plain sight, improved evasion, low-light vision, *plane shift* at will, remote communication 18 miles, shadow companion (up to 3, 6 HD each), shadow defense +3, shadow double (1/day, 19 rounds), shadow illusion 1/day, shadow jump (160 ft.), shadow walk 1/day, slippery mind, spell power +3, SR 50, summon shadow, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 18 miles.
Saves*: Fort +62, Ref +69, Will +61. *Always receives a 20 on saves.
Abilities: Str 25, Dex 41, Con 26, Int 34, Wis 24, Cha 38.
Skills*: Appraise +41, Balance +82, Bluff +104, Climb +49, Concentration +98, Decipher Script +41, Diplomacy +97, Disable Device +41, Disguise +104, Escape Artist +80, Forgery +53, Gather Information +68, Heal +42, Hide +105, Innuendo +56, Intimidate +76, Intuit Direction +38, Jump +40, Knowledge (arcana) +92, Knowledge (history) +66, Knowledge (nature) +53, Knowledge (planes) +53, Knowledge (religion) +53, Listen +59, Move Silently +77, Perform +37, Profession (herbalist) +40, Scry +78, Search +61, Sense Motive +59, Spellcraft +95, Spot +48, Tumble +58, Use Rope +40. *Always receives a 20 on checks.
Feats: Ambidexterity, Blind-Fight, Combat Casting, Combat Reflexes, Delay Spell, Dodge, Empower Spell, Exotic Weapon Proficiency (disk of night), Expertise, Extend Spell, Insidious Magic, Improved Critical (disk of night), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Persistent Spell, Point Blank Shot, Precise Shot, Quick Draw, Quicken Spell, Pernicious Magic, Shot On The Run, Shadow Weave Magic, Spell Penetration, Still Spell, Tenacious Magic, Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (disk of night).



Illustration by Glen Angus

Shar

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 52 for duplicated spells, temporary nonmagical objects last 18 days, temporary magic items or creatures last 18 hours), Alter Size, Annihilating Strike (Fort DC 38 + damage dealt, or destroy up to 18,000 cubic feet of nonliving matter), Automatic Metamagic (silent sorcerer spells), Automatic Metamagic (twin sorcerer spells), Avatar (up to 20), Call Creatures (up to 18 creatures with the Shadow Weave Magic feat, each with up to 18 HD), Deny Shadow Weave†, Divine Blast (17/day, up to 18 miles, 32d12 points of damage), Divine Shield (11/day, stops 180 points of damage), Divine Storm (180 ft., Fort DC 42), Divine Weapon Focus (short sword), Extra Domain (Cavern), Hand of Death (Fort DC 52), Know Death, Know Secrets (Will DC 42), Lay Curse (Will DC 42, up to 18 creatures/day), Mass Divine Blast (up to 90 targets, no two of which can be more than 18 miles apart, or a cone up to 1,800 ft. long, or a burst or spread with a radius of up to 900 ft. and a height of up to 180 ft.), Possess Mortal (Will DC 42, up to 20 mortals at once), Shapechange, Supreme Initiative, True Shapechange. †Unique ability, described below.

Domain Powers: Stonecunning; cast evil spells at +1 caster level; cast divination spells at +1 caster level.

Spell-Like Abilities: Shar uses these abilities as a 28th-level caster, except for divination spells and evil spells, which she uses as a 29th-level caster, and evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor), which she uses as a 27th-level caster. The save DCs are 42 + spell level, or 43 + spell level for enchantment spells, illusion spells, and necromancy spells.* *Armor of darkness, blacklight, blasphemy, blindness/deafness, clairaudience/clairvoyance, create undead, darkbolt, darkness, desecrate, detect secret doors, detect thoughts, discern location, dispel good, divination, earthquake, find the path, foresight, imprisonment, legend lore, Leomund's secure shelter, magic circle against good, maw of stone, meld into stone, nightmare, obscuring mist, passwall, power word, blind, power word, kill, protection from good,*

prying eyes, summon monster IX (as evil spell only), *true seeing, unholy aura, unholy blight.* *Because she created the Shadow Weave, Shar reaps both the benefits and the penalties of the Shadow Weave Magic feat for her spell-like abilities as well as her spells.

Assassin Spells Known: 5/5/5/4; base DC = 22 + spell level, or 23 + spell level for enchantment spells, illusion spells, and necromancy spells; effective caster level 9 for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor).

Sorcerer Spells Known (6/10/10/9/9/9/9/8/8/6; base DC = 24 + spell level, or 25 + spell level for enchantment spells, illusion spells, and necromancy spells; effective caster level 18 for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor): 0—*daze, detect magic, detect poison, ghost sound, prestidigitation, ray of frost, read magic, resistance, silent portal;* 1st—*cause fear, change self, charm person, chill touch, blacklight;* 2nd—*blur, misdirection, claws of darkness, shadow mask, shadow spray;* 3rd—*hold person, major image, suggestion, vampiric touch;* 4th—*enervation, fear, improved invisibility, phantasmal killer;* 5th—*dominate person, nightmare, seeming, Grimwald's graymantle;* 6th—*mislead, permanent image, programmed image;* 7th—*finger of death, shadow walk, vision;* 8th—*demand, mass charm, sympathy;* 9th—*wail of the banshee, weird.*

†**Deny Shadow Weave (unique salient divine ability):** Shar has the power to deny any creature, mortal or divine, the ability to access the Shadow Weave. Should she choose to do so, an affected creature cannot employ any spell or spell-like ability granted through the Shadow Weave for as long as Shar chooses to block his or her access to it. This ability has no effect on a creature's ability to access the Weave.

Possessions: Shar carries *disks of the night, +5 chakrams* with the returning and speed special abilities.

Caster Level: 25th; *Weight:* 2 lb.

Shar also carries two *+5 short swords* with the keen, unholy, and wounding special abilities.

Caster Level: 25th; *Weight:* 3 lb.

Other Divine Powers

As a greater deity, Shar automatically receives the best possible result on any die roll she makes (including attack rolls, damage, rolls, and saves). She is immortal.

Senses: Shar can see (using normal vision, low-light vision, or darkvision), hear, touch, and smell at a distance of eighteen miles. As a standard action, she can perceive anything within eighteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to twenty locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 18 hours.

Portfolio Sense: Shar senses any act of treachery or nihilism that takes place under cover of darkness eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs.

Automatic Actions: Shar can use Knowledge (arcana), Knowledge (history), Knowledge (nature), Knowledge (planes), or Knowledge (religion) as a free action if the DC for the task is 30 or lower. She can perform up to twenty such free actions each round.

Create Magic Items: Shar can create any kind of magic item that obscures the truth, such as an *amulet of nondetection*, or that creates magical darkness.

Avatars

Shar's avatars come in two forms: the Nightsinger and the Dark Dancer. The Nightsinger stands a bit more than 10 feet tall and wears voluminous robes to mask her feminine figure. She wears a mask of feathers that trail from her face into the dark recesses of her cowled cloak. She does not speak; instead, she sings her words in a voice filled with sorrow and loss. The Dark Dancer, by contrast, wears few clothes. She has a dancer's figure, and her costume shows off her jet black skin, which is marked by fields of starlight. The 7-foot-tall woman dances alluringly, using a mix of erotic gyration and suggestive stares to convince others to serve her.

Shar rarely manifests on Faerûn, but when she does, it is a cause for great celebration among her cults, who fete her with dark dances, feasts, and erotic exultation.

Avatar of Shar: SZ Large; AC 69 (touch 47, flat-footed 69); Atk +75/+70/+65/+60 melee (1d8+12/17–20, *Medium-size +5 keen unholy wounding short sword*) and +75/+70 melee (1d8+8/17–20, *Medium-size +5 keen unholy wounding short sword*), or +74/+74/+69/+64/+59 ranged (1d6+12/19–20/×3, *Medium-size +5 returning speed chakram*), or spell +60 melee touch or +68 ranged touch; Face/Reach 5 ft. × 5 ft./10 ft.; Hide +92, all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 9 days, temporary magic items or creatures last 9 hours), Alter Size, Deny Shadow Weave†, Divine Blast (17/day, up to 9 miles, 23d12 points of damage), Divine Shield (11/day, stops 90 points of damage), Divine Weapon Focus (short sword), Extra Domain (Cavern), Hand of Death (Fort DC 43), Know Secrets (Will DC 33), Mass Divine Blast (up to 45 targets, no two of which can be more than 9 miles apart, or a cone up to 900 ft. long, or a burst or spread with a radius of up to 450 ft. and a height of up to 90 ft.). †Unique ability, described above.

Spell-Like Abilities: Caster level 19th, or 20th for divination spells and evil spells, or 27th for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor); saving throw DC 33 + spell level, or 34 + spell level for enchantment spells, illusion spells, and necromancy spells.

Shaundakul

Rider of the Winds, the Helping Hand
Lesser Deity

Symbol:	A wind-walking bearded man in traveler's cape and boots
Home Plane:	Gates of the Moon
Alignment:	Chaotic neutral
Portfolio:	Travel, exploration, *portals*, miners, caravans
Worshipers:	Explorers, caravaneers, rangers, *portal*-walkers, half-elves
Cleric Alignments:	CE, CG, CN
Domains:	Air, Chaos, Portal, Protection, Trade, Travel
Favored Weapon:	"Sword of Shadows" (greatsword)

Shaundakul (*shawn*-da-kul) is a lonely deity of few words who lets his deeds speak for him. He is kind but stern, with a rugged sense of humor that sometimes comes to the fore. His faith is on the upswing in part because of his willingness to personally recruit worshipers while manifesting in the world in physical form. Clad in his dark, swirling cloak, leather armor, and boots that never quite touch the ground, the Rider of the Winds cuts a regal figure with his massive greatsword ever at the ready. Tall and handsome, Shaundakul walks in silence but is surrounded by the ever-present keening whistle of the wind.

After falling into obscurity in the wake of the fall of Myth Drannor, the church of Shaundakul has been greatly revitalized since the Time of Troubles. The decade-long absence of Waukeen and near collapse of her church in the wake of the Avatar Crisis

caused many merchants, particularly caravaneers, to turn to Shaundakul for a time. Although many merchants have since returned to the church of the Waukeen, others, particularly those infected with wanderlust, have stayed faithful, and the church has continued to grow. Today, the church of Shaundakul attracts many brave adventurers and daring explorers to its ranks, and word of their latest exploits is eagerly awaited in the cities in which they are based.

Clerics of Shaundakul pray for their spells in the morning right after the wind shifts from the changing temperature. Their holy day is the Windride, which is celebrated on the 15th day of Tarsakh. On this day, Shaundakul causes all his clerics to assume *gaseous form* at dawn, if they cannot *wind walk* on their own, so that they are carried with the wind. They return to normal (and are lowered safely to the ground) at dusk, usually in some place they have never been before. Shaundakul's clergy members have a few simple ceremonies they practice when appropriate. They are to utter a simple prayer every time the wind changes significantly. Whenever they discover previously uncharted territory (such as an undiscovered valley, lake, or island), they are to create a small throne of rocks marked with Shaundakul's symbol near the location where they first made the discovery. If capable, they are to create a shrine to Shaundakul using *stone shape*. Shaundakul's clerics commonly multiclass as rangers or windwalkers (see Chapter 4).

History/Relationships: Shaundakul is an old deity, once an intermediate deity popular in the Moonsea, whose divine status predates the creation of Beshaba and Tymora from Tyche. Shaundakul's church collapsed and his followers dwindled in the aftermath of the fall of Myth Drannor, and he dwindled in status to the rank of demipower. Beshaba later used his name to promote discord among the nomads of Anauroch, who now curse him as the Treacherous Lurker in the Sands. Since the Time of Troubles, Shaundakul has risen back to the level of lesser power and allied himself with deities such as Akadi, Mielikki and her allies, Selûne, Tymora, and the more daring members of the Seldarine. He opposes Shar because he dislikes secrets and enjoys spreading the word of hidden places. He battles with Beshaba for the suffering she has inflicted in his name.

Dogma: Spread the teachings of the Helping Hand by example. Work to promote him among traders, especially trailblazers who seek out new lands and new opportunities. Unearth and resanctify ancient shrines of Shaundakul. Ride the wind, and let it take you wherever it blows. Aid those in need, and trust in the Helping Hand. Seek out the riches of the earth and sea. Journey to distant horizons. Be the first to see the rising sun, the mountain peaks, the lush valleys. Let your footsteps fall where none have tread.

Clergy and Temples: Members of the clergy are expected to live off the land and work as guides and protectors of travelers, caravans, and mining expeditions. Many serve as guides for adventuring companies or as explorers. A very few are Harpers. All seek to visit the scattered shrines of Shaundakul (particularly the great one in Myth Drannor) as frequently as possible and to construct new ones when they acquire sufficient resources. Ever since Shaundakul added *portals* to his portfolio, his clerics have been tasked with locating and identifying *portals* that would be useful for trade and exploration.

Shaundakul prefers to be venerated at shrines, most of which are uninhabited and in remote places. Typically, a shrine to Shaundakul is a stone dais built atop a high place, crowned with a stone seat or throne, and accompanied by one or more stone pillars pierced with holes through which the wind whistles. Many such shrines exist throughout the Moonsea and the Stonelands, some of them over a thousand years old. Shaundakul is not commonly worshiped within cities and he has few formal temples as a result. Because the clergy members love to wander, his few temples constantly have new clerics arrive as others leave.

Shaundakul's clerics wear a dark swirling cloak over garb appropriate for the trail, and favor dark colors and silver in general. Many wear their holy symbol on the back of their gauntlet (usually leather or chain mail).

Shaundakul's church is loosely organized, and its branches are largely independent. There is little in the way of formal hierarchy, although those who served the Rider of the Winds prior to the Godswar hold positions of great respect in the church. Since the Time of Troubles, several military orders have been founded in the name of Shaundakul. The Fellowship of the Next Mountain is an order of rangers and clerics who typically work alone, blazing trails in the uncharted wilderness areas of the Sword Coast North and Moonsea North. The Knights of the Shadow Sword are an elite order of fighters and rangers based in Shaundakul's Throne and dedicated to cleansing Myth Drannor of the evil that haunts its streets and ruins. Initially, they are fortifying the ancient Myth Drannan temple as a base of operations and sending out scouts to reconnoiter the ruined city. The Riders of the West Wind are an order of clerics and a few rangers who hire themselves out as a mercenary company to guard caravans heading through uncharted wilderness to distant lands.



shaundakul

Ranger 20/Wizard 10/Cleric 10
Medium-Size Outsider (Chaotic)
Divine Rank: 6
Hit Dice: 20d8+240 (outsider) plus 20d10+240 (Rgr) plus 10d4+120 (Wiz) plus 10d8+120 (Clr) (1,200 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 52 (+7 Dex, +6 divine, +19 natural, +10 - deflection)
Attacks: *+5 chaotic icy burst keen greatsword* +67/+62/+57/+52 melee; or spell +61 melee touch or +53 ranged touch
Damage: *+5 chaotic icy burst keen greatsword* 2d6+27 plus 1d6 cold/15–20 plus 1d10 cold; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 13/day.
Special Qualities: Divine aura (600 ft., DC 26), divine immunities, DR 41/+4, familiar (hawks), favored enemies (outsiders [demons] +5, outsiders [yugoloths] +4, outsiders [devils] +3, aberrations +2, undead +1), fire resistance 26, godly realm (1 mile Outer Plane, 600 ft. Material Plane), *plane shift* at will, remote communication 6 miles, spontaneous casting of divine spells, SR 38, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 6 miles.
Saves: Fort +50, Ref +45, Will +45.
Abilities: Str 40, Dex 24, Con 34, Int 24, Wis 24, Cha 30.
Skills: Animal Empathy +39, Climb +41, Concentration +81, Handle Animal +47, Heal +71, Hide +36, Intuit Direction +44, Jump +41, Knowledge (arcana) +33, Knowledge (geography) +39, Knowledge (local) +39, Knowledge (nature) +46, Knowledge (religion) +42, Listen +36, Move Silently +33, Profession (caravaneer) +52, Ride (horse) +48, Scry +33, Search +33, Spellcraft +43, Spot +44, Swim +42, Use Rope +44, Wilderness Lore +44.
Feats: Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Create Portal, Dodge, Expertise, Far Shot, Great Cleave, Improved Critical (greatsword), Improved Initiative, Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Scribe Scroll, Shot On The Run, Spell Penetration, Spring Attack, Sunder, Track, Weapon Focus (greatsword), Whirlwind Attack.

Symbol by Stephanie Pui-Mun Law

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Avatar (up to 5), Divine Air Mastery (sense range 60 ft.), Divine Shield (15/day, stops 60 points of damage), Extra Domain (Air), Extra Domain (Chaos), Extra Domain (Trade), Stride (up to 6 creatures/day).

Domain Powers: 13/day turn or destroy earth creatures, or rebuke or command air creatures; cast chaotic spells at +1 caster level; detect an active or inactive *portal* as if it were a normal secret door (DC 20); 6/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 6/day use *detect thoughts* for 10 minutes (one target per use); 10 rounds/day *freedom of movement.*

Spell-Like Abilities: Shaundakul uses these abilities as a 16th-level caster, except for chaotic spells, which he uses as a 17th-level caster. The save DCs are 26 + spell level. *Air walk, analyze portal, animate objects, antimagic field, astral projection, banishment, chain lightning, chaos hammer, cloak of chaos, control weather, control winds, dimension door, dimensional anchor, discern location, dispel law, eagle's splendor, elemental swarm* (as air spell only), *etherealness, expeditious retreat, fabricate, find the path, fly, gaseous form, gate, gembomb, locate object, magic circle against law, maze, message, mind blank, Mordenkainen's magnificent mansion, obscuring mist, phase door, prismatic sphere, protection from elements, protection from law, repulsion, sanctuary, sending, shatter, shield other, spell immunity, spell resistance, summon monster I, summon monster IX* (as chaotic spell only), *teleport without error, true seeing, whirlwind, wind wall, word of chaos.*

Cleric Spells/Day: 6/7/7/6/5/4; base DC = 17 + spell level.

Ranger Spells/Day: 5/5/5/4; base DC = 17 + spell level.

Wizard Spells/Day: 4/6/6/5/4/3; base DC = 17 + spell level.

Possessions: Shaundakul carries *Sword of Shadows*, a *+5 greatsword* with the chaotic, icy burst, and keen special abilities.

Caster Level: 25th; *Weight:* 15 lb.



Shaundakul

Illustration by Arnie Swekel

Other Divine Powers

As a lesser deity, Shaundakul may take 10 on any check. Shaundakul treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Shaundakul can see, hear, touch, and smell at a distance of six miles. As a standard action, he can perceive anything within six miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 6 hours.

Portfolio Sense: Shaundakul can sense any new discovery by an explorer, as long as the event in question affects at least five hundred people. He is likewise aware of any use of a *portal* and the passage of every caravan or traveler in the Realms, as long as the event is of similar scope.

Automatic Actions: Shaundakul can use Handle Animal, Knowledge (arcana), Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (religion), or Wilderness Lore as a free action if the DC for the task is 20 or lower. Shaundakul cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Shaundakul can create any kind of magic item that aids in exploration, movement, translocation, or defense, as long as the item's market price does not exceed 30,000 gp.

Avatars

Shaundakul's avatar appears as a tall, handsome man with white hair and a regal manner. He is clad in a dark, swirling cloak that is always whipped as if by swirling winds and that blurs the outlines of his figure. Usually only his head and arms and his massive greatsword can be clearly seen. He is plainly dressed in the leather armor favored by most rangers. His booted feet never quite touch the ground, so he walks in silence but for the keening whistle of winds that is always with him. Shaundakul may appear in answer to a priest's cry for divine aid from a threatened altar, or the dying or sacrificial plea of a faithful worshiper who has performed heroic and spectacular feats. He has been known to appear to lost or injured worshipers at their campfires by night and even in extraordinary circumstances to stand and fight when wolves, orcs, or worse menace a worshiper who has called on him.

Avatar of Shaundakul: As Shaundakul except divine rank 3; AC 46 (touch 30, flat-footed 39); Atk +64/+59/+54/+49 melee (2d6+27/15–20, *+5 chaotic icy burst keen greatsword*), or spell +58 melee touch or +50 ranged touch; SQ Divine aura (30 ft., DC 23), DR 38/+4, fire resistance 23, SR 35; SV Fort +47, Ref +42, Will +42; all skill modifiers reduced by 3.

Salient Divine Abilities: Alter Size, Divine Air Mastery (sense range 30 ft.), Divine Shield (15/day, stops 30 points of damage), Stride (up to 3 creatures/day).

Spell-Like Abilities: Caster level 13th; saving throw DC 23 + spell level. Without the Extra Domain salient ability, Shaundakul's avatar loses access to the Air, Chaos, and Trade domain, their associated domain powers, and the spell-like abilities *air walk, animate objects, chain lightning, chaos hammer, cloak of chaos, control weather, control winds, discern location, dispel law, eagle's splendor, elemental swarm* (as air spell only), *fabricate, gaseous form, gembomb, magic circle against law, message, mind blank, Mordenkainen's magnificent mansion, obscuring mist, protection from law, sending, shatter, summon monster IX* (as chaotic spell only), *true seeing, whirlwind, wind wall, word of chaos.*

silvanus

Oak Father, the Forest Father, Treefather
Greater Deity
Symbol: Green living oak leaf
Home Plane: House of Nature
Alignment: Neutral
Portfolio: Wild nature, druids
Worshipers: Druids, woodsmen, wood elves
Cleric Alignments: CN, LN, N, NE, NG
Domains: Animal, Plant, Protection, Renewal, Water
Favored Weapon: "The Great Mallet of Silvanus" (maul)

Symbol by Stephanie Pui-Mun Law

Although wise and beneficent, the paternalistic Silvanus (sihl-*vann*-us) can be emotionally distant when it comes to the necessity of having a balance in nature and wrathful toward those who threaten wild places. He appears as an old, bearded, incredibly wise human male face floating in midair among trees or sprouting from the trunk of an especially old and large specimen.

The church of Silvanus is spread everywhere across Faerûn and is far stronger than many might think. Nevertheless, most outsiders view the church of Chauntea, as patrons of agriculture, as being favorably inclined toward the expansion of civilization, while the church of Silvanus is the implacable foe of those who would settle new lands. Neither impression is correct, yet the church of the Oak Father is often perceived as little different from those faiths that venerate the Deities of Fury.

Clerics and druids of Silvanus prepare spells at sundown or in moonlight. Holy days are Greengrass, Midsummer night, Highharvestide, and the Night the Forest Walks. This last holiday takes place when the deity grows restless. He then causes trees to move, streams to change course, caves to open or close, forest creatures to stir, and forest magic to strengthen. His clerics always turn undead rather than rebuking them.

Many rituals of worship to the deity take place in a crown stand of tall, ancient trees on a hilltop. The deity must always be worshiped by sacrifice, but never by blood sacrifice. Instead, something made from material taken from a wood must be ceremonially broken and buried—not burned. For example, a cart, wagon, or chair fashioned from the wood of felled trees could become a sacrifice to Silvanus. The simplest prayer to Silvanus is the Call of Oak, Ash, and Thorn, wherein a cleric gathers leaves of the three named sorts of trees, floats them on water, and entreats Silvanus to hear a prayer. For deeper concerns (a conversation with a servant of the deity, or the receipt of godly favors or magical powers) a Vigil is often employed: The worshiper anoints his or her own body with a powder of crushed acorns and mistletoe leaves mixed with rainwater or spring water and lies down on, or in contact with, a growing tree for most of a night. Some part of the bare flesh of the faithful must touch green, growing moss, so moss-covered giant trees are most favored for use in Vigils.

The two most powerful and holy rituals of Silvanites are the Song of the Trees and the Dryad Dance. The former is a haunting repetitive chant that draws woodland creatures to gather and be healed. The latter is a wild revitalizing ritual of piping and dancing that calls dryads out of the woods to wander, even far from their trees, to mate with humans. Sadly, it seems the most often performed ceremony in the Silvanite canon is the Thorncall, a ritual magic that raises thick walls of deadly tearing thorns out of the forest soil. These barriers are permanent and as labyrinthine as the presiding cleric desires, but they can only be called up when a servant of Silvanus (a worshiper or a servitor creature, such as a stag) has been slain or shed much blood in the vicinity. The Thorncall ritual is used to keep out those who would burn or despoil the forest in such a way as to upset the Balance. Many of his clerics multiclass as druids, forest masters (see Chapter 4), hierophants, or rangers.

History/Relationships: Like Oghma, Silvanus is an old deity with many ties to other planes. He is closely allied with Chauntea, and is served directly and indirectly by Eldath, Mielikki, Gwaeron Windstrom, Lurue, and Shiallia. He is bitterly opposed to the activities of Malar and his church, as the Beastlord is consumed with bloodlust and his followers would hunt every creature in existence to extinction if given leave. Likewise, although Silvanus recognizes the role that both disease and natural acts of destruction play in the Balance, the Oak Father hates both Talos and Talona, for both care nothing for the natural order and seek only to indulge their most destructive impulses.

Dogma: Silvanus sees and balances all, meting out wild water and drought, fire and ice, life and death. Hold your distance and take in the total situation, rather than latching on to the popular idea of what is best. All is in a cycle, deftly and beautifully balanced. It is the duty of the devout to see this cycle and the sacred Balance as clearly as possible. Make others see the Balance and work against those that would disturb it. Watch, anticipate, and quietly manipulate. Resort to violence and open confrontation only when pressured by time or hostile action. Fight against the felling of forests, banish disease wherever you find it, defend the trees, and plant new flora wherever possible. Seek out, serve, and befriend the dryads and learn their names. Kill only when needful, destroy fire and its employers, and beware orcs and others who bring axes into the forest.

Clergy and Temples: The church of Silvanus endlessly strives to preserve the sacred Balance, despite population pressures that lead to too-heavy hunting or farming. Members of the clergy work to redirect development and control populations through covert sponsorship of brigands, breeding and selective placing of predators, and other means. It is essential that such work be as secretive as possible, so that most



Illustration by Michael Kaluta

Silvanus

folk view the servants of Silvanus as essentially benign lovers of trees. Wildlife breeding, nursing sick animals, and replanting trees and wild shrubs are all work that should be done as publicly as possible to support this perception—and as necessary work to redress the slipping Balance, of course. Silvanite clergy make a lifelong study the intricate workings of the life-cycles of all living creatures in Faerûn and learn to take the long-term view so that the manifold implications of every action and combination of actions can be seen clearly well into the future. By planning for the long term, Silvanite clergy hope never to take a serious misstep and worsen any shift of the Balance. Superior patience, natural knowledge, and anticipation are the hallmarks of a worthy servant of Silvanus. They are also the qualities that make any Silvanite cleric a deadly foe. A Silvanite should never be surprised at an unexpected turn of events and always be three or four steps ahead of an opponent, prepared for victories well beyond the battles that an enemy can see.

Silvanus's church largely eschews formal temples and favors small communities over large cities, although clusters of his clerics work in large cities to create gardenlike walled areas of wild forest within the city limits. Most of the faithful worship the Oak Father amidst stands of forest giants, particularly ancient oak trees, or within rings of standing stones set deep within the great forests of Faerûn.

The ceremonial dress for both clerics and druids of Silvanus is a suit of armor made of overlapping leaves. For clerics, the leaves are made of metal plates and the suit functions as a set of scale mail. For druids, the leaves are made of green-tinted leather and the suit functions as leather armor. Either set is worn with green breeches and shirt. The outfit is topped with a large helm with oak leaf-shaped wings. The church of Silvanus consists of a central hierarchy dominated by druids, but many members, particularly clerics and rangers, stand outside the formal hierarchy. The structure of the church is patterned after the circles of the ancient druids. A high-ranking druid, called an archdruid, leads most Circles and members are all considered an initiates of varying level. Each archdruid in turn reports to the grand druid of the region, and all the grand druids in turn report to the great druid of the faith. The last is a difficult office that is never held by any one individual for more than a few years. Former officeholders are considered elders of the faith.

silvanus

Druid 20/Ranger 10/Barbarian 10
Medium-Size Outsider
Divine Rank: 18
Hit Dice: 20d8+140 (outsider) plus 20d8+140 (Drd) plus 10d4+70 (Rgr) plus 10d12+70 (Bbn) (960 hp)
Initiative: +14 (+10 Dex, +4 Improved Initiative)
Speed: 70 ft.
AC: 78 (+10 Dex, +18 divine, +31 natural, +9 deflection)
Attacks*: *+5 energy aura impact mighty cleaving maul* +79/+74/+69/+64 melee; or spell +73 melee touch or +68 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 energy aura impact mighty cleaving maul* 1d10+27 plus 1d6 acid, cold, electricity, fire, or sonic/18–20/×3; or by spell *Always does maximum damage (maul 37 points plus 6 points acid, cold, electricity, fire, or sonic).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities.
Special Qualities: A thousand faces, animal companion (up to 20 HD), divine aura (18 miles, DC 37), divine immunities, DR 53/+4, fast movement, favored enemies (aberrations +3, undead +2, shapechangers +1), fire resistance 38, godly realm (100 miles Outer Plane, 1,800 ft. Material Plane), nature sense, *plane shift* at will, rage 3/day, remote communication 18 miles, resist nature's lure, spontaneous casting of divine spells, SR 50, *teleport without error* at will, timeless body, trackless step, uncanny dodge (Dex bonus to AC), understand, speak, and read all languages and speak directly to all beings within 18 miles, venom immunity, *wild shape* (Fine, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, Colossal, or dire animal 5/day, elemental 3/day), woodland stride.
Saves*: Fort +57, Ref +60, Will +65. *Always receives a 20 on saves.
Abilities: Str 40, Dex 30, Con 25, Int 24, Wis 40, Cha 29.
Skills*: Alchemy +35, Animal Empathy +70, Climb +62, Concentration +68, Diplomacy +50, Handle Animal +79, Heal +80, Hide +51, Intimidate +49, Intuit Direction +85, Jump +62, Knowledge (nature) +100, Knowledge (religion) +47, Move Silently +51, Profession (herbalism) +76, Ride (horse) +57, Scry +48, Search +48, Spellcraft +48, Spot +62, Swim +85, Use Rope +51, Wilderness Lore +101. *Always receives a 20 on checks.
Feats: Blind-Fight, Brew Potion, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Dodge, Expertise, Far Shot, Improved Critical (maul), Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Spell Penetration, Spring Attack, Track, Weapon Focus (maul), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Size, Avatar (up to 20), Call Creatures (up to 18 treants serving simultaneously, each with up to 18 HD), Command Plants 18-mile radius, Divine Blast (12/day, up to 18 miles, 27d12 points of damage), Divine Druid, Divine Shield (10/day, stops 180 points of damage), Divine Skill Focus (Knowledge [nature]), Divine Skill Focus (Wilderness Lore), Divine Spellcasting, Extra Domain (Renewal), Extra Domain (Water), Gift of Life, Grow Creature (plants, up to 18/day), Irresistible Blows (maul, Fort DC 35), Know Death, Life and Death, Mind of the Beast (*awaken* [up to 18 creatures/day], or *slumber* [Fort DC 37]), Power of Nature (18-mile radius, duration concentration + up to 18 minutes), Shapechange, Speak with Creature (plants), True Shapechange.

Domain Powers: 18/day use *animal friendship;* 18/day rebuke or command plant creatures; 18/day protective ward (touched subject gains +18 resistance bonus on next saving throw, maximum duration 1 hour); 18/day regain 1d8 + 9 hp if brought below 0 hp (but not to –10 hp or below); 18/day turn or destroy fire creatures, or rebuke or command water creatures.

Spell-Like Abilities: Silvanus uses these abilities as a 28th-level caster. The save DCs are 37 + spell level. *Acid fog, animal shapes, antilife shell, antimagic field, atonement, barkskin, calm animals,*

impact special ability

Impact: Any bludgeoning weapon enhanced by this ability has its threat range doubled. For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20. This enhancement does not affect piercing or slashing weapons.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *weapon of impact; Market Price:* +1 bonus.

changestaff, charm person, command plants, commune with nature, cone of cold, control plants, control water, creeping doom, dominate animal, elemental swarm (as water spell only), *entangle, fog cloud, freedom, greater restoration, heroes' feast, hold animal, horrid wilting, ice storm, lesser restoration, mind blank, obscuring mist, plant growth, polymorph any object, prismatic sphere, protection from elements, reincarnate, remove disease, repel vermin, repel wood, repulsion, sanctuary, shambler, shapechange, shield other, spell immunity, spell resistance, wall of thorns, water breathing.*

Rage: The following changes are in effect as long as Silvanus rages: AC 76; hp 1,140; Atk +81/+76/+71/+66 melee (1d10+30 plus 1d6 acid, cold, electricity, fire, or sonic/18–20/×3, *+5 energy aura impact mighty cleaving maul;* damage 40 points plus 6 points acid, cold, electricity, fire, or sonic); or spell+75 melee touch or +68 ranged touch; SV Fort +60, Will +67; Str 44, Con 30; Climb +64, Concentration +71, Jump +64, Swim +87. His rage lasts for the duration of the encounter afterward.

Druid Spells/Day (Levels 0–14): 6/9/9/9/8/8/7/7/6/6/3/3/2/2/2; base DC = 27 + spell level.

Ranger Spells/Day: 5/5; base DC = 27 + spell level.

Possessions: Silvanus carries the *Great Mallet of Silvanus,* a *+5 maul* with the energy aura, impact, and mighty cleaving special abilities.

Caster Level: 25th; *Weight:* 15 lb.

OTHER DIVINE POWERS

As a greater deity, Silvanus automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Silvanus can see, hear, touch, and smell at a distance of eighteen miles. As a standard action, he can perceive anything within eighteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 18 hours.

Portfolio Sense: Silvanus senses any disruption of the natural order eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs. He is likewise aware of the actions and experiences of every druid in the Realms and every creature affiliated with a druidic Circle dedicated in his name.

Automatic Actions: Silvanus can use Alchemy (herbalism-related aspects only), Animal Empathy, Handle Animal, Knowledge (nature), Profession (herbalism), or Wilderness Lore as a free action if the DC for the task is 30 or lower. Silvanus cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to twenty such free actions each round.

Create Magic Items: Silvanus can create any kind of magic item made wholly from plant or animal matter and any item usable by druids.

AVATARS

Avatars of Silvanus appear in either old or young forms. The Old Father is an old, bearded, incredibly wise human male face floating in midair among the trees, or sometimes sprouting from the trunk of an especially old and large tree. His flesh is as brown, gray, and fissured as old wood. The Young Strider is a long-limbed young man wearing scale armor with scales in the shape of oak leaves. Avatars of Silvanus appear most often when a sacred grove is threatened or a circle of druids is attacked during worship. The deity and his avatars especially hate fire and those who use it carelessly or with deliberate intent to destroy.

Avatar of Silvanus: As Silvanus except divine rank 9; AC 60 (touch 38, flat-footed 60); Atk +70/+65/+60/+55 melee (1d10+27/18–20/×3, *+5 energy aura impact mighty cleaving maul*), or spell +64 melee touch or +59 ranged touch; SQ Divine aura (900 ft., DC 28), DR 44/+4, fire resistance 29, SR 41; SV Fort +48, Ref +51, Will +56; Knowledge (nature) +91, Wilderness Lore +64, all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Size, Call Creatures (up to 9 treants serving simultaneously, each with up to 9 HD), Command Plants 9-mile radius, Divine Druid, Divine Shield (10/day, stops 90 points of damage), Extra Domain (Renewal), Extra Domain (Water), Grow Creature (plants, up to 9/day), Mind of the Beast (*awaken* [up to 9 creatures/day], or *slumber* [Fort DC 28]), Power of Nature (9-mile radius, duration concentration + up to 9 minutes), Speak with Creature (plants).

Rage: The following changes are in effect as long as Silvanus's avatar rages: AC 58 (touch 36, flat-footed 58); hp 1,140; Atk +72/+67/+62/+57 melee (1d10+30/18–20/×3, *+5 energy aura impact mighty cleaving maul*), or spell +66 melee touch, or +59 ranged touch; SV Fort +51, Will +58; Str 44, Con 30; Climb +55, Concentration +62, Jump +55, Swim +78. His rage lasts for the duration of the encounter afterward.

Spell-Like Abilities: Caster level 19th; saving throw DC 28 + spell level.

Spells: As Silvanus, except save DCs against the avatar's druid and ranger spells are 25 + spell level. The avatar has no spell slots above 9th level available.

ENERGY AURA SPECIAL ABILITY

Energy Aura: Any weapon enhanced by this special ability may add an additional amount of damage from an element of the wielder's choice (acid, cold, electricity, fire, or sonic), exactly as described under the flaming special property, including bestowing an additional 1d6 points of damage of the appropriate elemental subtype on a normal hit. Determining the weapon's elemental aura is a free action that may be taken no more than once per round (thus, you can't change the subtype between attacks in the same round). Bows, crossbows, and slings with this ability bestow the energy upon their ammunition.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness, chill metal, flame blade, lightning bolt, Melf's acid arrow; Market Price:* +3 bonus.

SUNE

Firehair, Lady Firehair
Greater Deity

Symbol:	Face of a red-haired, ivory-skinned beautiful woman
Home Plane:	Brightwater
Alignment:	Chaotic good
Portfolio:	Beauty, love, passion
Worshipers:	Lovers, artists, half-elves, adventurers
Cleric Alignments:	CG, CN, LG (paladins only), NG
Domains:	Chaos, Charm, Good, Protection
Favored Weapon:	A silken sash (whip)

Fairest of the deities, Sune (*soo*-nee) is benevolent and sometimes whimsical. She always appears as a radiantly beautiful red-haired woman of incredible charms. She alternates between deep passions

and casual flirtations and has been romantically tied to many of the other Faerûnian deities. Sune enjoys attention and sincere flattery, and avoids anyone who is horrific or boorish. Lady Firehair loves and protects her followers, who in turn manifest and protect the beauty of the world.

Aside from those who despise love and beauty as a manifestation of weakness, the church of Sune is widely loved throughout Faerûn and has many adherents to its teachings. However, as most Sunites are seen as flighty, vain, and superficial but basically harmless, the church of Sune has less influence than its prominence might otherwise suggest. Sunites have an intense rivalry with the followers of Hanali Celanil, the elven deity of beauty.

Sune's clerics pray in the morning after a refreshing scented bath (or after at least washing their hands). Greengrass and Midsummer Night are both Sunite holy days, celebrated with a great deal of outdoor frolicking and with night-long flirtatious chases through forests and parks. Individual temples celebrate numerous local holy days as well. At least once a month, the church of Sune holds a Grand Revel, a large party with dancing, poetry recitation, and heartrendingly beautiful or soulfully rousing music to which outsiders are invited with the intent to attract converts. A Feast of Love is a more intimate, quiet affair, open only to the faithful, who lie on couches and indulge in liqueurs, appetizers, and sweet pastries while lone dancers perform. These dances are interspersed with readings of romantic verse, prose, and songs of love sung by skilled minstrels. Such rituals always break up into private gatherings, though bards are always on hand to relate tales of courtly love or mysteries of Faerûn for those who do not feel like socializing more privately. Sunites also offer personal prayers to Sune by standing in a pool or bath and looking into a mirror lit only by natural light or candles. Sune sends guidance to them by visions visible in the mirror, often by altering the reflection of the worshiper in some way. The influx of adventurers into Sune's clergy in recent years has reduced the huge former gender disparity in the church so that now females only outnumber males four to one. Sunite clerics tend to multiclass as bards, heartwarders (see Chapter 4), or rogues.



History/Relationships: Sune shares the waters of the Evergold, a sacred pool, with Hanali Celanil, the elven deity of beauty, and Sharess, the lusty feline temptress whom she rescued from Shar's shadow during the Time of Troubles. Sune is also allied with similarly minded deities such as Selûne, Milil, and Lathander. Sune is served by Lliira and was once served by Selûne, but the Moonmaiden has now once again gone her own way. Sune's nature makes it difficult for any being to be angry with her for long, and so she has no true enemies, although she dislikes Auril, Malar, Talos, Umberlee, Talona, and Tempus, for they are often responsible for the destruction of beautiful things. Tempus finds her dislike not worth reciprocating, since he considers her irrelevant, flighty, and not worth the conflict. Sune earned the enmity of Shar during the Time of Troubles, for the Nightmaiden did not appreciate being denied her conquest of Sharess, and so the Lady Firehair now quietly supports Mystra in her brewing battle with the Mistress of the Night.

Dogma: Beauty is more than skin deep. It issues from the core of one's being and reveals one's true face to the world, fair or foul. Believe in romance, as true love will win over all. Follow your heart to your true destination. Love none more than yourself except Sune, and lose yourself in love of the Lady Firehair. Perform a loving act each day, and seek to awaken love in others. Respond to love at least once in a day. Encourage beauty wherever you find it. Acquire beautiful items of all sorts, and encourage, sponsor, and protect those who create them. Keep your own body as comely as possible and as attractively displayed as situations warrant. Let hairstyle and clothing best suit your personal appearance, striving to stir and delight others who look upon you. Moreover, hide not away, but always seek to present yourself to those around you in a pleasing variety of garbs and activities so as to move them with love and desire. Love those who respond to your appearance, and let warm friendship and admiration flower where love cannot or dares not.

Clergy and Temples: Sunites are aesthetes and hedonists, who actively seek out pleasure and beauty in all things. The pursuit of aesthetic enjoyment is their life. Sunite clergy buy beautiful items of art, sculpture, and handiwork whenever they find it, sponsoring good artists where necessary and overpaying for such items so as to drive prices up, create more demand, and so increase the supply of things of beauty. This is to be done as often as funds afford and subtlety permits, and in disguise if need be. Whenever Sunite clergy must perform dirty tasks, the use of disguise is encouraged to protect the body as well as to conceal identity. The devout cleric always hires or supports adventurers and others to destroy beings who vandalize beautiful creations. All clergy of Sune also strive to create beauty in a personal way, preferably as a creator of static fine art (blown-glass ornaments, paintings, or tapestries are all fashionable), but as a dancer if one fails at all else. When one of them gains expertise in crafting things of beauty, she or he is obliged to pass on such learning by training others and turning away no one who shows genuine promise. Any money made through such training should be given to the church to further the growth of beauty and love everywhere.

Although Sunite clergy can rebuff unwanted advances, they generally strive to build friendships and romantic feelings between themselves and others and in general wherever they go so that love may prosper everywhere in Faerûn. As the lonely are in most need of such things (and the most likely to join in love of the Lady Firehair), they are sought out by diligent clergy for friendship. Everyone, no matter how homely or disparate in faith from the path of the Lady, should be assisted by gifts and advice to make themselves as beautiful as possible. Sune's clerics sponsor artisans, build friendships and romances with themselves and among others, and destroy those who vandalize things of beauty. Sune has seen the benefits of Tymora's patronage of adventurers and wishes to tap into this source of worshipers, so the church supports gallant knights and explorers who are willing to search for lost jewels and priceless works of art or who are on missions to rescue their true loves.

Sunite temples are either stunningly beautiful edifices of fantastic design or classically elegant structures strategically enhanced by sculptured landscaping constructed with numerous picturesque paths and promenades and surprising and enchanting nooks in which to share moments of love, beauty, and passion. Many Sunite temples sport formal gardens with gorgeous flower beds, trellises and bowers of well-trained vines, and carefully pruned trees and topiaries. Fine sculptures and sumptuous fountains that play with soft, magical lighting provide focal points in most Sunite temple gardens.

Sunites are not bashful about their bodies. The standard ceremonial garb of Sunite clerics is monastic robes for men and habits for women, both cut to show off the figure of the wearer and dyed a deep crimson. Hair is normally worn long and allowed to fall free during rituals. At other times, clerics bind their tresses back with crimson scarves and wear clothing appropriate to the situation but always flattering to the form. While red hair is considered touched by the deity, all shades of hair and skin are welcome, provided they are unmarred and lovely.

The Sunite church's organization is loose and informal, and its leadership changes regularly with the whims of its clergy. The most

Symbol by Stephanie Pui-Mun Law

attractive and charismatic Sunite clergy are usually the high clerics. Little is thought of a cleric dropping everything and going bounding off into the wild, particularly if the goal is some beautiful object or some beautiful individual, and such behavior creates little scandal in the church.

Sune

Sorcerer 20/Bard 10/Cleric 10
Medium-Size Outsider (Chaotic, Good)
Divine Rank: 16
Hit Dice: 20d8+140 (outsider) plus 20d4+140 (Sor) plus 10d6+70 (Brd) plus 10d8+70 (Clr) (800 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 84 (+9 Dex, +16 divine, +29 natural, +20 deflection)
Attacks*: *+5 chaotic defending keen shock sash* +70/+65/+60/+55 ranged; or spell +63 melee touch or +65 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 chaotic defending keen shock sash* 1d2+5 plus 1d6 electricity/18–20; or by spell *Always does maximum damage (sash 7 points plus 6 electricity).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 23/day.
Special Qualities: Bardic knowledge +17, bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) 10/day, divine aura (16 miles, DC 46), divine immunities, DR 51/+4, familiar (cats), fast healing 36, fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), *plane shift* at will, remote communication 16 miles, spontaneous casting of divine spells, SR 68, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.
Saves*: Fort +55, Ref +57, Will +60. *Always receives a 20 on saves.
Abilities: Str 24, Dex 28, Con 25, Int 24, Wis 35, Cha 50.
Skills*: Alchemy +29, Appraise +41, Bluff +89, Concentration +86, Craft (painting) +46, Craft (sculpture) +46, Diplomacy +111, Gather Information +56, Heal +73, Innuendo +57, Intimidate +42, Intuit Direction +51, Knowledge (arcana) +66, Knowledge (religion) +46, Listen +30, Perform +59, Profession (herbalism) +51, Scry +86, Sense Motive +81, Spellcraft +86, Spot +29. *Always receives a 20 on checks.
Feats: Brew Potion, Combat Casting, Combat Reflexes, Craft Rod, Craft Staff, Craft Wand, Dodge, Exotic Weapon Proficiency (silken sash), Expertise, Forge Ring, Greater Spell Focus (Enchantment), Improved Critical (silken sash), Improved Initiative, Maximize Spell, Mobility, Quicken Spell, Silent Spell, Spell Focus (Enchantment), Spell Penetration, Still Spell.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.



Illustration by Todd Lockwood

Sune

Salient Divine Abilities: Alter Form, Alter Reality (save DC 54 for duplicated spells, temporary nonmagical objects last 16 days, temporary magic items or creatures last 16 hours), Alter Size, Avatar (up to 20), Call Creatures (up to 16 fey serving simultaneously, each with up to 16 HD), Divine Blast (28/day, up to 16 miles, 34d12 points of damage), Divine Blessing (Charisma, up to 16 creatures/day), Divine Fast Healing, Divine Inspiration (love and desire, Will DC 46, up to 16 creatures/day), Divine Shield (10/day, stops 160 points of damage), Divine Spell Focus (Enchantment), Divine Spellcasting, Divine Splendor 160 ft., Energy Storm (fire, 16 points of fire and 16 points of holy damage/round), Extra Domain (Chaos), Gift of Life, Increased Spell Resistance, Instant Counterspell, Rejuvenation (returns in 10d10–16 days if killed in a realm or 10d10–32 days if killed in her own realm that is a divinely morphic Outer Plane), Shapechange, Wave of Chaos (160-ft. radius, Will DC 44).

Domain Powers: Cast chaotic spells at +1 caster level; 16/day increase Cha by +4 for 1 minute; cast good spells at +1 caster level; 16/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour).

Spell-Like Abilities: Sune uses these abilities as a 26th-level caster, except for chaotic spells and good spells, which he uses as a 27th-level caster. The save DCs are 46 + spell level. *Aid, animate objects, antimagic field, blade barrier, calm emotions, chaos hammer, charm monster, charm person, cloak of chaos, demand, dispel evil, dispel law, dominate monster, emotion, geas/quest, holy aura, holy smite, holy word, insanity, magic circle against evil, magic circle against law, mind blank, prismatic sphere, protection from elements, protection from evil, protection from law, repulsion, sanctuary, shatter, shield other, spell immunity, spell resistance, suggestion, summon monster IX* (as chaos or good spell only), *word of chaos*.

Bard Spells Known (3/8/8/7/5; base DC = 32 + spell level, or 48 + spell level for enchantment spells): 0—*flare, mage hand, open/close, prestidigitation, read magic, resistance;* 1st—*erase, expeditious retreat, feather fall, ventriloquism;* 2nd—*cat's grace, glitterdust, hold person, whispering wind;* 3rd—*confusion, gaseous form, major image, remove curse;* 4th—*dismissal, legend lore*.

Cleric Spells/Day: 6/8/8/7/7/5; base DC = 24 + spell level, or 40 + spell level for enchantment spells.

Sorcerer Spells Known (Levels 0–20; 6/11/11/11/11/10/10/10/10/9/4/4/4/3/3/3/3/2/2/2/2; base DC = 32 + spell level, or 48 + spell level for enchantment spells): 0—*dancing lights, daze, detect magic, detect poison, disrupt undead, ghost sound, light, mending, ray of frost;* 1st—*comprehend languages, endure elements, hypnotism, shield, sleep;* 2nd—*alter self, detect thoughts, misdirection, see invisibility, Tasha's hideous laughter;* 3rd—*clairaudience/clairvoyance, dispel magic, hold person, tongues;* 4th—*confusion, lesser geas, minor globe of invulnerability, rainbow pattern;* 5th—*dominate person, feeblemind, hold monster, mind fog;* 6th—*disintegrate, greater dispelling, mass suggestion;* 7th—*banishment, spell turning, vanish;* 8th—*binding, mass charm, sympathy;* 9th—*foresight, time stop, wish*.

Possessions: Sune wears a silken sash that functions as a *+5 whip* with the chaotic, defending, keen, and shock special abilities.

Caster Level: 25th; *Weight:* 2 lb.

Other Divine Powers

As a greater deity, Sune automatically receives the best possible result on any die roll she makes (including attack rolls, damage, rolls, and saves). She is immortal.

Senses: Sune can see, hear, touch, and smell at a distance of sixteen miles. As a standard action, she can perceive anything within sixteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to twenty locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 16 hours.

Portfolio Sense: Sune senses the creation or destruction of any beautiful creature or object sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs. She is likewise aware of all creatures' passionate desires or romantic loves.

Automatic Actions: Sune can use Concentration, Craft (painting), Craft (sculpture), Diplomacy, or Perform as a free action if the DC for the task is 30 or lower. She can perform up to twenty such free actions each round.

Create Magic Items: Sune can create any kind of magic item that affects appearance or emotion.

Avatars

Sune rarely appears to mortals. When she is seen, her avatar appears as a human female of unearthly beauty clad only in a diaphanous silken gown. Her impossibly long, sweeping red hair often assumes the appearance of flames. While she always has red hair, other aspects of her appearance change from time to time. Sometimes her skin is golden and her eyes almond-shaped, sometimes she has skin of mahogany and eyes the color of darkest amber or honey, sometimes she has reddish skin and prominent cheekbones, and at yet other times her skin is ivory white and her eyes a sky blue or forest green.

Avatar of Sune: As Sune except divine rank 8; AC 68 (touch 47, flat-footed 59); Atk +62/+57/+52/+47 ranged (1d2+5/18–20, +5 *chaotic defending keen shock sash*), or spell +55 melee touch or +57 ranged touch; SQ Divine aura (800 ft., DC 38), DR 43/+4, fire resistance 28, SR 40; SV Fort +47, Ref +49, Will +52; all skill modifiers reduced by 8.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 48 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Divine Blast (28/day, up to 8 miles, 30d12 points of damage), Divine Blessing (Charisma, up to 8 creatures/day), Divine Inspiration (love and desire, Will DC 38, up to 8 creatures/day), Divine Shield (10/day, stops 80 points of damage), Divine Spell Focus (Enchantment), Extra Domain (Chaos), Wave of Chaos (80-ft. radius, Will DC 38).

Spell-Like Abilities: Caster level 18th or 19th for chaotic spells or good spells; saving throw DC 38 + spell level.

Spells: As Sune, except save DCs against the avatar's bard and sorcerer spells are 30 + spell level and the save DCs against the avatar's cleric spells are 22 + spell level. Save DCs for the avatar's enchantment spells are 38 + spell level for bard and sorcerer spells and 30 + spell level for cleric spells. The avatar has no spell slots above 9th level available.

Talos

The Destroyer, the Storm Lord

Greater Deity

Symbol:	An explosive lightning strike
Home Plane:	Fury's Heart
Alignment:	Chaotic evil
Portfolio:	Storms, destruction, rebellion, conflagration, earthquakes, vortices
Worshipers:	Those who fear the destructive power of nature, barbarians, fighters, druids, half-orcs
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Destruction, Evil, Fire, Storm
Favored Weapon:	A lightning bolt (longspear, shortspear, or halfspear)

Talos (*taahl*-ose) is a violent, short-tempered, and angry deity who exults in chaos and revels in destruction. Often petty and vengeful, the Storm Lord is a powerful bully and is often motivated by rage and the desire never to appear weak or compromising in any way to his followers. Known as Bhaelros among Calishites and Kozah among the Bedine, Talos appears as a one-eyed, broad-shouldered, and bearded man clad in half plate armor and black leather gloves. His empty eye socket is filled with whirling stars and covered by a dark patch.

The church of Talos is relatively small for a greater deity and almost universally despised, for his followers bring nothing but destruction and leave only ruin in their wake. They are fanatical in their love of destruction and are unafraid to call storms upon ships, towns, or cities in the name of their crazed deity. However, many fear and propitiate the Storm Lord, ensuring that he remains one of the most powerful deities of the Faerûnian pantheon.

Talassans pray for their spells at different times of the day over the course of a year, with the time varying with Talos's whim (he rarely has them stick with the same time of day for more than a tenday). Clerics of Talos celebrate his annual festivals (Greengrass, Midsummer, and so on) with great ceremonies that call down lightning and summon storms. Their most sacred ritual is Calling Down the Thunder, in which they slay an intelligent being by lightning. The most frequently seen ritual is the Fury, in which a cleric prays, then makes berserk attacks on people and items in an effort to visit considerable destruction on a place or encampment within a short time by hurling spells and burning torches while howling Talos's name, followed by praying again (if the cleric survives). It is considered most holy when performed by a lone Talassan cleric, but against formidable foes, clergy of Talos usually attack together or draw off defenders to destroy them singly. Talos's clerics tend to multiclass as barbarians, sorcerers, stormlords (see Chapter 4), and wizards. Those working with the Cult of the Dragon sometimes multiclass as wearers of purple (see Chapter 4).

History/Relationships: Talos was formed from the first battle between Selûne and Shar. He is now the leader of the Deities of Fury: Auril, himself, Malar, and Umberlee. Although he has no compunction about usurping her portfolio, Talos has a close and cordial relationship with Auril. His relationship with Umberlee is simultaneously flirtatious and filled with rivalry. However, he only works with the Beastlord grudgingly, and Malar would kill him if he could. Talos has a history of elevating powerful mortals to divinity and then forcing them to deplete themselves in his service, the most recent of which was Velsharoon. Velsharoon has been more successful than most such demipowers elevated by Talos, in that he still survives and wisely shifted his nominal

Symbol by Stephanie Pui-Mun Law

alliance to Mystra and Azuth. Talos tried to assume dominion over wild and destructive magic under the alias of Malyk, but he was forestalled by Mystra and has since moved on to other brazen attempts to grab power. He hates deities that promote building, learning, and nature, and particularly hates those that would dare to alter the weather. His list of enemies include Chauntea, Eldath, Lathander, Mystra, Sune, Deneir, Gond, Helm, Mielikki, Oghma, Shiallia, Silvanus, and Tyr.

Dogma: Life is a combination of random effects and chaos, so grab what you can when you can, because Talos may take you to the afterlife at any moment. Preach the might of Talos, and always warn others of the forces only he can command—the fury of all Faerûn. Walk unafraid in storms, forest fires, earthquakes, and other disasters, for the power of Talos protects you. Do so publicly whenever possible, so that others see that only Talos can protect them. Make others fear Talos by showing the destruction he and his servants can cause. To avoid tasting his fury, pray to him energetically and tell all folk that such observances—and only such observances—can protect them from the furies of gales, hailstorms, winds, floods, droughts, blizzards, hurricanes, and other natural dooms. Hurl such forces at one's foes if Talos deems a place or a person worth defending. One cannot afford to ignore Talos, but must bow down and worship him. Proclaim this message to all and show everyone the destruction even the slightest of the servants of Talos can cause.

Clergy and Temples: Talos always has too few worshipers for his liking, so his clergy are sent out into the world to spread word of his might and to try to recruit others to his worship—either out of fear or because such people enjoy the wielding of raw power. As examples to all, the fatalistic clerics of Talos tend to indulge in acts of random or spiteful destruction as they travel and to make examples of all folk who stand up to them or try to prevent them from entering a community or passing along a road. Some clerics pillage, burn, and steal as enthusiastically as any brigand, and hamlets that fight them off tend to be visited a season or so later by a gathering of Talassan clerics who try to slaughter everyone and lay waste to the place. This practice had led to some settlements fearfully hiring "adventuring bands in residence" to ward off a similar fate after one or more citizens have had hostile dealings with any Talassan clergy. Talos does not seem to mind clerics who indulge in fulfilling personal desires for wealth, food, luxury items, and wanton behavior as long as they call up a storm or engage in random, spectacular acts of violence once every tenday or so (toppling towers is always effective). As a result, some clergy have taken up a life of brigandry. They pose as lunatics in order to spread the word of Talos as ordered, and the rest of the time they adopt disguises to scout out rich prizes.

Most Talassan temples and shrines are secret because of the reputation of the church. The worship of Talos is outlawed in many countries. Where there are public temples to Talos, many of them take the form of castles or walled compounds because they must often serve as strongholds that the faithful of Talos can defend against angry folk. Such sites seem to always lie in the path of great storms, on the fault lines of earthquakes, or in path of lava pouring forth from a volcano, yet Talos ensures they always survive unscathed.

High clergy of Talos have ceremonial robes of blue-white streaked with crimson that seem to crackle with lightning. All other clergy have formal dress of robes and cloaks of black shot through with teardrops and jagged lines of gold or silver—garb that has earned them the unflattering name "doom crows" in the rare times someone has survived seeing an official ceremony. The robes have jagged hems and rough, uneven sleeves. A black eyepatch is also worn, even if the clergy member has good vision in both eyes. When not performing holy rituals, they tend to dress shabbily and eclectically.

Rumors tell of a mysterious group of wizards who specialize in exotic combinations of elemental magic, known as the Lords of the Tempest, that owes allegiance to Talos. Other whispers in dark places speak of Talos's sponsorship of certain necromancers into lichdom, and of a cabal of crazed sages and mystics intent on bringing about the end of the world. Known only as the Circle of Rust and the Worm, these entropists have sought and obtained the Destroyer as a patron.

The church of Talos has no central hierarchy, and low-ranking clerics of the Storm Lord obey their masters only as long as they fear the greater might of the senior clerics. From time to time the church of Talos is wracked by internal warfare, such as was the case recently between the northern-based followers of Talos and the southern-based followers of his alter ego, Bhaelros. However, the Storm Lord generally prefers that his followers wreak devastation on the rest of the world, not each other.



Illustration by Glen Angus

Talos

Talos

Barbarian 20/Evoker 20
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 16

Hit Dice: 20d8+200 (outsider) plus 20d12+200 (Bbn) plus 20d4+200 (Wiz) (1,080 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 70 ft.
AC: 71 (+7 Dex, +16 divine, +29 natural, +9 deflection)
Attacks*: *+4 chaotic shocking burst thundering lightning bolt* +81/+76/+71/+66 melee; or *+4 chaotic shocking burst thundering lightning bolt* +68/+63/+58/+53 ranged; or spell +76 melee touch or +63 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+4 chaotic shocking burst thundering lightning bolt* 1d8+34 plus 1d6 electricity/19–20/×3 plus 2d10 electricity plus 2d8 sonic; or *+4 chaotic shocking burst thundering lightning bolt* 1d8+24/19–20/×3 plus 2d10 electricity plus 2d8 sonic; or by spell *Always does maximum damage (lightning bolt 42 points plus 6 electricity melee, 32 points plus 6 electricity ranged).
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domain powers, salient divine abilities, spell-like abilities.

Special Qualities: Divine aura (16 miles, DC 35), divine immunities, DR 67/+5 (4/–), familiar (quasits), fast movement, fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), *plane shift* at will, remote communication 16 miles), SR 48, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.

Saves*: Fort +58, Ref +55, Will +55. *Always receives a 20 on saves.

Abilities: Str 50, Dex 24, Con 31, Int 28, Wis 24, Cha 29.

Skills*: Alchemy +55, Bluff +48, Climb +69, Concentration +89, Craft (armorsmithing) +58, Craft (weaponsmithing) +58, Diplomacy +28, Handle Animal +68, Heal +24, Intimidate +70, Intuit Direction +66, Jump +69, Knowledge (arcana) +62, Knowledge (nature) +67, Knowledge (religion) +62, Listen +66, Ride (horse) +51, Scry +68, Spellcraft +69, Swim +69, Wilderness Lore +66. *Always receives a 20 on checks.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Create Portal, Deflect Arrows, Dodge, Empower Spell, Expertise, Far Shot, Great Cleave, Improved Critical (lightning bolt), Improved Initiative, Improved Unarmed Strike, Maximize Spell, Mobility, Point Blank Shot, Power Attack, Scribe Scroll, Spring Attack, Sunder, Weapon Focus (lightning bolt), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Annihilating Strike (Fort DC 36 + damage dealt, or destroy up to 16,000 cubic feet of nonliving matter), Avatar (up to 20), Battlesense, Divine Blast (12/day, up to 16 miles, 25d12 points of damage), Divine Rage (16/day), Divine Shield (13/day, stops 160 points of damage), Divine Storm (160 ft., Fort DC 35), Energy Burst (cold, 16d8 points of cold damage, 160-ft. radius, save DC 36), Energy Burst (electricity, 16d8 points of electricity damage, 160-ft. radius, save DC 36), Energy Burst (fire, 16d8 points of fire damage, 160-ft. radius, save DC 36), Energy Storm (electricity, 16 points of electricity and 16 points of holy damage per round), Extra Domain (Chaos), Extra Domain (Fire), Frightful Presence (Will DC 35), Increased Damage Reduction, Irresistible Blows (lightning bolt, Fort DC 36), Power of Nature (16-mile radius, duration concentration + up to 16 minutes), Sunder and Disjoin (save DC 28), Wave of Chaos (160-ft. radius, Will DC 35), Wound Enemy.

Domain Powers: Cast chaotic spells at +1 caster level; 16/day smite (+4 on attack and +16 on damage for one weapon attack); cast evil spells at +1 caster level; 16/day turn or destroy water creatures, or rebuke or command fire creatures.

Spell-Like Abilities: Talos uses these abilities as a 26th-level caster, except for chaotic spells and evil spells, which he uses as a 27th-level caster. The save DCs are 35 + spell level. *Animate objects, blasphemy, burning hands, call lightning, chaos hammer, circle of doom, cloak of chaos, contagion, control weather, create undead, desecrate, disintegrate, dispel good, dispel law, earthquake, elemental swarm* (as fire spell only), *entropic shield, fire seeds, fire shield, fire storm, gust of wind, harm, ice storm, implosion, incendiary cloud, inflict critical wounds, inflict light wounds, magic circle against good, magic circle against law, produce flame, protection from good, protection from law, resist elements* (as cold or fire spell only), *shatter, sleet storm, storm of vengeance, summon monster VI* (as air spell only), *summon monster IX* (as chaos or evil spell only), *unholy aura, unholy blight, wall of fire, whirlwind, word of chaos.*

Divine Rage: The following changes are in effect as long as Talos rages: AC 66; hp 1,380; Atk +86/+81/+76/+71 melee (1d8+41/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*), or +68/+63/+58/+53 ranged (1d8+29/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*); SQ Electricity resistance 15, fire resistance 46, SR 58; SV Fort +63, Will +60; Str 60, Con 41; Climb +74, Concentration +94, Jump +74, Swim +74. His rage can be used 16 times per day, it lasts for 1 hour (or until ended), and he is not winded afterward.

Wizard Spells/Day: 5/8/7/7/7/7/6/6/6/6; base DC = 19 + spell level.

Possessions: Talos uses lightning bolts as weapons. Each functions as a *+4 longspear* with the chaotic, shocking burst, and thundering special abilities.

Caster Level: 25th; *Weight:* 9 lb.

Other Divine Powers

As a greater deity, Talos automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Talos can see, hear, touch, and smell at a distance of sixteen miles. As a standard action, he can perceive anything within sixteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 16 hours.

Portfolio Sense: Talos senses any natural destructive force (such as a conflagration, earthquake, storm, vortex, or the like) sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs. He is likewise aware of any rebellion that provokes violence.

Automatic Actions: Talos can use Concentration, Intimidate, Knowledge (arcana), Spellcraft, or Wilderness Lore as a free action if the DC for the task is 30 or lower. Talos cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to twenty such free actions each round.

Create Magic Items: Talos can create any kind of magic item that has a primary effect from the school of Evocation.

Avatars

When an avatar of Talos is seen, which is seldom, he appears as a broad-shouldered, bearded man with a single good eye. A dark patch covers the other eye, and some sages say the empty eye socket is filled with whirling stars. He dresses in a half-suit of plate armor (no helm) worn over smooth black leather armor and black leather gloves. When he appears as Baelros in Calimshan, he often manifests in the form of a turbaned genie with dusky skin rising out of a sandstorm.

Avatar of Talos: As Talos except divine rank 8; AC 55 (touch 34, flat-footed 55); Atk +73/+68/+63/+58 melee (1d8+34/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*), or +60/+55/+50/+45 ranged (1d8+24/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*), or spell +68 melee touch or +55 ranged touch; SQ Divine aura (800 ft., DC 27), DR 51/+5 (4/–), fire resistance 28, SR 40; SV Fort +50, Ref +47, Will +47; all skill modifiers reduced by 8.

Salient Divine Abilities: Alter Size, Divine Rage (8/day), Energy Burst (cold, 8d8 points of cold damage, 80-ft. radius, save DC 28), Energy Burst (electricity, 8d8 points of electricity damage, 80-ft. radius, save DC 28), Energy Burst (fire, 8d8 points of fire damage, 80-ft. radius, save DC 28), Extra Domain (Chaos), Extra Domain

(Fire), Frightful Presence (Will DC 27), Increased Damage Reduction, Power of Nature (8-mile radius, duration concentration + up to 8 minutes).

Divine Rage: The following changes are in effect as long as Talos's avatar rages: AC 50 (touch 29, flat-footed 50); hp 1,380; Atk +78/+73/+68/+63 melee (1d8+41/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*), or +60/+55/+50/+45 ranged (1d8+29/19–20 plus 1d6 electricity/×3 plus 2d10 electricity plus 2d8 sonic, *+4 chaotic shocking burst thundering lightning bolt*); SQ Electricity resistance 15, fire resistance 38, SR 50; SV Fort +55, Will +52; Str 60, Con 41; Climb +66, Concentration +86, Jump +66, Swim +66. His rage can be used 8 times per day, it lasts for 1 hour (or until ended), and he is not winded afterward.

Spell-Like Abilities: Caster level 18th, or 19th for chaotic spells and evil spells; saving throw DC 27 + spell level.

Symbol by Stephanie Pui-Mun Law

Tempus

Lord of Battles, Foehammer

Greater Deity

Symbol:	A blazing silver sword on a blood-red shield
Home Plane:	Warrior's Rest
Alignment:	Chaotic neutral
Portfolio:	War, battle, warriors
Worshipers:	Warriors, fighters, barbarians, rangers, half-orcs
Cleric Alignments:	CE, CG, CN
Domains:	Chaos, Protection, Strength, War
Favored Weapon:	"Battle Prowess" (battleaxe)



From astride his twin steeds—Veiros the white mare and Deiros the black stallion—Tempus (*tem*-pus) governs the tide of war and dispenses his favors at random, his chaotic nature favoring all sides equally in time. The deity of war is liable to back one army one day and another one the next. Soldiers of all alignments pray to him for help in coming battles. Mighty and honorable in battle and a strong and robust deity, Tempus answers only to his own warrior's code and pursues no long-lasting alliances. He is known to love food, drink, and the hunt, though he loves battle best. He always appears as a human giant in battered and bloodied plate armor with his face hidden by a massive war helm. He bears a great battle axe or a black sword notched and stained from much use in his gauntleted hands.

The church of Tempus is perhaps the most widely known in battle-stricken Faerûn. Countless centuries of warfare have unfolded on the battlefields of the world, and followers of the Foehammer have fought ably and honorably for all sides in nearly every such conflict. The independence of the Lord of Battles and his followers has ensured that his church is widely respected by members of all faiths, and none doubt that they too might prevail in the next battle if only the Foehammer's fickle nature smiles their way again. Nearly every combatant has fought alongside a cleric of Tempus at some point or the other, and just as many have also fought against a cleric of Tempus. Only the church of Eldath truly wishes there were another way.

Tempus's clerics pray for spells just before highsun. The eves and anniversaries of great battles are the holy days of the church of Tempus, and as such vary from place to place. The Feast of the Moon, honoring the dead, is the most important fixed date in the religious calendar. Each temple holds a Feast of Heroes at highsun and a Song of the Fallen at sunset, and most also have a Song of the Sword ceremony after dark for layfolk. It is also expected that at least once a tenday worshipers of Tempus spill a few drops of blood (preferably their own or a worthy foe's) and sing the Song of the Sword in Tempus's honor. The ritual performed by most of the faithful is a prayer for valiant performance and survival in the fray ahead, made to the war deity over the weapon the praying being most often fights with. If a new weapon comes into the believer's possession before a battle—particularly in the form of hard-won booty—it is taken as a sign of Tempus's favor, and this weapon is the one used in worship. Tempus's clerics usually multiclass as barbarians, divine champions, or fighters. Most tend to be battle-minded male humans, although others are also welcome.

History/Relationships: Tempus arose from the first battle between Selûne and Shar, one of many such war deities to walk the world. In time, he defeated each and every one of his rivals in battle, the last of which was Garagos the Reaver. Some oracles claim that in years to come Tempus may find himself at war with Anhur as the Faerûnian and Mulhorandi pantheons clash and (inevitably) merge. In recent years, Tempus sponsored the divinity of the Red Knight, a relationship akin to that of a fond and protective father to a brilliant daughter who works hard at the family business—war. The Foehammer is casually friendly with martially inclined deities such as Nobanion, Gond, Valkur, and Uthgar. He considers Eldath, his diametric opposite, to be naive and weak. However, out of respect for her convictions, he punishes those of his faithful who abuse her clergy, shrines, or temples, feeling that war has little meaning without peace to define and highlight it. Sune, who considers him a foe, he regards as irrelevant and flighty and therefore unworthy of active opposition. It is unclear why Tempus tolerates the continued survival of Garagos, although some sages have speculated that Tempus knows that a new challenger is inevitable and he prefers to use the Reaver as a stalking horse to draw out such potential foes. Others claim that Garagos represents that one bit of warfare that Tempus finds personally distasteful, the savage madness of a battle rage, and that he deliberately ceded that aspect of the portfolio of war, though he is still worshiped by many barbarians.

Dogma: Tempus does not win battles, he helps the deserving warrior win battles. War is fair in that it oppresses and aids all equally and that in any given battle, a mortal may be slain or become a great leader among his or her companions. It should not be feared, but seen as a natural force, a human force, the storm that civilization brings by its very existence. Arm all for whom battle is needful, even foes. Retreat from hopeless fights but never avoid battle. Slay one foe decisively and halt a battle quickly rather than rely upon slow attrition or the senseless dragging on of hostilities. Remember the dead that fell before you. Defend what you believe in, lest it be swept away. Disparage no foe and respect all, for valor blazes in all regardless of age, sex, or race. Tempus looks with favor upon those that acquit themselves honorably in battle without resorting to such craven tricks as destroying homes, family, or livestock when a foe is away or attacking from the rear (except when such an attack is launched by a small band against foes of vastly superior numbers). Consider the consequences of the violence of war, and do not wage war recklessly. The smooth-tongued and fleet of feet that avoid all strife and never defend their beliefs wreak more harm than the most energetic tyrant, raider, or horde leader.

Clergy and Temples: Clerics of the war deity are charged to keep warfare a thing of rules, respected reputation, and professional behavior, minimizing uncontrolled bloodshed and working to eradicate feuding that extends beyond a single dispute or set of foes. At the same time, training and readiness for battle must be promoted if civilized human holdings are to survive in Faerûn in the face of monster raids and orc hordes—and the power of Tempus to aid

those he favors in battle must also be promoted. Warriors who employ poison or taint wells, sow fields with salt, kill noncombatants, indulge in torture or the wanton slaughter of innocent folk when they are not at war, or commit similar sins against fair battle are to be denied the favor of the deity, their crimes are to be publicized far and wide, and they are to be made to atone for their deeds or perish. War clerics must preserve the names of the honored battle-fallen, both on gravestones and other such memorials, in their prayers to Tempus, and in an annual chant at the March of the Dead, wherein clerics of the war deity go through the streets to call all folk, worshipers and nonbelievers alike, to the local Feast of the Moon hosted by their temple. Clerics are also charged to collect and venerate the weapons and armor of famous and respected warriors, even if these are broken or have deteriorated, for they retain something of the battlelust and energy associated with the deeds they participated in.

Temples of Tempus are usually what are more commonly thought of as walled military compounds than what most picture as temples. Aside from a central shrine to honor the fallen decorated with the battered shields and rusted blades of the dead, most temples of Tempus are given over to the necessities of warfare, including armories, barracks, and training grounds. The wealthiest fortified abbeys sometimes contain libraries, but such contain only a history of warfare and an accounting of the fallen.

When not in battered armor, clerics of Tempus often wear helms or steel skullcaps, though they are careful never to cover their faces, for such close emulation of Tempus is thought to be an affront to the Lord of Battles. Some of the fanatical wandering clerics never remove all their armor at any time, but in the temples of the big cities clergy are rarely seen in armor except at ceremonies held before armies march or a siege begins. The formal robes of a cleric of Tempus always sport trim the crimson hue of fresh blood, but vary in overall color from place to place and rank to rank, with darker-colored robes are worn by those of lower ranks. Most war clerics wear ceremonial garments of brown or purple. Red or amber is worn by senior clergy, and yellow or white by those of the most exalted rank. Aside from their trusty battleaxes, many senior clerics of Tempus also favor spiked gauntlets as a mark of their station.

Given its predilection to support both sides of any fight, the church of Tempus of necessity lacks any central authority that might come down in favor of one side or the other. However, within a given temple or military order, there is usually a strict adherence to military rank and a clear chain of command. The Tempuran church also has many affiliated orders. Two of note are the Order of the Broken Blade and the Order of the Steel Fang. The former honors those warriors and clergy who are injured in Tempus's service and can no longer fight in the front lines. Broken Blades often serve in support functions at temples and shrines and take a personal oath upon joining the order to defend the holy site where they reside to the death as a final line of defense. The latter group is an elite fighting order within the church whose members are often assigned to the most hazardous duties. Steel Fang units are led by battle-hardened members of the clergy. Many mercenary companies and knightly fighting orders of crusaders also avail themselves of a connection to the church. One badge of the deity seen among his affiliated mercenaries is a rusty brown dagger, shown diagonally with its point to the upper right, dripping four drops of blood.



Tempus

Illustration by Wayne Reynolds

Tempus

Fighter 20/Cleric 10/Barbarian 10
Medium-Size Outsider (Chaotic)

Divine Rank: 17
Hit Dice: 20d8+200 (outsider) plus 20d10+200 (Ftr) plus 10d8+100 (Clr) plus 10d12+100 (Bbn) (1,160 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 70 ft.
AC: 80 (+1 Dex, +17 divine, +30 natural, +13 armor [*+5 heavy fortification full plate*], +9 deflection)
Attacks*: *+3 chaotic keen speed battleaxe* +85/+85/+80/+75/+70 melee; or spell +77 melee touch or +64 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+3 chaotic keen speed battleaxe* 1d8+52/18–20/×3; or by spell *Always does maximum damage (battleaxe 60 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 12/day.
Special Qualities: Divine aura (17 miles, DC 36), divine immunities, DR 69/+5, fast movement, fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), *plane shift* at will, rage 3/day, remote communication 17 miles, spontaneous casting of divine spells, SR 49, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.
Saves*: Fort +59, Ref +56, Will +58. *Always receives a 20 on saves.
Abilities: Str 50, Dex 24, Con 31, Int 24, Wis 29, Cha 29.
Skills*: Climb +95, Concentration +60, Craft (armorsmithing) +87, Craft (weaponsmithing) +87, Diplomacy +64, Handle Animal +69, Heal +60, Intimidate +59, Intuit Direction +49, Jump +75, Knowledge (arcana) +47, Knowledge (religion) +47, Listen +51, Ride (horse) +71, Scry +47, Spellcraft +57, Spot +28, Swim +80, Wilderness Lore +52. *Always receives a 20 on checks.

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Deflect Arrows, Dodge, Expertise, Far Shot, Great Cleave, Improved Bull Rush, Improved Critical (battleaxe), Improved Disarm, Improved Initiative, Improved Unarmed Strike, Inscribe Rune, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Ride-By Attack, Shot On The Run, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Area Divine Shield (up to 17 10-foot squares, or a sphere or hemisphere with a radius of up to 17 feet), Avatar (up to 20), Banestrike (giants), Battlesense, Clearsight 17 ft., Divine Battle Mastery, Divine Blast (12/day, up to 17 miles, 26d12 points of damage), Divine Inspiration (rage, up to 17 creatures/day), Divine Shield (13/day, stops 170 points of damage), Divine Storm (170 ft., Fort DC 36), Divine Weapon Focus (battleaxe), Divine Weapon Mastery, Divine Weapon Specialization (battleaxe), Extra Domain (Strength), Increased Damage Reduction, Indomitable Strength, Irresistible Blows (battleaxe, Fort DC 37), Know Death, Mass Divine Blast (up to 85 targets, no two of which can be more than 17 miles apart, or a cone up to 1,700 ft. long, or a burst or spread with a radius of up to 85 ft. and a height of up to 170 ft.), Sunder and Disjoin (save DC 28), Wave of Chaos (170-ft. radius, Will DC 36).

Domain Powers: Cast chaotic spells at +1 caster level; 17/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 17/day feat of strength (+10 enhancement bonus to Str for 1 round)

Spell-Like Abilities: Tempus uses these abilities as a 27th-level caster, except for chaotic spells, which he uses as a 28th-level caster. The save DCs are 36 + spell level. *Animate objects, antimagic field, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, chaos hammer, cloak of chaos, dispel law, divine power, endure elements, flame strike, magic circle against law, magic vestment, magic weapon, mind blank, power word, blind, power word, kill, power word, stun, prismatic sphere, protection from elements, protection from law, repulsion, righteous might, sanctuary, shatter, shield other, spell immunity, spell resistance, spiritual weapon, stoneskin, summon monster IX* (as chaotic spell only), *word of chaos.*

Rage: The following changes are in effect as long as Tempus rages: AC 78; hp 1,280; Atk +87/+87/+82/+77/+72 melee (1d8+55/18–20/×3, *+3 chaotic keen speed battleaxe;* max damage 63 points); SV Fort +61, Will +60; Str 54, Con 35; Climb +97, Concentration +62, Jump +77, Swim +82. His rage lasts for the duration of the encounter afterward.

Cleric Spells/Day: 6/8/7/6/6/5; base DC = 19 + spell level.

Possessions: Tempus carries *Battle Prowess,* a *+3 battleaxe* with the chaotic, keen, and speed special abilities.

Caster Level: 25th; *Weight:* 7 lb.

Other Divine Powers

As a greater deity, Tempus automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Tempus can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 17 hours.

Portfolio Sense: Tempus senses any battle seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs. He is likewise aware of any act of violence in the Realms and the death of any warrior, whether such passings occur in combat or not.

Automatic Actions: Tempus can use Craft (armorsmithing), Craft (weaponsmithing), or Intimidate as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Tempus can create any kind of magic item that deals damage or provides protection.

Deiros and Veiros (Tempus's Horses)

Tempus has two horses, Deiros and Veiros. Deiros is a black stallion and Veiros is a white mare. He is usually seen riding one or the other, or occasionally both (standing with one foot on each horse's back).

Deiros and Veiros: Male and female advanced dire horses; CR 4; Huge animal; HD 24d8+192; hp 300; Init +0; Spd 60 ft.; AC 17 (touch 8, flat-footed 17); Atk +26 melee (1d6+10, 2 hooves) and +21 melee (1d4+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SQ Low-light vision, scent; AL N; SV Fort +22, Ref +14, Will +16; Str 30, Dex 11, Con 26, Int 2, Wis 14, Cha 10.

Skills and Feats: Hide –8, Listen +8, Spot +10.

Low-Light Vision: Deiros and Veiros can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Scent (Ex): Deiros and Veiros can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Avatars

Tempus appears as a 12-foot-tall human wearing plate armor that has been battered and bloodied by combat. Though his face hidden by a massive war helm, his hooded gaze is a palpable force. He bears a great battleaxe (or a black greatsword) notched and stained from much use in his gauntleted hands. His legs and arms are bare and crisscrossed by bleeding wounds, but this does not affect him as he rides into battle. He sometimes appears afoot but more often rides either a white mare (Veiros) or a black stallion (Deiros), or occasionally both, standing with one foot on each.

Avatar of Tempus: SZ Large; AC 61 (touch 27, flat-footed 61); Atk +75/+75/+70/+65/+60 melee (2d6+43/18–20/×3, *Large +3 chaotic keen speed battleaxe*), or spell +67 melee touch or +54 ranged touch; Face/Reach 5 ft. × 5 ft./10 ft.; Hide +6, all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Size, Battlesense, Divine Battle Mastery, Divine Inspiration (rage, Will DC 30, up to 8 creatures/day), Divine Weapon Focus (battleaxe), Divine Weapon Mastery, Divine Weapon Specialization (battleaxe), Extra Domain (Strength), Indomitable Strength, Irresistible Blows (battleaxe, Fort DC 28).

Rage: AC 59 (touch 25, flat-footed 59); Atk +77/+77/+72/+67/+62 melee (2d6+46/18–20/×3, *Large +3 chaotic keen speed battleaxe*); SV Fort +52, Will +51; Str 54, Con 35; Climb +88, Concentration +53, Jump +68, Swim +73. His rage lasts for the duration of the encounter afterward.

Spell-Like Abilities: Caster level 18th, or 19th for chaotic spells; saving throw DC 27 + spell level.

Torm

The True, the True Deity, the Loyal Fury
Lesser Deity
Symbol: Right-hand gauntlet held upright with palm forward
Home Plane: House of the Triad
Alignment: Lawful good
Portfolio: Duty, loyalty, obedience, paladins
Worshipers: Paladins, heroes, good fighters and warriors, guardians, knights, loyal courtiers
Cleric Alignments: LG, LN, NG
Domains: Good, Healing, Law, Protection, Strength
Favored Weapon: "Duty's Bond" (greatsword)



Symbol by Stephanie Pui-Mun Law

Torm (*torm*) the True, patron of paladins and unswerving enemy of corruption and evil, serves the people of Faerûn by exemplifying the chivalric ideal. An ascended hero who lived his mortal life in service to a just sovereign, Torm eschews the pretense of his fellow deities, instead adopting a humble position that he exists to serve the common good and the rule of law as established by honorable mortal rulers. Though a true deity with awesome power at his disposal, the Loyal Fury is all too familiar with the failings of mortal men, having fallen victim to hubris, gullibility and ignorance when confined to a mortal shell during the Time of Troubles. During that seminal event, Torm allowed himself to be controlled by his own corrupt, oppressive clerics for a short time, an occurrence that gave him perspective on his own flaws and enhanced his sense of humility. Stern, righteous, and unyielding in the face of evil, Torm's spirit lifts when dealing with his friends, the weak, the defenseless, and the young.

Torm battled Bane in the harbor of the city of Tantras during the Time of Troubles, destroying the Black Lord in personal combat (he too died in the conflict, but was later returned to life by Ao). As such, he became a hero to good-hearted people throughout the continent, a savior who in slaying Bane delivered Faerûn from the machinations of the deity of strife and tyranny. Torm's destruction of Bane broke the back of Zhentil Keep by eradicating that nation's divine support, allowing the Dalesfolk, for a short while, to breathe a sigh of relief. In nations across the continent, Torm became a symbol of heroism and bravery, the ideal knight serving his followers with a transforming act of self-sacrifice appreciated even by great Ao himself. This adoration extended to Torm's church, which experienced a renaissance and philosophical blooming as its numbers swelled and new thinkers and adherents joined the congregation. In the fourteen years following that time clerics of Torm have enjoyed popularity unparalleled in Faerûn.

Now that Bane has returned, the people look to the Loyal Fury and his mortal agents for salvation once again. They eagerly hope that the menace of the Black Hand can be dealt with after another great battle, that the revived church of Bane can be crushed by an army of paladins with holy hearts and sanctified swords. Such has happened within the lifetime of every adult in Faerûn, and many expect it to happen again. Torm and his followers take a more realistic view, knowing that the current day is far different from the Time of Troubles, when the two deities met as essentially equal mortals. They know that the secrecy of Bane's cult prevents open warfare, and that the menace of the Black Hand returned will not be quenched easily or without great loss of life. Both Torm and his holy warriors know the costs, and both are more than willing to pay them to deliver the good people of Faerûn from a world dominated by the Lord of Darkness.

Clerics of Torm pray for their spells at dawn. On the 13th of Eleasias, they celebrate a somber ceremony known as the Divine Death to commemorate Torm's sacrificial destruction of Bane. The 15th of Marpenoth sees a more jovial ritual in the form of the True Resurrection, which celebrates the anniversary of Torm's return to Toril at the behest of Ao. Shieldmeet, traditionally a time when Faerûnians enter new agreements and compacts, is a time of great religious significance to followers of the deity of duty, who take their oaths very, very seriously. In addition to the daily morning prayer, clerics are expected to give thanks and honor to Torm through quiet prayers at noon, dusk, and midnight. Torm's clerics often multiclass as divine champions, divine disciples, or paladins.

History/Relationships: Torm serves Tyr as war leader and champion, as he once did for a mortal monarch in the days immediately following the Fall of Netheril. Scholars disagree on where Torm's kingdom was located, or even what it was called, but the most believable theories place it somewhere south of the Lake of Steam, in the area now known as the Border Kingdoms. Whole knightly orders in service to Torm's church seek the location of this kingdom, which the clerics refer to as the High Seat, or Chalsembyr. They hope that discovering the location might give them more insight into Torm's life as a mortal, one of the few subjects about which he absolutely refuses to enlighten his followers. Some interpret his reticence as a game, as if Torm keeps Chalsembyr's location a secret in order to test his faithful, who routinely go on quests to locate it. Lore of the faith holds that he who discovers the whereabouts of the Loyal Fury's mortal home will be raised up to the celestial planes as Torm's divine servant.

Prior to the Time of Troubles, Torm served Tyr as a loyal demipower. After his resurrection at the hands of Ao, the Maimed Deity elevated him to lesser deity status, and greatly enhanced his duties, granting him control of several armies of celestial warriors to use in outer planar conflicts. Torm, Tyr, and Ilmater work together frequently, and are known as the Triad. At Tyr's insistence, Torm has of late befriended the Red Knight in an attempt to temper her lust for war with an appreciation for justice. His kinship for Helm dates back several centuries, though the clergies of the Loyal Fury and the Watcher currently find themselves at odds on several important ideological and political issues. As a pro-active enemy of evil, Torm finds that his ideals and philosophies often square with those of Lathander, whom he greatly respects.

After destroying Bane, Torm turned most of his attentions to Cyric, working with Mystra, Oghma, and Mask in dethroning the Black Sun from his position as Lord of the Dead. He deeply regrets not destroying Cyric in that instance, and has vowed to remedy that regret should the two deities meet again. Torm found the alliance with Mask distasteful, and hopes to force the Lord of Shadows to reform himself by thwarting his plans as often as possible. Since the return of the Black Hand, however, the bulk of Torm's ambition and planning has gone toward defeating the dark intrigues of Bane.

Dogma: Salvation may be found through service. Every failure of duty diminishes Torm and every success adds to his luster. Strive to maintain law and order. Obey your masters with alert judgment and anticipation. Stand ever alert against corruption. Strike quickly and forcefully against rot in the hearts of mortals. Bring painful, quick death to traitors. Question unjust laws by suggesting improvement or alternatives, not additional laws. Your fourfold duties are to faith, family, masters, and all good beings of Faerûn.

Clergy and Temples: Clerics and paladins of Torm swear themselves to the Penance of Duty, a guide of responsibilities and obligations outlined by the Loyal Fury himself after discovering the rife corruption within the church during the Time of Troubles. To

repay their persecution of other goodly religions, the clergy must aid the establishment of other good faiths as part of the Debt of Persecution. The Debt of Dereliction states that Torm's agents must expend every resource possible to eliminate cults of Cyric and Bane, and to work against the insidious Zhentarim. The Debt of Destruction stipulates that the clergy record the locations of dead and wild magic areas and do what they can to heal these wounds to the Weave. Additionally, clerics and paladins of Torm stand vigilant against corruption within goodly organizations, knowing that what could infect their stalwart order is doubly likely to writhe into the affairs of less watchful bodies. Many travel the world righting wrongs and spreading the good works of Torm.

Illustration by Wayne England

High Cleric Barriltar Bhandraddon serves as Torm's pontiff in Faerûn, ruling from the impressive Temple of Torm's Coming in Tantras. Bhandraddon's reach extends far, and in the last decade he has sponsored several continentwide knightly orders, including the prestigious Order of the Golden Lion, members of which guard temples and wander Faerûn in service to the Penance of Duty. The order is currently led by the affable Tantran paladin lord Garethian the Infallible (a humble man whose title is more an exercise in ironic self-deprecation than braggadocio). Since Bane's return, many important leaders and field agents of the church have been assassinated, and many of Torm's knights urge more decisive action against the Black Hand's honorless followers.

Temples of Torm frequently double as citadels. Often constructed high on mountains to offer their residents a clear view of the surrounding area, such structures feature drilling grounds, high towers, austere quarters for resident and visiting knights, and plainly adorned, simple worship halls. White granite walls and statues of lions and armored figures predominate, with badges of knights who fell in duty lining the high-ceilinged hallways.

In order to gain the power necessary to destroy Bane's avatar during the Time of Troubles, Torm absorbed the souls of all his worshipers in Tantras. The voluntary soul-transference killed the mortals, ending thousands of lives in a matter of moments. As the city had been for centuries the center of his religion, with members of the faithful flocking to it since word spread of his arrival early in the Avatar Crisis, entire neighborhoods were left barren of life. Even though Torm required every ounce of devotional power to destroy his enemy, he could not bring himself to ask children to sacrifice themselves, especially as he knew many of them couldn't understand the importance of what was happening. He assured their faithful parents that the children would be cared for, and to this day those children, ranging in age from 14 to 28, are known as the Martyrs' Progeny. Many have gone on to enter Torm's clergy, and some have even exhibited strange powers related to bravery and strength in the years since their parents heeded Torm's desperate call.



Torm

Torm

Paladin 20/Fighter 20/Cleric 10
Medium-Size Outsider (Good, Lawful)
Divine Rank: 8
Hit Dice: 20d10+220 (Pal) plus 20d10+220 (Ftr) plus 10d8+110 (Clr) (1,030 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 68 (+1 Dex, +8 divine, +21 natural, +13 armor [+5 *strength* (+4) *full plate*], +15 deflection).
Attacks: +5 *holy avenger greatsword* +61/+56/+51/+46 melee; or spell +55 melee touch or +50 ranged touch.
Damage: +5 *holy avenger greatsword* 2d6+25/17–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, smite evil (3/day, +15 on attack and +60 on damage for one weapon attack), spell-like abilities, turn undead 18/day (effective cleric level 28th).
Special Qualities: Aura of courage (+8 morale bonus on saves against fear effects for all allies within 100 ft.), *detect evil*, divine aura (800 ft., DC 33), divine grace, divine health, divine immunities, DR 43/+4, empathic link with mount, shares spells with mount, fire resistance 28, godly realm (1 mile Outer Plane, 800 ft. Material Plane), *lay on hands* (300 hp), *plane shift* at will, remote communication 8 miles, *remove disease* 6/tenday, share spells with mount, spontaneous casting of divine spells, SR 40, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 8 miles.
Saves: Fort +61, Ref +51, Will +53.
Abilities: Str 34, Dex 25, Con 33, Int 24, Wis 28, Cha 40.
Skills: Climb +38, Concentration +72, Diplomacy +48, Handle Animal +46, Heal +57, Jump +36, Knowledge (arcana) +25, Knowledge (religion) +25, Listen +34, Ride (dragon) +38, Ride (horse) +39, Scry +28, Search +32, Sense Motive +28, Spellcraft +35.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Great Cleave, Improved Critical (greatsword), Improved Disarm, Improved Initiative, Leadership, Maximize Spell, Mobility, Mounted Combat, Persistent Spell, Power Attack, Quicken Spell, Ride-By Attack, Spell Penetration, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment*, *banishment*.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Avatar (up to 5), Battlesense, Divine Inspiration (courage, up to 8 creatures/day), Divine Paladin, Divine Shield (14/day, stops 80 points of damage), Extra Domain (Healing), Extra Domain (Strength).

Domain Powers: Cast good spells at +1 caster level; cast healing spells at +1 caster level; cast law spells at +1 caster level; 8/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 8/day feat of strength (+10 enhancement bonus to Str for 1 round).

Spell-Like Abilities: Torm uses these abilities as a 18th-level caster, except for good spells, healing spells, and law spells, which he uses as a 19th-level caster. The save DCs are 33 + spell level. *Aid, antimagic field, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, calm emotions, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, dictum, dispel chaos, dispel evil, endure elements, heal, healing circle, hold monster, holy aura, holy smite, holy word, magic circle against chaos, magic circle against evil, magic vestment, mass heal, mind blank, order's wrath, prismatic sphere, protection from chaos, protection from elements, protection from evil, regenerate, repulsion, righteous might, sanctuary, shield of law, shield other, spell immunity, spell resistance, stoneskin, summon monster IX* (as good or law spell only), *true resurrection.*

Cleric Spells/Day: 6/8/7/6/6/5; base DC = 19 + spell level.

Paladin Spells/Day: 6/5/5/5; base DC = 19 + spell level.

Possessions: Torm carries *Duty's Bond,* a *+5 holy avenger greatsword* and wears *+5 full plate of strength* (+4).

Caster Level: 25th; *Weight:* 15 lb.

Other Divine Powers

As a lesser deity, Torm may take 10 on any check. Torm treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Torm can see, hear, touch, and smell at a distance of eight miles. As a standard action, he can perceive anything within eight miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 8 hours.

Portfolio Sense: Torm senses any act of chivalry (or violation thereof) that affects at least five hundred people (such as a crude remark made at a tournament that might bring two nations to war).

Automatic Actions: Torm can use Knowledge (arcana) or Knowledge (religion) as a free action if the DC for the task is 20 or lower. He can perform up to five such free actions each round.

Create Magic Items: Torm can create any magical arms and armor, as well as any magic item specifically meant for a mount (magical barding, *horseshoes of the zephyr,* or the like), as long as the item's market price does not exceed 30,000 gp.

strength special ability

Strength: A character wearing armor with this special ability gains a +2 or +4 enhancement bonus to Strength.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength; Market Price:* +2, add +8,000 gp; +4, add +32,000 gp.

gold dragon (torm's mount)

Torm can ride either a war horse or a dragon into combat. His favorite mount, however, is an ancient gold dragon.

Male Ancient Gold Dragon: CR —; Gargantuan dragon (fire); HD 43d12+387; hp 666; Init +4; Spd 60 ft., swim 60 ft., fly 250 ft. (clumsy); AC 50 (touch 6, flat-footed 50); Atk +60 melee (4d6+21, bite) and +55 melee (2d8+10, 2 claws) and +55 melee (2d6+10, 2 wings) and +55 melee (2d8+31, tail slap), or +60 melee (4d6+31, crush), or +60 melee (2d6+31, tail sweep); Face/Reach 20 ft. × 40 ft./15 ft.; SA Breath weapon (60-ft. cone of fire, 20d10, save DC 40), breath weapon (60-ft. cone of weakening gas, Str damage 10, save DC 40), frightful presence, spell-like abilities, spells; SQ Blindsight 300 ft., command gold dragons, *detect gems* 3/day, dragon traits, empathic link with Torm, fire subtype, improved evasion, keen vision, *luck bonus* 1/day, share saving throws with Torm, share spells with Torm, water breathing; AL LG; SV Fort +36, Ref +23, Will +34; Str 52, Dex 10, Con 29, Int 28, Wis 29, Cha 28.

Skills and Feats: Bluff +44, Concentration +44, Diplomacy +50, Escape Artist +35, Hide –12, Intimidate +13, Jump +91, Knowledge (arcana) +44, Knowledge (architecture and engineering) +39, Knowledge (geography) +39, Knowledge (history) +39, Knowledge (local) +39, Knowledge (nature) +39, Knowledge (nobility and royalty) +39, Knowledge (planes) +39, Knowledge (religion) +39, Listen +44, Scry +44, Search +44, Sense Motive +19, Spellcraft +79, Spot +44; Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Iron Will, Power Attack, Quicken Spell-like Ability, Snatch, Sunder, Wingover.

Breath Weapon (Su): Torm's dragon can breathe a 60-foot cone of fire that deals 20d10 points of damage to any creature that fails a Fortitude save. The dragon can also breathe a 60-foot cone of weakening gas that deals 10 points of temporary Strength damage to any creature that fails a Fortitude save. He is immune to his own breath weapons.

Frightful Presence (Su): This ability takes effect automatically when Torm's dragon attacks, charges, or flies overhead. It affects only opponents within 300 feet that have fewer than 43 HD. The affected creature must make a successful Will save (DC 40) or become shaken. Success indicates that the target is immune to the dragon's frightful presence for one day.

Spell-like Abilities (Sp): 3/day—*bless, polymorph self;* 1/day—*geas/quest, sunburst.* These are as the spells cast by a 15th-level sorcerer. Base save DC = 19 + spell level.

Spells (Sp): Torm's dragon casts spells as a 15th-level sorcerer.

Detect Gems (Sp): This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: for round 1 he knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Keen Vision: Torm's dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 1,000 feet.

Luck Bonus (Sp): Torm's dragon can touch one gem, usually embedded in his hide, and enchant it to bring good luck. As long as he carries the gem, he and every good creature in a 1,000-foot radius receives a +1 luck bonus on all saving throws and similar dice rolls, as for a *stone of good luck.* If he gives the gem to another creature, only that bearer gets the bonus. The enchantment lasts 1d3 hours plus 30 hours but ends if the gem is destroyed.

Water Breathing (Ex): Torm's dragon can breathe underwater indefinitely and can freely use his breath weapon, spells, and other

abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Sorcerer Spells Known (6/9/8/8/8/8/7/5; base DC = 19 + spell level): 0—*detect magic, disrupt undead, light, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st—*charm person, comprehend languages, endure elements, magic missile, shield;* 2nd—*blur, bull's strength, cat's grace, invisibility, see invisibility;* 3rd—*fireball, gaseous form, haste, slow;* 4th—*charm monster, locate creature, minor creation, polymorph other;* 5th—*dream, passwall, permanency, wall of force;* 6th—*contingency, disintegrate, true seeing;* 7th—*delayed blast fireball, prismatic spray*

Avatars

Torm prefers to craft his avatars in his personal image, though he varies their appearances to match different periods of his human existence. Sometimes the avatar is a handsome young warrior, filled with ambition and vigor. At other times, he is aged—a powerful elder with a face marked by experience. No matter what form they may take, Torm's avatars possess a strong sense of courage and calm, and they remain steady even in the most challenging circumstances. When in battle, an avatar of Torm may shift his form to appear as a giant lion-headed man in golden plate mail (the form in which Torm slew Bane in the Tantras Harbor during the Time of Troubles). Torm is served by gold and silver dragons, and such majestic creatures frequently accompany his avatars when they make rare visits to the Prime.



Symbol by Stephanie Pui-Mun Law

Avatar of Torm: As Torm except divine rank 4; AC 60 (touch 30, flat-footed 59); Atk +57/+52/+47/+42 melee (2d6+25/17–20, *+5 holy avenger greatsword*), or spell +51 melee touch or +46 ranged touch; SQ Divine aura (40 ft., DC 29), DR 39/+4, fire resistance 24, SR 36; SV Fort +57, Ref +47, Will +49; all skill modifiers reduced by 4.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 39 for duplicated spells, temporary nonmagical objects last 4 days, temporary magic items or creatures last 4 hours), Alter Size, Divine Paladin, Divine Shield (14/day, stops 40 points of damage).

Spell-Like Abilities: Caster level 14th, or 15th for good and law spells; saving throw DC 29 + spell level. Without the Extra Domain salient ability, Torm's avatar loses access to the Healing and Strength domains, the corresponding domain powers, and the spell-like abilities *Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, bull's strength, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, endure elements, heal, healing circle, magic vestment, mass heal, regenerate, righteous might, stoneskin, true resurrection.*

Tymora

Lady Luck, the Lady Who Smiles, Our Smiling Lady
Intermediate Deity

Symbol:	Silver coin featuring Tymora's face surrounded by shamrocks
Home Plane:	Brightwater
Alignment:	Chaotic good
Portfolio:	Good fortune, skill, victory, adventurers
Worshipers:	Rogues, gamblers, adventurers, Harpers, lightfoot halflings
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Good, Luck, Protection, Travel
Favored Weapon:	A spinning coin (shuriken)

Tymora (tie-*more*-ah), the friendly, graceful, and kind deity of good fortune, owes her impressive popularity to two factors. Firstly, her dominance over narrow escapes and lucky discoveries makes her the patron of choice to Faerûn's burgeoning adventurer population, who propitiate her in hopes of prolonged survival and spectacular takes. The greatest boon to her church came during the Time of Troubles, however, when Tymora appeared to followers in Arabel and set up shop in the temple known as the Lady's House. As the entire continent quaked with magic gone wild, Tymora offered all-too-absent stability and the reassurances that some deity still cared about their human subjects. The ability to actually meet a deity (in exchange for a reasonable donation to the church, of course) bolstered faith in desperate times, and the ranks of her clergy and followers swelled accordingly.

Those commoners who fail to take themselves too seriously see the servants of Tymora as energetic advocates of fun and adventure. The clerics preach a doctrine that urges their followers to take chances and do something, rather than sitting around and daring nothing. Accordingly, those who choose Tymora as patron tend to possess a zest for life and a calm assurance that the Lady Who Smiles will ensure they live a long and fruitful life. Halflings consider Tymora to be one of Yondolla's Children, and consider her widespread worship in human lands as simply the greatest of Lady Luck's numerous humorous cons.

Clerics of Tymora, often called luckbringers, pray for their spells in the morning. The faithful typically greet each other by touching holy symbols, often embracing to do so. The clergy officially recognizes no set rituals, with religious observances varying wildly according to the dictates of each temple. Tymora's clerics most commonly multiclass as bards or rogues, but they have been known to try almost any class combination. A rare few become auspicians (see Chapter 4).

History/Relationships: Prior to the Dawn Cataclysm, a single deity, Tyche, controlled both good and bad luck. A fickle deity whose attention just as often brought calamity as calm, Tyche wandered through her existence controlled only by her whims, seldom concerning herself with anything or anyone for more than a moment. As luck would have it, the amorous deity found herself embroiled in the war between deities initiated by Lathander, who attempted to restructure the Faerûnian pantheon according to his own sense of propriety. Deciding quickly that her paramour had become altogether too serious, Tyche kissed the Morninglord with misfortune and left him to his fate.

During her travels, she came upon a beautiful rose, which she attempted to pluck from the earth. Curiously, the flower would not budge, so she cursed it with bad luck, whereupon its stem broke and it fell to the ground. Thinking little of the incident, she placed the rose in her hair and continued her roaming, oblivious to a dangerous corruption on her very person. The rose had been an aspect of Moander, deity of rot and decay. In short order, Moander worked its corruption into Tyche's ear, eagerly draining the deity's lifeforce and withering her form within. When she finally returned home, the oblivious Tyche came upon her friends Lathander and Selûne, as well as Azuth, who had been warned of Moander's attack through consultation with the *Pale Tesseract*. Before the disgusting creature that had once been Tyche could greet her former companions, Selûne lashed out with a bolt of purifying light. Tyche's form split right down the middle, and from the husk emerged a completely new deity.

A bright, somewhat smaller version of Tyche arose first, looking upon the three deities with a bemused expression of confused recognition, as if she had known these figures in dreams even if they had never met. Bold, beautiful Beshaba was second to arise.

After a brief battle in which the good and evil aspects of the fallen Tyche nearly destroyed each other if not for the combined effort of Azuth, Lathander, and Selûne, Beshaba cursed the four deities, decrying them as murderers and luckless villains unworthy of both her presence and her good will. Swearing to bedevil their followers with ill fortune for eternity, the Maid of Misfortune left the assembly in a torrent of acrid smoke and foul language. The newborn deity, Tymora, simply shrugged, a small frown her only display of emotion.

Since that day, Tymora and Beshaba have continued their struggle. For Beshaba, their battle is one of wholehearted destruction. Tymora, for her part, seeks to stave off the Maid of Misfortune's depredations, occasionally punishing her cruel ambition with a particularly choice humiliation.

Though it would not be fair to call Tymora cruel, she does delight in practical jokes, often attempting to bring good humor to stern deities such as Helm and Tyr through the careful application of gentle teasing and playful trickery. Though she inherited all the good qualities of her progenitor, she also retains much of Tyche's romantic fickleness—she's seduced dozens of deities and countless mortals, seldom staying with a single paramour for more than a year or two. She shares a somewhat casual, long-running romance with the halfling deity Brandobaris, whose passion for daring-do and ribald shenanigans rivals her own.

Dogma: One should be bold, for to be bold is to live. A brave heart and a willingness to take risks beat out a carefully wrought plan nine times out of ten. Place yourself in the hands of fate and trust to your own luck. Bear and conduct yourselves as your own masters, showing your good or bad fortune as confidence in the Lady. Chase your own unique goals, and the Lady aids the chase. Without direction or goals, you soon know the embrace of Beshaba, for those on no set course are at the mercy of misfortune, which has no mercy at all.

Clergy and Temples: Clerics of Tymora favor gaiety and spontaneity, believing that those who enjoy the greatest fortune are those who take the greatest risks. They position their temples as refueling stops for adventuring bands, often offering such staples as holy water and healing potions. Some churches take this a step further, offering excessive secret aid to the most daring of adventurers in a public relations effort to "prove" the value of Tymora's doctrine. Clerics hail the miraculous successes of these heroes upon their return from dangerous dungeons and haunted tombs, declaring their survival and plunder the reward of Lady Luck. When such groups are consumed by walls of living tentacles or walk into a *sphere of annihilation* set into the mouth of giant bas-relief demon faces, Tymoran clerics are notably silent.

Each Tymoran temple is an independent operation with its own hierarchy and doctrinal interpretation, which usually boils down to the whims of the high priest or priestess informed by a baseline collection of beliefs and customs. This longstanding tradition has recently encountered a challenge in the form of Daramos Lauthyr, high priest of the Lady's House of Arabel, who seeks to unite the church under a single pontiff—himself.



Tymora

Illustration by Arnie Swekel

Tymora

Rogue 20/Sorcerer 20
Medium-Size Outsider (Chaotic, Good)
Divine Rank: 14
Hit Dice: 20d8+200 (outsider) plus 20d6+200 (Rog) plus 20d4+200 (Sor) (960 hp)
Initiative: +15, always first (+11 Dex, +4 Improved Initiative, Supreme Initiative)
Speed: 60 ft.
AC: 77 (+11 Dex, +14 divine, +27 natural, +15 deflection)
Attacks: *+5 luck blade longsword* +66/+61/+56/+51 melee; or *+5 distance speed spinning coin* +70/+70/+65/+60/+55 ranged; or spell +61 melee touch or +65 ranged touch.
Damage: *+5 luck blade longsword* 1d8+15/17–20; or *+5 distance speed spinning coin* 13; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, sneak attack +13d6, spell-like abilities.
Special Qualities: Crippling strike, defensive roll, divine aura (1,400 ft., DC 39), divine immunities, DR 49/+4, evasion, familiar (weasels), fire resistance 34, godly realm (10 miles Outer Plane, 1,400 ft. Material Plane), improved evasion, *plane shift* at will, remote communication 14 miles, slippery mind, SR 46, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, can't be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 14 miles.
Saves: Fort +61, Ref +62, Will +60.
Abilities: Str 24, Dex 33, Con 31, Int 28, Wis 28, Cha 40.
Skills*: Alchemy +30, Appraise +61, Balance +70, Bluff +72, Climb +64, Concentration +87, Diplomacy +73, Disable Device +66, Disguise +72, Escape Artist +68, Gather Information +72, Heal +46, Hide +65, Innuendo +70, Intimidate +33, Jump +23, Knowledge (arcana) +53, Listen +46, Move Silently +68, Open Lock +45, Pick Pocket +50, Read Lips +46, Scry +53, Search +37, Sense Motive +41, Spellcraft +53, Spot +33, Tumble +48, Use Magic Device +52, Use Rope +34. *Always receives a 20 on checks.
Feats: Blind-Fight, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Exotic Weapon Proficiency (spinning coin), Expertise, Extend Spell, Improved Critical (longsword), Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Persistent Spell, Quick Draw, Silent Spell, Spell Penetration, Spring Attack, Still Spell.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Form, Alter Reality (save DC 49 for duplicated spells, temporary nonmagical objects last 14 days, temporary magic items or creatures last 14 hours), Alter Size, Area Divine Shield (up to 14 10-foot squares, or a sphere or hemisphere with a radius of up to 14 feet), Avatar (up to 10), Divine Celerity 14 minutes, Divine Dodge (miss chance 64%), Divine Rogue, Divine

Shield (13/day, stops 140 points of damage), Divine Sneak Attack, Divine Spellcasting, Extra Domain (Protection), Extra Domain (Travel), Free Move, Power of Luck (up to 14 creatures at once and per day, +14 luck bonus or –14 luck penalty), Shapechange, Supreme Initiative.

Domain Powers: Cast chaotic spells at +1 caster level; cast good spells at +1 caster level; 14/day reroll a die roll once after it is made; 14/day protective ward (touched subject gains +14 resistance bonus on next saving throw, maximum duration 1 hour); 14 rounds/day *freedom of movement.*

Spell-Like Abilities: Tymora uses these abilities as a 24th-level caster, except for chaotic spells and good spells, which she uses as a 25th-level caster. The save DCs are 39 + spell level. *Aid, animate objects, antimagic field, astral projection, blade barrier, break enchantment, chaos hammer, cloak of chaos, dimension door, dispel evil, dispel law, entropic shield, expeditious retreat, find the path, fly, freedom of movement, holy aura, holy smite, holy word, locate object, magic circle against evil, magic circle against law, mind blank, miracle, mislead, phase door, prismatic sphere, protection from elements, protection from evil, protection from law, repulsion, sanctuary, shatter, shield other, spell immunity, spell resistance, spell turning, summon monster IX* (as chaotic or good spell only), *teleport without error, word of chaos.*

Sorcerer Spells Known (Levels 0–15; 6/10/10/10/9/9/9/9/8/8/3/3/2/2/2/2; base DC = 27 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, mage hand, open/close, prestidigitation, read magic, resistance;* 1st—*animate rope, charm person, identify, mage armor, unseen servant;* 2nd—*bull's strength, cat's grace, darkvision, invisibility, rope trick;* 3rd—*dispel magic, haste, invisibility sphere, slow;* 4th—*dimension door, locate creature, minor globe of invulnerability, solid fog;* 5th—*cloudkill, feeblemind, passwall, prying eyes;* 6th—*contingency, greater dispelling, true seeing;* 7th—*forcecage, mass invisibility, spell turning;* 8th—*iron body, prismatic wall, protection from spells;* 9th—*freedom, time stop, wish.*

Possessions: Tymora carries *Silver Tear,* a *+5 luck blade longsword.*
Caster Level: 25th; *Weight:* 6 lb.

Tymora also carries several spinning coins. These function as *+5 shurikens* with the distance and speed special abilities.
Caster Level: 25th; *Weight:* 1/10th lb.

OTHER DIVINE POWERS

As an intermediate deity, Tymora automatically receives a die result of 20 on any check. She treats a 1 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

Senses: Tymora can see, hear, touch, and smell at a distance of fourteen miles. As a standard action, she can perceive anything within fourteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 14 hours.

Portfolio Sense: Tymora senses any act of good fortune the instant it happens and retains the sensation for fifteen tendays after the event occurs. Such good fortune might range from a halfling child discovering a bag of gold while digging on a desolate beach to a hapless adventurer jumping out of the way of a swinging pendulum blade, leaving only a sliver of space between life and death.

Automatic Actions: Tymora can use Knowledge (arcana) as a free action if the DC for the task is 25 or lower. She can perform up to ten such free actions each round.

Create Magic Items: Tymora can create any kind of magic item that confers a bonus on saving throws, as long as the item's market price does not exceed 200,000 gp.

AVATARS

Before the Time of Troubles, Tymora preferred the shape of a boyish, crafty-faced, brunette, human tomboy for her avatars. After her stay in the Lady's House in Arabel, however, she updated the look of her avatars to appeal to a greater number of would-be worshipers. Thus, her typical avatar now appears as a regal, lithe human woman wearing expensive robes. Her long, unbound platinum hair is marked by a modest crown of gold.

Though she in some ways enjoyed her stay in Arabel a few years ago, Tymora feels that she's had her fill of visiting the Material Plane, so she now spends most of her time getting into trouble in the Outer Planes.

Avatar of Tymora: As Tymora except divine rank 7; AC 63 (touch 43, flat-footed 63); Atk +59/+54/+49/+44 melee (1d8+15/17–20, *+5 luck blade longsword*), or +63/+63/+58/+53/+48 ranged (13, *+5 distance speed spinning coin*), or spell +54 melee touch or +58 ranged touch; SQ Divine aura (700 ft., DC 32), DR 42/+4, fire resistance 27, SR 39; SV Fort +54, Ref +55, Will +53; all skill modifiers reduced by 7.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 42 for duplicated spells, temporary nonmagical objects last 7 days, temporary magic items or creatures last 7 hours), Alter Size, Divine Dodge, Divine Sneak Attack, Divine Spellcasting, Extra Domain (Protection), Extra Domain (Travel), Power of Luck (up to 7 creatures/day, +7 luck bonus or –7 luck penalty).

Spell-Like Abilities: Caster level 17th, or 18th for chaotic spells or good spells; saving throw DC 32 + spell level.

TYR

The Even-Handed, the Maimed God, the Just God
Greater Deity

Symbol:	Balanced scales resting on a warhammer
Home Plane:	House of the Triad
Alignment:	Lawful good
Portfolio:	Justice
Worshipers:	Paladins, judges, magistrates, lawyers, police, the oppressed
Cleric Alignments:	LG, LN, NG
Domains:	Good, Knowledge, Law, Retribution, War
Favored Weapon:	"Justicar" (longsword)

Before every criminal trial in civilized lands, good-hearted magistrates whisper prayers to Tyr (*teer*) the Even-Handed, asking that he guide their judgments with temperance and resolve. A utopian interloper deity who long ago came to Toril from a foreign cosmos, Tyr sees himself as a father figure working to craft a perfect society among the people of Faerûn, whom he views as his wayward children. The pain of knowing that his mortal charges cannot hope to initiate and protect a flawless, completely just orderly existence tinges Tyr's philosophy with an undercurrent of resigned sadness.

Religious iconography depicts Tyr as an aging one-handed warrior, often with a bloody bandage covering his wounded eyes. The so-called Maimed God lost his right hand in battle with the ravenous entity known as Kezef the Chaos Hound. Tyr's blindness dates to the Time of Troubles, when Ao himself scoured his eyes for failing to witness the theft of the Tablets of Fate and for allowing discord among the gods of Toril. Worshipers have allegorized Tyr's wounds as emblematic of the blindness of justice and the price the truly just must endure on the path to righteousness and stern defense of the law. Particularly radical Tyrran sects advocate self-mutilation

among their adherents, a practice condemned by the large majority of the faithful, who nonetheless ritualistically don gauze eye coverings and an off-colored glove on their right hands to honor the Blind Overlord.

Commoners view Tyr and his clerics as stern arbiters of justice, often missing the paternal philosophical nuances of Tyrran doctrine for its more obvious black-and-white teachings on the nature of morality. They tend to view Tyr as something of a divine constant—they know that Tyr expects fairness, good judgment, and kindness toward the innocent from his followers, and hence afford Tyr's clerics a great deal of trust.

Clerics of Tyr pray for spells at dawn. In addition to numerous minor holidays, Tyr's priesthood follows a strict regimen of monthly high rituals. On the first of each month, Tyrrans celebrate Seeing Justice, at which specially chanted prayers elicit the appearance of a white-hot war hammer that glows with heat and light. The thirteenth day brings celebration of the Maiming, at which the congregation sings loud, booming hymns as an illusionary gauntleted hand surrounded by a nimbus of burning blood appears above them. A similar ritual called The Blinding, which takes place on the twenty-second day of each month, involves an image of burning, crying eyes. Tyr's clerics often multiclass as paladins.

History/Relationships: Tyr came to Toril in –247 DR in an event known as the Procession of Justice. Bursting from a gate near modern-day Alaghôn in Turmish, he led a force of 200 archons across the Vilhon Reach in an effort to pacify the remnants of ancient Jhaamdath, which had fallen to lawlessness and brigandage following that empire's destruction at the hands of its elven enemies. In the ensuing battle, Tyr's host slew Valigan Thirdborn, a lesser deity of anarchy whose rise in –269 DR directly coincided with the ascendance of the bloodthirsty Exarch Thelasand IV, who spurred the Emperor into greater conflict with the elves.



Tyr's actions and sacrifices during the Procession (which lasted until –238) attracted the attention of the previously obscure Ilmater, who joined forces with Tyr in –243 DR. Years later, long after the Procession had ended with most of Tyr's servants banished or killed and the deity himself taking interest in Toril at large at the expense of his initial, highly targeted campaign, Torm joined up as the Just God's war leader. Together with Ilmater, the deities became known as the Triad, by which they are still referred to this day.

Over the more than 1,600 years since his arrival, Tyr has expanded his dominance over the whole of Faerûn—few are those who do not know his name or the enthusiastic ideals he represents. His is a civilizing voice, urging the construction of moral and legal codes and the administration of fair justice for sentient creatures in every land. In this regard he is both progressive and regressive, representing a force for cultural development in lands with corrupt or no legal systems and representing a stern defense of the status quo in nations with well-established codes of law.

Tyr's relatively short time on Toril has gained him a host of enemies. He fiercely opposes deities dedicated to tyranny, evil, or lawlessness, and bears particular enmity toward Bane, Cyric, Mask, Talona, and Talos.

Dogma: Reveal the truth, punish the guilty, right the wrong, and always be true and just in your actions. Uphold the law wherever you go and punish those who do wrong under the law. Keep a record of your own rulings, deeds, and decisions, for through this your errors can be corrected, your grasp on the laws of all lands will flourish, and your ability to identify lawbreakers will expand. Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order. Deliver vengeance to the guilty for those who cannot do it themselves.

Clergy and Temples: The Tyrran faith appeals to those who seek to bring order to the disorderly, to punish the wicked, and to ensure that civilization prospers through a careful, fair system of justice. Theirs is a doctrine of justice through benevolent force and armed vigilance, a philosophy that makes the faith attractive to paladins and lawful fighters. Most adherents do not fight in the field, however, instead seeing to important battles in the courts as bureaucrats, judges, bailiffs, and merchants. Tyrrans tend to view all affairs in clear-cut moral terms, preferring to see the world ordered by just laws that provide the greatest benefit to all. They tend toward intolerance, sometimes violently so, and seldom tolerate mockery, parody, or the questioning of their faith.

Clerics of Tyr bring law to lawless lands, often serving as judge, jury, and executioner. Without a civilized legal code with which to guide their judgments, they often default to a doctrine roughly equivalent to "an eye for an eye, a tooth for a tooth." However, Tyrrans prefer to err on the side of mercy, and frequently commute otherwise harsh sentences for cases in which the offender was ignorant of any wrongdoing. Such criminals usually find their names recorded in the cleric's *Book of Lawgiving*, which is then shared with the nearest temples to prevent that perpetrator repeating the offense and getting off lightly. Powerful clerics frequently employ the *mark of justice* spell to add magical coercion to their stern lectures to convicted criminals.

In civilized lands, Tyrrans (inevitably called "tyrants" by their legion detractors) tend to become legal experts, advising rulers, judges, or powerful merchants on the intricacies of the law and arguing cases before magistrates. They view the latter as charity, donating their (sometimes lavish) "speaking fees" to the church.

Regardless of their setting, Tyrrans never enforce a law that can be shown to be unjust—defined by the church as out of compliance with the principles and definitions adhered to by other laws in the body of legal doctrine of which it is part. This sometimes forces Tyrrans to support very unfair laws that are, nonetheless, just. In many such cases, Tyrrans attempt to change the laws by working within the system. Those who break even unfair laws as a form of defiance or political dissent are nonetheless guilty, in their view, and deserve to be punished to the fullest extent the law allows.

In some cases, Tyrrans act as agents of vengeance for those who have been wronged and who cannot afford or are no longer around to defend themselves. In such cases, when the law is so broken down as to become meaningless, clerics of Tyr act openly to defy evil or corrupt forces, martyring themselves if such becomes necessary.

The well-connected, highly organized Church of Tyr sponsors an extensive system of fortified temples throughout Faerûn. Each subscribes to a strict set of internal rules known as the Innumerable Edicts, which seems to grow more pedantic and onerous with each passing year.

Currently, the sprawling Fortress Faithful in Tethyr (south of Zazesspur) holds the most influential position in the church, as many faithful flocked there during that land's recent civil war, and have stayed on to ensure stability in the region. The massive House of Tyr's Hand in Thesk represents a more staid, traditionalist sect of the church, and shelters the Just Knights—clerics, fighters, and paladins who have honored the Maimed God in countless battles against their aggressive neighbors in Thay. Individual temples of Tyr offer lodging, fresh mounts, healing, spell aid, weapons, gear, and holy advice, as well as confession of sins, which plays an important absolving role in the faith.

Symbol by Stephanie Pui-Mun Law

TYR

Paladin 20/Cleric 20
Medium-Size Outsider (Good, Lawful)
Divine Rank: 18
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Pal) plus 20d8+140 (Clr) (940 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 76 (+7 Dex, +18 divine, +31 natural, +10 deflection)
Attacks*: *+5 vorpal longsword* +76/+71/+66/+61 melee; or spell +70 melee touch or +65 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.
Damage*: *+5 vorpal longsword* 1d8+23/17–20; or by spell *Always does maximum damage (longsword 31 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, smite evil (3/day, +10 on attack and +60 on damage for one weapon attack), spell-like abilities, turn undead 13/day (effective caster level 38th).
Special Qualities: Aura of courage (+8 morale bonus on saves against fear effects for all allies within 100 ft.), *detect evil*, divine aura (18 miles, DC 38), divine grace, divine health, divine immunities, DR 53/+4, fire resistance 38, godly realm (100 miles Outer Plane, 1,800 ft. Material Plane), *lay on hands* (200 hp), *plane shift* at will, remote communication 18 miles, *remove disease* 6/tenday, spontaneous casting of divine spells, SR 50, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 18 miles.
Saves*: Fort +57, Ref +57, Will +65. *Always receives a 20 on saves.
Abilities: Str 34, Dex 24, Con 25, Int 35, Wis 40, Cha 30.
Skills*: Concentration +88, Diplomacy +97, Gather Information +71, Handle Animal +71, Heal +96, Intimidate +57, Intuit Direction +44, Jump +40, Knowledge (arcana) +53, Knowledge (history) +53, Knowledge (local) +36, Knowledge (nobility and royalty) +53, Knowledge (planes) +53, Knowledge (religion) +93, Listen +66, Profession (judge) +124, Ride (horse) +72, Scry +73, Search +51, Sense Motive +91, Spellcraft +93, Spot +58, Use Rope +32, Wilderness Lore +50. *Always receives a 20 on checks.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell, Great Cleave, Improved Critical (longsword), Improved Initiative, Persistent Spell, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Sunder, Track, Twin Spell, Weapon Focus (longsword).



Tyr

Illustration by Scott Fischer

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Reality (save DC 48 for duplicated spells, temporary nonmagical objects last 18 days, temporary magic items or creatures last 18 hours), Avatar (up to 20), Battlesense, Call Creatures (up to 18 lawful celestials serving simultaneously, each with up to 18 HD), Clearsight 18 ft., Create Greater Object (up to 1,800 lb total weight or 360 cubic feet of volume), Create Object (up to 900 lb total weight or 180 cubic feet of volume), Divine Blast (13/day, up to 18 miles, 28d12 points of damage), Divine Inspiration (courage, up to 18 creatures/day), Divine Paladin, Divine Recall (law), Divine Shield (10/day, stops 180 points of damage), Divine Skill Focus (Profession [judge]), Divine Spellcasting, Divine Weapon Focus (longsword), Divine Weapon Specialization (longsword), Extra Domain (Retribution), Extra Domain (War), Irresistible Blows (longsword, Fort DC 35), Know Secrets (Will DC 38), Lay Quest (up to 18 creatures/day), Possess Mortal (Will DC 38, up to 20 mortals), Power of Truth (up to 18 creatures/day, Will DC 38).

Domain Powers: Cast good spells at +1 caster level; cast divination spells at +1 caster level; cast law spells at +1 caster level.

Spell-Like Abilities: Tyr uses these abilities as a 28th-level caster, except for divination spells, good spells, and law spells, which he uses as a 29th-level caster. The save DCs are 38 + spell level. *Aid, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, calm emotions, clairaudience/clairvoyance, detect secret doors, detect thoughts, dictum, discern location, dispel chaos, dispel evil, divination, divine power, endure elements, find the path, flame strike, foresight, hold monster, holy aura, holy smite, holy word, legend lore, magic circle against chaos, magic circle against evil, magic vestment, magic weapon, order's wrath, power word, blind, power word, kill, power word, stun, protection from chaos, protection from evil, righteous might, shield of law, spell immunity, spiritual weapon, stoneskin, summon monster IX* (as good or law spell only), *true seeing.*

Cleric Spells/Day (Levels 0–15): 6/10/10/10/9/9/8/8/7/7/3/3/2/2/2/2; base DC = 27 + spell level.

Paladin Spells/Day(Levels 1–15): 7/7/7/6/4/4/4/3/3/3/3/2/2/2/2; base DC = 27 + spell level.

Possessions: Tyr carries *Justicar*, a *+5 longsword* with the vorpal special abilities.

Caster Level: 25th; *Weight:* 6 lb.

Other Divine Powers

As a greater deity, Tyr automatically receives the best possible result on any die roll he makes (including attack rolls, damage, rolls, and saves). He is immortal.

Senses: Tyr can see, hear, touch, and smell at a distance of eighteen miles. As a standard action, he can perceive anything within eighteen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 18 hours.

Portfolio Sense: Tyr senses any injustice eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs.

Automatic Actions: Tyr can use Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (planes), Knowledge (religion), or Profession (judge) as a free action if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Tyr can create any kind of magical arms or armor or any magic item that confers the ability to cut through illusions or lies.

Avatars

Tyr's typical avatar is a fearless, bearded human male in chainmail armor. He is missing his right hand, and he may wear a symbolic cloth of gauze around his eyes. Tyr's avatar always wields a longsword or warhammer, and a bright radiant halo marks his forehead, suggesting to all that they stand before a being of divine magnificence. His eyes, always visible even if covered, are bright upon his first appearance, but they eventually fade away into black voids before he departs.

Tyr long ago tired of constant visits to the Prime. When he attends to his human followers these days, it is to preside at a trial that seems insignificant, but that the Maimed God knows will have important repercussions should justice not be served.

Avatar of Tyr: As Tyr except divine rank 9; AC 58 (touch 36, flat-footed 58); Atk +67/+62/+57/+52 melee (1d8+23/17–20, *+5 vorpal longsword*), or spell +61 melee touch or +56 ranged touch; SQ Divine aura (900 ft., DC 29), DR 44/+4, fire resistance 29, SR 41; SV Fort +48, Ref +48, Will +56; Profession (judge) +87, all other skill modifiers reduced by 9.

Salient Divine Abilities: Battlesense, Clearsight 9 ft., Divine Blast (13/day, up to 9 miles, 19d12 points of damage), Divine Recall (law), Divine Shield (10/day, stops 180 points of damage), Divine Weapon Focus (longsword), Divine Weapon Specialization (longsword), Extra Domain (Retribution), Extra Domain (War), Irresistible Blows (longsword, Fort DC 26), Power of Truth (up to 9 creatures/day, Will DC 29).

Spell-Like Abilities: Caster level 19th, or 20th for divination spells, good spells, or law spells; saving throw DC 29 + spell level.

Spells: As Tyr, except save DCs against the avatar's spells are 25 + spell level.

umberlee

The Bitch Queen, Queen of the Depths
Intermediate Deity

Symbol:	Blue-green wave curling left and right
Home Plane:	Fury's Heart
Alignment:	Chaotic evil
Portfolio:	Oceans, currents, waves, sea winds
Worshipers:	Sailors, weresharks, sentient sea creatures, coastal dwellers
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Destruction, Evil, Ocean, Storm, Water
Favored Weapon:	"Drowning Death" [trident] or jellyfish [trident]

Malicious, mean, and evil, Umberlee (um-ber-*lee*) is the terror of sailors and coastal dwellers across the world. She breaks agreements on a whim and takes great pleasure in watching others die by drowning or in the jaws of sea predators. Vain and desirous of flattery, she is excessively greedy for power and revels in exercising it. Weresharks are her creations, and theirs is one of the few races that worship her out of admiration rather than fear. The Bitch Queen is always depicted as a female blue-green torso garbed in shells and a mauve cape made from jellyfish rising out of the waves with taloned hands, elbow fins, eyes of pale pearly death, and hair of kelp.

Like the church of Talos, the church of Umberlee is almost universally despised and propitiated only out of fear. Nevertheless, despite the promise offered by the relatively weak church of Valkur, nearly every sailor makes an offering to the Bitch Queen before heading into her domain and Umberlant clerics can walk unmolested in dockside wards in most ports. They are even welcomed aboard most ships, in hopes that their presence will help appease the Bitch Queen.

Umberlant clerics pray for spells at high tide (in the morning or evening), making offerings and self-anointing on the brow, hands, and feet with sea water. The Drowning is a private ritual, and only clergy members may witness it or take part. In the Drowning, a supplicant lies before an altar and is surrounded by candles lit to the deity, each placed with an intoned prayer by a different Umberlant cleric. The attending clergy then withdraw and release a wave of sea water to flood the room in a huge breaking wave and then flow away. Supplicants who survive are confirmed in the service of Umberlee and warned that if they should ever betray the Queen of the Deeps, drowning is the fate that awaits them. They were spared during the Drowning and so can be taken by the Sea Queen at any time to come. (Clergy whom the Sea Queen feels have failed her go to sleep one night never to awaken, dying during the night of drowning, their lungs mysteriously filled with sea water.) The two public rituals of the Umberlant faith are the First Tide and the Stormcall. The former is celebrated when the ice breaks up in a harbor and involves a parade through town with a caged animal, which is then tied to a rock and hurled into the sea. If it reaches shore alive, it is treated as a sacred animal for the rest of its days. Stormcall is a mass prayer to send a storm to devastate a specific harbor or ship or to turn away an approaching storm or one that has already broken upon the worshipers. Its par-

Symbol by Stephanie Pui-Mun Law

ticipants pray around pools upon which float candles on driftwood planks, and throw sacrifices into the pools. A doused candle is a sure sign of the Bitch Queen's anger. Umberlee's clerics tend to multiclass as druids, fighters, rogues, divine disciples, or waveservants. (see Chapter 4)

History/Relationships: Umberlee is one of the Deities of Fury. She serves Talos, along with Auril and Malar. Talos has been encroaching upon her portfolio, and since she lacks the strength to fight him, Umberlee has been trying to distract him with romantic intrigues. She fights Selûne and Valkur (to whom sailors pray to bring them home safely), Chauntea (for her dominion over land), and Sune (whose beauty she envies).

Dogma: The sea is a savage place, and those that travel it had best be willing to pay the price of challenging Umberlee's domain. All should know the Bitch Queen and fear her, for the wind and the wave can reach everywhere if sufficiently angered. Fair offerings bring fair winds to sea travelers, but those that do not pay their respects will find that the sea is as cold as Umberlee's heart. Spread the word of the might of Umberlee, and let no service be done in her name without a price. Make folk fear the wind and wave unless a cleric of Umberlee is there to protect them. Slay those who ascribe sea and shore storms to Talos.

Clergy and Temples: Umberlant clergy are charged to spread respect for Umberlee by preaching of the doom she has wrought in the past and the storms to come in all coastal cities and settlements. Along the way, they seek to build up favor enough to be washed ashore by the deity if they are ever in danger on the seas and to enrich themselves by accepting offerings, selling the safety of their own presence on shipboard, or by casting certain spells.

Temples of Umberlee are always located along the coast or underwater. Many lie within sea caves, while free-standing structures are usually are constructed from flotsam, surf-pounded rocks, and the shells of great sea beasts. Umberlant temples are mainly vehicles for sailors and merchants to make offerings of candles, flowers, candies, or coins to appease the Bitch Queen's wrath.

The ceremonial garb of the Umberlant clerics consists of a skintight blue or green body stocking worn with a voluminous cape of blue or green trimmed with white fur (to represent foaming breakers). A tall collar, similarly trimmed, rises from the back of the cape's neck. A popular badge of rank is the skeletal hand of a drowning victim.

The church of Umberlee is disorganized and run differently in different locales. The only organized hierarchy is that imposed by a particularly favored and powerful cleric, and such regimes are inevitably washed away in time by the ever-fickle Bitch Queen. Clerics of the faith are even given to dueling each other to settle disputes of rank or ability, although such combats are rarely fatal. Instead, the loser is usually thrown aboard the next ship to leave port, regardless of the destination.



Illustration by Michael Kaluta

Umberlee

umberlee

Wizard 20/Cleric 10/Fighter 10
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 12
Hit Dice: 20d8+180 (outsider) plus 20d4+180 (Wiz) plus 10d8+90 (Clr) plus 10d10+90 (Ftr) (960 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft., swim 60 ft.
AC: 63 (+7 Dex, +12 divine, +25 natural, +9 deflection)
Attacks: *+5 frost keen thundering trident* +73/+68/+63/+58 melee; or spell +67 melee touch or +59 ranged touch.
Damage: *+5 frost keen thundering trident* 1d8+29/18–20 plus 1d8 sonic; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, rebuke undead 12/day, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (1,200 ft., DC 31), divine immunities, DR 47/+4, familiar (octopuses), fire resistance 32, godly realm (10 miles Outer Plane, 1,200 ft. Material Plane), *plane shift* at will, remote communication 12 miles, spontaneous casting of divine spells, SR 44, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 12 miles.
Saves: Fort +53, Ref +51, Will +54.
Abilities: Str 40, Dex 24, Con 29, Int 30, Wis 30, Cha 29.
Skills*: Alchemy +54, Bluff +55, Climb +57, Concentration +74, Craft (shipbuilding) +85, Diplomacy +66, Handle Animal +54, Intimidate +64, Intuit Direction +55, Jump +57, Knowledge (arcana) +65, Knowledge (nature) +55, Knowledge (religion) +61, Listen +45, Ride (shark) +56, Scry +75, Sense Motive +37, Spellcraft +75, Spot +45, Swim +90, Use Rope +42. *Always receives a 20 on checks.
Feats: Blind-Fight, Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Create Portal, Deflect Arrows, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Forge Ring, Great Cleave, Improved Critical (trident), Improved Initiative, Improved Unarmed Strike, Maximize Spell, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Spring Attack, Sunder, Weapon Focus (trident), Weapon Specialization (trident), Whirlwind Attack.

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Annihilating Strike (Fort DC 32 + damage dealt, or destroy up to 12,000 cubic feet of nonliving matter), Avatar (up to 10), Call Creatures (up to 12 sharks, each with up to 12 HD), Divine Blast (12/day, up to 12 miles, 21d12 points of damage), Divine Storm (120 ft., Fort save 31), Divine Water Mastery (sense 120 ft.), Energy Burst (cold, 12d8 points of energy type damage, 120 radius, save DC 31), Energy Storm (cold, 12 points of cold and 12 points of holy damage per round), Extra Domain (Chaos), Extra Domain (Evil), Extra Domain (Storm),

Irresistible Blows (trident, Fort DC 22), Wave of Chaos (120-ft. radius, Will DC 31), Wound Enemy.

Domain Powers: Cast chaotic spells at +1 caster level; 12/day smite (+4 on attack and +10 on damage for one weapon attack); cast evil spells at +1 caster level; 12/day turn or destroy fire creatures, or rebuke or command water creatures.

Spell-Like Abilities: Umberlee uses these abilities as a 22th-level caster, except for chaotic spells and evil spells, which she uses as a 23th-level caster. The save DCs are 31 + spell level. *Acid fog, animate objects, blasphemy, call lightning, chaos hammer, circle of doom, cloak of chaos, cone of cold, contagion, control water, control weather, create undead, desecrate, disintegrate, dispel good, dispel law, earthquake, elemental swarm* (as water spell only), *endure elements, entropic shield, fog cloud, freedom of movement, gust of wind, harm, horrid wilting, ice storm, implosion, inflict critical wounds, inflict light wounds, maelstrom, magic circle against good, magic circle against law, obscuring mist, Otiluke's freezing sphere, protection from good, protection from law, shatter, sleet storm, sound burst, storm of vengeance, summon monster VI* (as air spell only), *summon monster IX* (as chaotic or evil spell only), *unholy aura, unholy blight, wall of ice, water breathing, waterspout, whirlwind, word of chaos.*

Cleric Spells/Day: 6/8/8/6/6/5/; base DC = 20 + spell level.

Wizard Spells/Day: 4/7/7/6/6/6/6/5/5/5; base DC = 20 + spell level.

Possessions: Umberlee carries *Drowning Death*, a *+5 trident* with the frost, keen, and thundering special abilities.

Caster Level: 25th; *Weight:* 5 lb.

Other Divine Powers

As an intermediate deity, Umberlee automatically receives a die result of 20 on any check. She treats a 1 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

Senses: Umberlee can see, hear, touch, and smell at a distance of twelve miles. As a standard action, she can perceive anything within twelve miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 12 hours.

Portfolio Sense: Umberlee senses any powerful current, wave, or sea wind the instant it happens and retains the sensation for twelve tendays after the event occurs. She is likewise aware of all events occurring on the surface of every body of water of greater than twelve square miles in surface area.

Automatic Actions: Umberlee can use Craft (shipmaking), Intuit Direction, or Knowledge (nature) as a free action if the DC for the task is 25 or lower. She can perform up to ten such free actions each round.

Create Magic Items: Umberlee can create any kind of magic item made from items taken from the sea, intended for shipboard use, or enabling surface dwellers to dive beneath the waves, as long as the item's market price does not exceed 200,000 gp.

Avatars

Umberlee's avatar rarely appears. When she does, it is as a blue-green female with taloned hands, elbow fins, eyes of pale pearly death, and hair of kelp. In this form, rising above the waves, she aims to impress and usually towers above sailors on the decks of a doomed ship. She wears giant shell jewelry and a cape made from a million mauve jellyfish. Her voice hisses and booms like ocean breakers, and she laughs cruelly as she flings watery death and destruction on those who view her.

Avatar of Umberlee: As Umberlee except divine rank 6; AC 51 (touch 32, flat-footed 44); Atk +67/+62/+57/+52 melee (1d8+29/18–20 plus 1d8 sonic, *+5 frost keen thundering trident*), or spell +61 melee touch or +53 ranged touch; SQ Divine aura (600 ft., DC 25), DR 41/+4, fire resistance 26, SR 38; SV Fort +47, Ref +45, Will +48; all skill modifiers reduced by 6.

Salient Divine Abilities: Alter Size, Call Creatures (up to 6 sharks, each with up to 6 HD), Divine Blast (12/day, up to 6 miles, 15d12 points of damage), Divine Water Mastery (sense 60 ft.), Energy Burst (cold, 6d8 points of energy type damage, 60 radius, save DC 25), Extra Domain (Chaos), Extra Domain (Evil), Extra Domain (Storm).

Spell-Like Abilities: Caster level 16th, or 17th for chaotic spells and evil spells; saving throw DC 25 + spell level.

uthgar

Father of the Uthgardt, Battle Father

Lesser Deity

Symbol:	That of the individual beast totem spirit
Home Plane:	Warrior's Rest
Alignment:	Chaotic neutral
Portfolio:	Uthgardt barbarian tribes, physical strength
Worshipers:	The Uthgardt tribes, barbarians
Cleric Alignments:	Varies with beast totem (see below)
Domains:	Animal, Chaos, Retribution, Strength, War
Favored Weapon:	Appropriate beast totem spirit (battleaxe)

Father of the Uthgardt barbarians of the Savage Frontier, Uthgar (*uhth*-gar) is a proud, fierce, and independent warrior. According to some legends he is the son of Beorunna (a Netherese warrior hero whose followers became the barbarian tribes of the North), while others claim he is the divine offspring of mighty Tempus. The Battle Father has few friends and has remained relatively uninvolved in divine politics. Uthgar's full and hearty laugh rings out whenever he hears a good joke. He enjoys sensual pleasures of the flesh, even in his divine state, and likes to hunt, eat, drink, and be merry in his feast halls with the warrior spirits he has called to serve him. Although he is a tireless and methodical tactician, his battle strategies are not terribly inspired. He is driven to win in the long run, however, especially if the Uthgardt barbarians (his people) are threatened. Uthgar has many faces, in his guises as the various beast totems, but in his hall he is always depicted as a tall, burly, bearded, blond-haired warrior with eyes of piercing blue dressed only in a battle harness, leather breechcloth, and furred boots.

Little known outside the harsh realm of the North, the church of Uthgar does not exist per se outside the collected ranks of those who venerate the various beast cult shamans. Although generally seen as savage and frightening by other inhabitants of the Savage Frontier, in truth the character of the church of Uthgar varies greatly from tribe to tribe. In recent years, Uthgar's people have worked to remove the stain on their reputation caused by the cruel actions of the now-defunct Blue Bear Tribe (whose totem was defeated and absorbed by Malar the Beastlord), and that fact has increased acceptance of Uthgar outside the barbarian tribes. Religious fervor within the tribes has increased because several infants in each tribe have been born with a beast-totem birthmark, which has been taken as a sign of great favor. These two factors have caused Uthgar to rise to the level of a lesser deity.

Clerics of Uthgar pray at dawn or sunset. They are almost exclusively male, and each worships the beast totem spirit of his tribe. The spring equinox and both solstices are holy days, and all tribes converge upon their ancestral mound (or Beorunna's Well, the holiest of the ancestral mounds) during the autumn equinox to perform ceremonies, make agreements, and commune with ancestral spirits.

During the Runemeet, Uthgardt youths desiring to be adults (and warriors of all ages) participate in the ritual of the Runehunt, in which those involved seek victory over one the tribe's ritual enemies—usually orcs. When youths complete a Runehunt successfully, Uthgar's clerics hold a ceremony, known as the Telhut, to initiate them into manhood. Uthgardt clerics of Chauntea initiate Uthgardt girls into womanhood at this time as well.

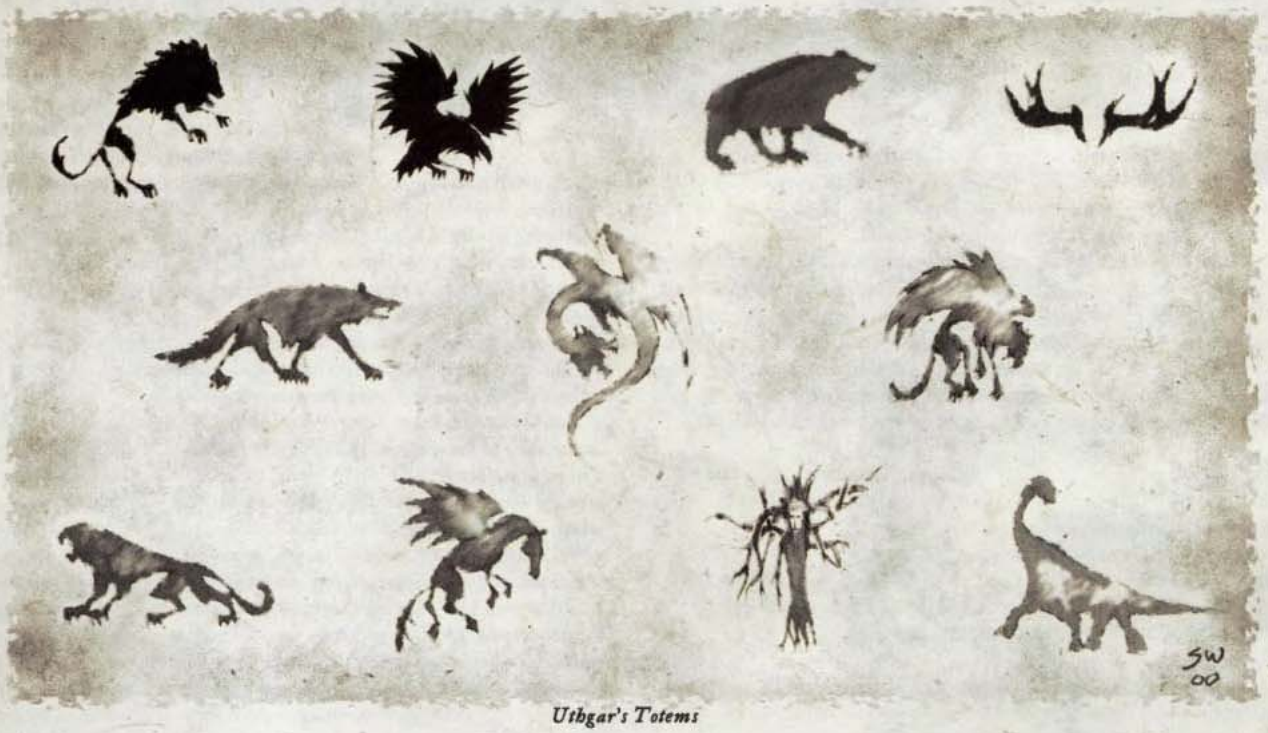
Rather than follow the one step rule, clerics of Uthgar (and those who take him as a patron deity) must abide by the somewhat broader alignment guidelines of the beast totems who mediate between Uthgar and his people. Any alignment that fits the guideline for a beast totem is suitable for a cleric of Uthgar of that totem. The names and alignment guidelines of the totems are Black Lion (CG), Black Raven (CE), Blue Bear (CE), Elk (CN), Gray Wolf (CN), Great Worm (CG), Griffon (N), Red Tiger (CN), Sky Pony (CN), Tree Ghost (NG), and Thunderbeast (CN). Uthgar's clerics often multiclass as barbarians, druids, or rangers.

History/Relationships: Uthgar was once a mortal Northlander from Ruathym named Uther Gardolfsson, brother to Morgred (the "Morgur" of Morgur's Mound), who gained fame by invading the fabled realm of Illusk before moving into the northern interior. There, his followers united with Netherese refugees who had reverted to a primitive way of life to form a dynasty of barbarians, the Uthgardt. As he lay dying of wounds received in battle with Gurt, Lord of the Frost Giants, Uthgar was raised up as a demipower by Tempus, who admired his fighting spirit. Uthgar counts only the Lord of Battles as an ally. The Father of the Uthgardt dislikes Helm, Ilmater, Torm, and Tyr, for they have stolen away the devotion of all but one cleric of the Black Lion tribe. He holds Malar responsible for the destruction of the Blue Bear tribe (a fragment of which survives as the new Tree Ghost tribe), and he hates Auril for turning the Elk tribe away from his worship. Other than enmities stemming from encroachment upon his followers, Uthgar holds himself aloof, unconcerned with divine politics and struggles.

Dogma: The dogma of the Uthgardt religion varies slightly from tribe to tribe as each beast cult emphasizes different "barbarian" virtues. In general, shamans are charged as follows when they are initiated into the Uthgardt faith: Strength is everything. Civilization is weakness. Men should fight, hunt, and raid from the weak to provide for their wives and families. Family is sacred, and its bonds are not cast aside lightly. Arcane magic is effete, self-indulgent, and ultimately leads to weakness. Reliance upon arcane magic is an evil and false path that leads to death and ruin. Revere Uthgar, your ancestors, and your tribe's beast spirit. Study the beast so that you know its virtues and its weaknesses; claim its virtues as your own and weed its weaknesses from your spirit. The beast holds wisdom and raw power that you can make your own. Make the others of your tribe fear and respect your power and knowledge so they heed the wise words your ancestors speak through you to them.

Clergy and Temples: The church of Uthgar is divided among the eleven beast totem spirits that serve Uthgar as intermediaries to the Uthgardt tribes of the Savage Frontier. Uthgar is not worshiped directly, but each tribe venerates one of these servant spirits as the divine embodiment of the spirit of their tribe—the symbol of its vitality, wisdom, mystical ability, endurance, speed, and moral nature. Uthgardt shamans tend to the respective needs of their tribes, teaching tribal history and customs passed down by heroic tales and lineage chants in an oral tradition spanning centuries. They provide healing for their tribes, initiate youths into manhood after they complete their tribal quests (often missions against a tribe's ritual enemy), and provide counsel to the tribe's chieftain and elders. When the tribe faces a new situation or a quandary, shamans consult with the ancestral spirits and totem animal great spirit to find guidance. All Uthgardt shamans believe that personal strength can demonstrate purity of purpose, and so arguments are often settled by a test of strength or a battle to first blood, to surrender, or to the death-if the matter is serious enough. At Runemeet, shamans officiate over the tribal rites of passage.

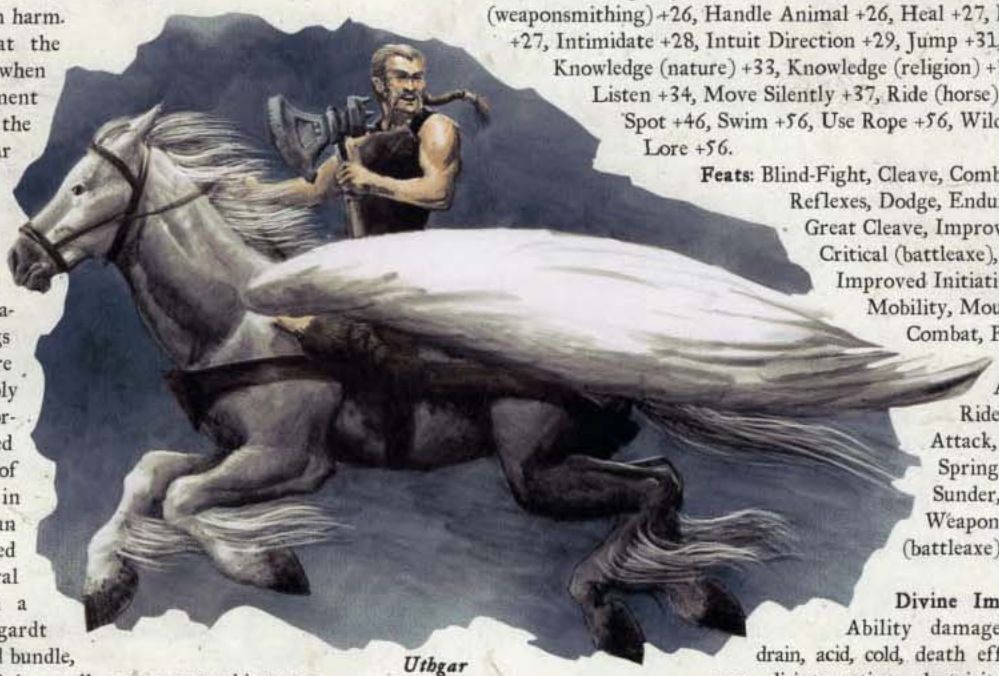
Totems by Sam Wood



Uthgar's Totems

Uthgar has neither temples nor shrines, and his clerics can perform necessary ceremonies in any location, though their tribes' ancestral mounds are their most holy sites. (Each tribe and its beast totem are tied to a particular ancestral mound.) These huge earthwork mounds, often shaped like the totem beasts of the tribes that gather at them, are sacred burial grounds where only the greatest shamans and chiefs are interred. Most tribes believe their tribal founders are buried in their ancestor mound. Although there are many lesser burial mounds and shrines revered by smaller clans within the tribes, it is to the large mounds devoted to their most ancient and holy ancestors that the Uthgardt tribes return each fall to spend their winters near the protection of their ancestors. The ancestor mounds are all roughly similar. Two mound rings called cairn rings surround a large central altar mound. The ancestor mounds of large tribes may also be surrounded by smaller, nondescript burial mounds. Usually all mounds are formed of turf-covered earth. The Uthgardt correctly believe that the spirits of dead ancestors protect the graves from harm.

For high rituals at the ancestral mound or when honoring the appointment of a new chieftain for the tribe, clerics of Uthgar dress in a high holy regalia of leather-and-fur tunics, breeches, breechcloths, and boots covered in intricate, mystic designs and ornamentation and thongs and fringes to which are attached beads and holy relics of personal importance (usually revealed to them as objects of power by spirits in visions). When a shaman dies, his relics are buried with him in his ancestral mound. Rather than a holy symbol, Uthgardt shamans carry a sacred bundle, a leather satchel containing spell components, objects too holy for others to see, and small carved miniature depictions of the shaman's totem animal, all of which have been gained by the shaman at the request of his ancestral spirits.



Uthgar

Illustration by Lars Grant-West

There is no churchwide hierarchy among the faithful of Uthgar. Rather, worshipers of each tribe (totem) revere their religious leaders, with the eldest and most charismatic garnering the greatest respect and influence. Many beast totem clerics consider the church of Uthgar to be greatly threatened by the encroachment of foreign deities and a consensus is emerging among the remaining clerics that the foreign deities must be cast out and their clerics driven off.

uthgar

Barbarian 20/Ranger 20
Medium-Size Outsider (Chaotic)
Divine Rank: 6
Hit Dice: 20d12+260 (Bbn) plus 20d10+260 (Rgr) (960 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 70 ft.
AC: 50 (+7 Dex, +6 divine, +19 natural, +8 deflection)
Attacks: *+5 icy burst keen thundering battleaxe* +57/+52/+47/+42 melee; or spell +51 melee touch or +43 ranged touch.
Damage: *+5 icy burst keen thundering battleaxe* 1d8+27 plus 1d6 cold/19–20/×3 plus 2d10 cold plus 2d8 sonic; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (600 ft., DC 24), divine immunities, DR 47/+5 (4/–), fast healing 26, fast movement, favored enemies (orcs +5, giants +4, aberrations +3, beasts +2, magical beasts +1), fire resistance 26, godly realm (1 mile Outer Plane, 600 ft. Material Plane), *plane shift* at will, remote communication 6 miles), SR 38, *teleport without error* at will, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 6 miles.
Saves: Fort +41, Ref +29, Will +29.
Abilities: Str 40, Dex 24, Con 37, Int 24, Wis 24, Cha 27.
Skills: Animal Empathy +18, Climb +22, Concentration +23, Craft (weaponsmithing) +26, Handle Animal +26, Heal +27, Hide +27, Intimidate +28, Intuit Direction +29, Jump +31, Knowledge (nature) +33, Knowledge (religion) +34, Listen +34, Move Silently +37, Ride (horse) +42, Spot +46, Swim +56, Use Rope +56, Wilderness Lore +56.
Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Mobility, Mounted Combat, Power Attack, Ride-By Attack, Run, Spring Attack, Sunder, Track, Weapon Focus (battleaxe).
Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*
Salient Divine Abilities: Alter Size, Divine Blessing (Strength, up to 6 creatures/day), Divine Fast Healing, Divine Rage, Extra Domain (Chaos), Extra Domain (Strength), Increased Damage Reduction, Indomitable Strength.
Domain Powers: 6/day use *animal friendship;* cast chaotic spells at +1 caster level; 6/day strike of vengeance for maximum damage; 6/day feat of strength (+6 enhancement bonus to Str for 1 round).
Spell-Like Abilities: Uthgar uses these abilities as a 16th-level caster, except for chaotic spells, which he uses as a 17th-level caster. The save DCs are 24 + spell level. *Animal shapes, animate objects, antilife shell, antimagic field, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, bull's strength, calm animals, chaos hammer, cloak of chaos, commune with nature, creeping doom, dispel law, divine power, dominate animal, endure elements, flame strike, hold animal, magic circle against law, magic vestment, magic weapon, mind blank, power word, blind, power word, kill, power word, stun, prismatic sphere, protection from elements, protection from law, repel vermin, repulsion, righteous might, sanctuary, shapechange, shatter, shield other, spell immunity, spell resistance, spiritual weapon, stoneskin, summon monster IX* (as chaotic spell only), *word of chaos.*

Divine Rage: The following changes are in effect as long as Uthgar rages: AC 45; hp 1,160; Atk +62/+57/+52/+47 melee (1d8+35 plus 1d6 cold/19–20/×3 plus 2d10 cold plus 2d8 sonic, *+5 icy burst keen thundering battleaxe*); SQ Fire resistance 36, SR 48; SV Fort +46, Will +34; Str 50, Con 47; Climb +39, Concentration +34, Jump +39, Swim +47. His rage can be used 6 times per day, it lasts for 1 hour (or until ended), and he is not winded afterward.

Ranger Spells/Day: 5/5/5/4; base DC = 17 + spell level.

Possessions: Uthgar carries a *+5 battleaxe* with the icy burst, keen, and thundering special abilities.

Caster Level: 25th; *Weight:* 5 lb.

OTHER DIVINE POWERS

As a lesser deity, Uthgar may take 10 on any check. Uthgar treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Uthgar can see, hear, touch, and smell at a distance of six miles. As a standard action, he can perceive anything within six miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 6 hours.

Portfolio Sense: Uthgar senses any threat or attack directed at the Uthgardt barbarian tribes, as long as the event in question affects at least five hundred people. He is likewise aware of any feat of great physical strength if the event is of similar scope.

Automatic Actions: Uthgar can use Intimidate or Wilderness Lore as a free action if the DC for the task is 20 or lower. Uthgar cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Uthgar can create any kind of magic item that includes a piece (that is, a horn or bone or skin) taken from an animal that serves as one of his beast totems, or any kind of magic armor or weapon, as long as the item's market price does not exceed 30,000 gp.

Symbol by Stephanie Pui-Mun Law

sky pony (uthgar's mount)

Uthgar is often seen riding his sky pony, a light gray advanced pegasus.

Sky Pony: Male advanced pegasus; CR 3; Large magical beast; HD 8d10+24; hp 68; Init +2; Spd 60 ft., fly 120 ft. (average); AC 14 (touch 11, flat-footed 12); Atk +11 melee (1d6+4, 2 hooves) and +6 melee (1d3+2, bite); Face/Reach 5 ft. × 10 ft./5 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +5; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Hide –2, Listen +14, Sense Motive +7, Spot +14, Wilderness Lore +7; Alertness, Iron Will.

Spell-Like Abilities (Sp): At will—*detect good, detect evil.* Both of these abilities work in a 60-yard radius as the spells cast by a 5th-level sorcerer.

Low-Light Vision: The sky pony can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Scent (Ex): The sky pony can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

waukeen

Merchant's Friend
Lesser Deity

Symbol:	Gold coin with Waukeen's profile facing left
Home Plane:	Brightwater
Alignment:	Neutral
Portfolio:	Trade, money, wealth
Worshipers:	Merchants, traders, the wealthy, rogues (those who learn the thiefly art in order to fight thieves)
Cleric Alignments:	CN, LN, N, NE, NG
Domains:	Knowledge, Protection, Travel, Trade
Favored Weapon:	Cloud of coins (nunchaku)

Vibrant and vivacious, Waukeen (wah-*keen*) is a relatively young, hardworking deity who loves wealth not for itself but for what can be done and acquired with it. She enjoys bargaining and the hustle and bustle of the marketplace. She rules over deals done above and below the table—legitimate as well as black-market commerce. She is interested in innovation, but can also be stubborn and persistent, which sometimes gets her into trouble.

The Merchant's Friend appears as a slim, beautiful woman with golden eyes and long, luxuriant hair the hue of spun gold. Her gowns are woven of gleaming, gem-studded strips of precious metals and her gold-soled boots made from links of laced pearls.

Widely admired and envied before the Time of Troubles, the Merchant's Friend's church suffered greatly during the Interdeium of Waukeen, a span of several years in which she was missing and presumed dead. Although Waukeen has begun revitalizing the faith of her worshipers, the opinion of the outside world may take far longer to recover. All sorts of rumors about Waukeen's disappearance and return are still being banded about, with allegations that she is really dead or that she consorted with fiends being the most damaging and persistent tales told.

Clerics of Waukeen pray for spells just before sundown and must initiate their prayers by throwing a coin into a ceremonial bowl or a body of water. The church celebrates a dozen high festivals spaced over the course of the year that honor accounting (Cold Counting Comfort on Hammer 15), textiles (Great Weave on Alturiak 20), wealth (High Coin on 30 Ches), generosity (Spheres on Tarsakh 10), benefactors (Sammardach on Mirtul 12), finery (Brightbuckle on Kythorn 21), deal-making (Sornyn Flamerule 3–5), bounty (Huldark on Elesias 17), magic (Spryndalstar on Eleint 7), guards (Marthoon on Marpenoth 1), craft (Tehennteahan on Uktar 10), and the dark side of wealth (a solemn remembrance of the evils of excess) (Orbar on Nightal 25). Clerics often multiclass as bards, goldeyes (see Chapter 4), or rogues to enhance their contacts and negotiating skills.

History/Relationships: At the time of the Time of Troubles Waukeen was a still a relatively young deity with few enemies other than Mask, whose portfolio was naturally opposed to hers. As such, it was quite unexpected that Waukeen was never seen during the Time of Troubles and never reclaimed her mantle following its conclusion. The truth behind her disappearance is that she conspired with Lliira to leave her divine mantle behind and escaped to the Astral Plane with the aid of a deity from another world. Once on the Astral Plane, she intended to make her way back to her realm via the Abyss through the purchased aid of the demon lord Graz'zt. However, Graz'zt betrayed her, making her his prisoner, and it was not until she was rescued by daring adventurers in 1371 DR that she regained her divinity. Waukeen has since revitalized and reassured her wor-

shipers of her existence and her restored divine power. She is very closely allied with Lliira (who held her portfolio in trust while she was imprisoned), Gond (whose inventions she appreciates), and Shaundakul (whose portfolio complements hers). Aside from Mask, her only true enemy is Graz'zt, against whom she has sworn her eventual revenge.

Dogma: Mercantile trade is the best road to enrichment. Increasing the general prosperity buys ever greater civilization and happiness for intelligent folk worldwide, bringing people closer to the golden age that lies ahead. Destroy no trade goods, raise no restrictions to trade, and propagate no malicious rumors that could harm someone's commerce. Challenge and refute unproven rumors that could negatively impact trade when heard. Give money freely to beggars and businesses, for the more coin everyone has, the greater the urge to spend and trade rather that hoard. To worship Waukeen is to know wealth. To guard your funds is to venerate her, and to share them well seeds your future success. Call on her in trade, and she will guide you in wise commerce. The bold find gold, the careful keep it, and the timid yield it up.

Clergy and Temples: Waukeenar travel the world aiding merchants or staff temples in large cities that serve as moneylending and changing houses, safe storage warehouses, and (covertly) fences for stolen goods—all in exchange for fees. Waukeen's clergy members are under orders to donate 25% of their monetary income to the church, to invest in all enterprises that have any reasonable hope of succeeding if they are run by devout worshipers of the deity, and to consider other investments if approached by entrepreneurs willing to make substantial offerings to the deity. Waukeenar are not above manipulating trade by means of rumors, buy-ups, hired border brigands, and the like, but strong public criticism of such unsubtle tactics in the past has led the church to officially deny undertaking such things and to order its clerics to do such work only with the greatest subtlety, so that no one who suspects their hands at work will be able to prove anything. Personal enrichment is the sign of a wise cleric, but this must be done through arms-length investments, not openly unlawful acts.

Temples of the Merchant's Friend are almost always located in cities where commerce is in its fullest flower. Temples of Waukeen are built in many architectural styles, but a preference for ornate decoration is prevalent no matter whether the building is a soaring cathedral or a classical temple featuring a large portico and many columns. Such houses of worship are always constructed with the finest materials and with no expense spared. Decoration in Waukeen's temples covers the floors, walls, roof pillars, and ceiling if possible. The decorative elements are baroque, intricate, brightly colored, and feature as much precious metal and as many gemstones as can be fitted into the design. However, despite their lavish adornment, inside and out, typically underneath the gold leaf is an all but impregnable fortress more secure than a king's treasury. Such temples provide wealthy merchants who give generous tithes to the temples sumptuous cleric-guarded accommodations in town during their stays. Such temples can also be rented by the faithful for lavish fetes, useful for impressing potential trading partners and upstaging rivals.

Waukeen's clergy members are among the most lavishly dressed, rivaling those of Sune, Milil, and Lathander in their rich robes. Waukeenar ritual garb is gaudy and ornate, with white silk undergarments, slashed and fluted sleeves and boots, pince-nez and lorgnettes (if the clerics have any weakness of vision), various useful items dangling from silk ribbons, and tall gilded and gem-covered miters. Tunics, trousers, hose, or tabards may be worn as desired (or as the season makes practical), but these are always of the finest, most costly fabrics and furs, dyed and arranged for the most vibrant display possible. The entire ensemble is be covered by a gilded scarlet cloak heavy with the weight of thousands of wheels, plates, clasps, and flourishes of various precious metals. The costume is finished off with white gloves and a gilded rod or staff, which is either magical or ornately carved and set with gems. High clergy usually wear coronets with their miters, and outshine many monarchs with their garb.

The Waukeenar faith is a hierarchical one that has traditionally been led by a single pontiff, known by the rank of Holycoin. Through the long years of the Merchant's Friends absence, Holycoin Voice of the Lady Tharundar Olehm held Waukeen's church together from Goldspires, the great abbey overlooking the Merchant's Bay of Athkatla. Now that Waukeen has returned and the church is well on the road to recovery, the aged patriarch's thoughts have turned toward retirement, and many seek the honor of replacing him when he does decide to step down. In the true tradition of Waukeen's faith, such competition involves forging alliances, cementing trade deals, and other forms of mercantile activity in preparation for the day when the counting of the coins is begun. Chief among the contestants are five ambitious, beautiful women of various ages and backgrounds, the "Five Furies": Barasta Cleeith, Daerea Ethgil, Faerthae Garblueth, Halanna Jashire, and Sariila Tebrentan. These women are all clerical sisters holding the rank of Overgold who pursue a vicious game of quiet in-fighting to become Tharundar's successor as the supreme head of the church of Waukeen in Faerûn.



Illustration by Matt Wilson

Waukeen

waukeen

Rogue 15/Cleric 12/Wizard 13
Medium-Size Outsider
Divine Rank: 7
Hit Dice: 20d8+140 (outsider) plus 15d6+105 (Rog) plus 12d8+84 (Clr) plus 13d8+91 (Wiz) (818 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 57 (+8 Dex, +7 divine, +20 natural, +12 deflection)
Attacks: *+5 impact evil outsider bane cloud of coins* +61/+56/+51/+46 melee; or spell +54 melee touch or +55 ranged touch.
Damage: *+5 impact evil outsider bane cloud of coins* 1d6+12/19–20; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domain powers, salient divine abilities, sneak attack +8d6, spell-like abilities, turn undead 15/day.

Special Qualities: Divine aura (700 ft., DC 29), divine immunities, DR 42/+4, evasion, familiar (cats), fire resistance 27, godly realm (1 mile Outer Plane, 700 ft. Material Plane), improved evasion, *plane shift* at will, remote communication 7 miles, slippery mind, spontaneous casting of divine spells, SR 39, *teleport without error* at will, traps, uncanny dodge (Dex bonus to AC, can't be flanked, +2 against traps), understand, speak, and read all languages and speak directly to all beings within 7 miles.

Saves: Fort +46, Ref +47, Will +48.

Abilities: Str 24, Dex 26, Con 24, Int 40, Wis 29, Cha 34.

Skills: Appraise +51, Balance +17, Bluff +48, Concentration +77, Craft (locksmithing) +85, Decipher Script +40, Diplomacy +62, Disable Device +40, Disguise +37, Escape Artist +33, Forgery +40, Gather Information +48, Handle Animal +37, Heal +31, Hide +28, Innuendo +49, Intimidate +41, Intuit Direction +34, Jump +16, Knowledge (arcana) +54, Knowledge (geography) +54, Knowledge (history) +54, Knowledge (local) +54, Knowledge (nature) +54, Knowledge (nobility and royalty) +54, Knowledge (planes) +54, Knowledge (religion) +54, Listen +47, Move Silently +33, Open Lock +29, Pick Pocket +32, Profession (merchant) +79, Read Lips +40, Ride (horse) +40, Scry +70, Search +51, Sense Motive +45, Spellcraft +52, Spot +47, Swim +32, Tumble +33, Use Rope +33, Wilderness Lore +34.

Feats: Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Create Portal, Deflect Arrows, Dodge, Exotic Weapon Proficiency (cloud of coins), Expertise, Improved Critical (cloud of coins), Improved Initiative, Improved Unarmed Strike, Mobility, Mounted Combat, Quicken Spell, Run, Scribe Scroll, Spell Penetration, Track, Weapon Finesse (cloud of coins), Weapon Focus (cloud of coins).

Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, transmutation, *imprisonment, banishment.*

Salient Divine Abilities: Alter Size, Avatar (up to 5), Clearsight 7 ft., Create Object (up to 350 lb total weight or 50 cubic feet of volume), Divine Shield (10/day, stops 70 points of damage), Extra Domain (Knowledge), Know Secrets (Will DC 29), Power of Truth (up to 7 creatures/day, Will DC 29), Stride (up to 7 creatures/day).

Domain Powers: Cast divination spells at +1 caster level; 7/day protective ward (touched subject gains +12 resistance bonus on next saving throw, maximum duration 1 hour); 7 rounds/day *freedom of movement*; 7/day use *detect thoughts* for 12 minutes (one target per use).

Spell-Like Abilities: Waukeen uses these abilities as a 17th-level caster, except for divination spells, which she uses as a 18th-level caster. The save DCs are 29 + spell level. *Antimagic field, astral projection, clairaudience/clairvoyance, detect secret doors, detect thoughts, dimension door, discern location, divination, eagle's splendor, expeditious retreat, fabricate, find the path, fly, foresight, gembomb, legend lore, locate object, message, mind blank, Mordenkainen's magnificent mansion, phase door, prismatic sphere, protection from elements, repulsion, sanctuary, sending, shield other, spell immunity, spell resistance, teleport without error, true seeing.*

Cleric Spells/Day: 6/9/7/7/6/6/4; base DC = 19 + spell level.

Wizard Spells/Day: 4/8/8/8/7/6/5/4; base DC = 25 + spell level.

Possessions: Waukeen uses a cloud of coins as a weapon. This functions as a +5 *nunchaku* with the impact and evil outsider bane special abilities.

Caster Level: 25th; *Weight:* 2 lb.

Other Divine Powers

As a lesser deity, Waukeen may take 10 on any check. Waukeen treats a 1 on an attack roll or saving throw normally and not as an automatic failure. She is immortal.

Senses: Waukeen can see, hear, touch, and smell at a distance of seven miles. As a standard action, she can perceive anything within seven miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to five locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 7 hours.

Portfolio Sense: Waukeen senses any contract or commercial transaction that affects at least five hundred people, as long as the event in question affects at least five hundred people. She is likewise aware of any destruction or theft of a merchant's property if the event is of similar scope.

Automatic Actions: Waukeen can use Appraise, Bluff, Diplomacy, Gather Information, Knowledge, Listen, or Sense Motive as a free action if the DC for the task is 20 or lower. She can perform up to five such free actions each round.

Create Magic Items: Waukeen can create any kind of magic item that aids in comfort, defense, the gathering of information, or the verifying of information, as long as the item's market price does not exceed 30,000 gp.

Avatars

Waukeen's typical avatar appears as a young, beautiful, slim woman whose hair is long, luxuriant, and the hue of spun gold. Her eyes are two golden orbs. She wears a gown made out of of gleaming strips of precious metals studded with a wide variety of precious stones, a cloak of linked gold coins, a sash of cloth-of-gold, and gold-soled boots of linked, laced pearls.

Avatar of Waukeen: As Waukeen except divine rank 3; AC 49 (touch 33, flat-footed 49); Atk +57/+52/+47/+42 melee (1d6+12/19–20, *+5 impact evil outsider bane cloud of coins*), or spell +50 melee touch or +51 ranged touch; SQ Divine aura (30 ft., DC 25), DR 38/+4, fire resistance 23, SR 35; SV Fort +42, Ref +43, Will +44; all skill modifiers reduced by 4.

Salient Divine Abilities: Alter Size, Divine Shield (10/day, stops 30 points of damage), Know Secrets (Will DC 25), Stride (up to 3 creatures/day).

Spell-Like Abilities: Caster level 13th; saving throw DC 25 + spell level. Without the Extra Domain salient ability, Waukeen's avatar loses access to the Knowledge domain and the spell-like abilities *clairaudience/clairvoyance, detect secret doors, detect thoughts, divination, foresight, legend lore.*

impact special ability

Impact: Any bludgeoning weapon enhanced by this ability has its threat range doubled. For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20. This enhancement does not affect piercing or slashing weapons.

Caster Level: 10th; *Prerequisites:* Creaft Magic Arms and Armor, *weapon of impact; Market Price:* +1 bonus.

Other Deities of Faerûn

Symbol by Corey Macourek

This chapter provodes brief descriptions of the dozens of other deities in the FORGOTTEN REALMS campaign setting (aside from the major deities discussed in the previous chapter). The deities are arranged alphabetically within each pantheon, beginning with the remainder of the Faerûnian pantheon and following with the members of the drow pantheon, the dwarven pantheon, the elven pantheon, the gnome pantheon, the halfling pantheon, the Mulhorandi pantheon, and the orc pantheon.

Complete Nature Deity List

Following is the complete list of nature deities in the FORGOTTEN REALMS campaign setting. Druids and rangers must select one of these deities as a patron. Druids of a deity whose favored weapon is not on the druid weapon list in the *Player's Handbook* are able to wield that kind of weapon without violating their spiritual oaths, but they are not automatically proficient in that weapon's use. Deities noted as monster deities are detailed in the Monster Deities table in the appendix.

Aerdrie Faenya, Angharradh, Anhur, Auril, Baervan Wildwanderer, Chauntea, Deep Sashelas, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Hiatea (monster deity), Isis, Lurue, Malar, Mielikki, Nobanion, Osiris, Rillifane Rallathil, Sebek, Segojan Earthcaller, Sekolah (monster deity), Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Stronmaus (monster deity), Talona, Talos, Thard Harr, Ubtao, Ulutiu, Umberlee

Akadi

Queen of Air, the Lady of Air, Lady of the Winds
Greater Faerûnian Deity

Symbol:	White cloud on blue background
Home Plane:	Elemental Plane of Air
Alignment:	Neutral
Portfolio:	Elemental air, movement, speed, flying creatures
Worshipers:	Animal breeders, elemental archons (air), rangers, rogues, sailors
Cleric Alignments:	CN, LN, NE
Domains:	Air, Illusion, Travel, Trickery
Favored Weapon:	A whirlwind (heavy flail)



Symbol of Akadi

Akadi (ah-*kah*-dee) is the elemental embodiment of air. She is one of the four elemental deities worshiped in Faerûn but, like all except Kossuth, has a very small following. She cares only slightly for her followers, and then only after she is propitiated (bribed) by burning precious incenses that waft to her on the winds. While appeals to Akadi may change or still the winds, provide good flying currents, or bring rains, she grants no prayers to raise or quell harsh storms, for such lies within the purview of Talos and Umberlee.

The church of Akadi is organized into small sects that follow a particularly charismatic Akadian. All sects follow the Whisper (working behind the scenes), or the Roar (working openly). Listening to the wind, traveling beneath the stars of Faerûn, pursuing personal interests of the moment, and speaking to others of the glories of Akadi dominate most clerics' lives. Some clerics become almost obsessively involved in "life experiments" of a practical or esoteric nature. For instance, some may become deeply involved in breeding faster and sleeker hawks or running hounds, others may decide to see how orcs adapt to fierce and freakish windstorms, and yet others may spend endless hours trying to develop artificial wings for cats.

Clerics of Akadi pray for their spells before dawn so as to whisper them on the morning breeze. The only official holy day of the church is Midsummer. All who are able gather in the Shaar at the ruins of Blaskaltar, which contains the site of the first known shrine to Akadi in Faerûn, now obliterated by the hand of time and seasons of wind and rain. Here the chant of the heroes of the faith is recited by all

present and new names are added to the roll commemorating those who have passed on during the past year. Akadi's clerics often multiclass as elemental archons (see Chapter 4), rangers, or rogues.

History/Relationships: Akadi is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. She has ties to other gods concerned with the element of air, including Aerdrie Faenya and Shaundakul, but no strong relationships. She opposes obstinate, unmoving Grumbar at every opportunity.

Dogma: Find your own enlightenment in your interests. As soon as your interest fails, all chance of finding further spiritual growth has left that activity or place. Move from activity to activity, from place to place, pursuing a personal dream or series of interests and growing through the changing experiences each new day brings. Worry not if others of the church do not adhere to this doctrine, for all obstacles wear down over time. Few matters are so important as to require a wholesale commitment. Do not ever let yourself be fettered or imprisoned, for constrained life is little better than death.



Symbol of Auril

Symbol by Renick Woods

Auril

Frostmaiden, Icedawn, the Cold Goddess
Lesser Faerûnian Deity

Symbol:	A white snowflake on a gray diamond (a heraldic lozenge) with a white border
Home Plane:	Fury's Heart
Alignment:	Neutral evil
Portfolio:	Cold, winter
Worshipers:	Druids, elemental archons (air or water), frost giants, inhabitants of cold climates, rangers
Cleric Alignments:	CN, LN, NE
Domains:	Air, Evil, Storm, Water
Favored Weapon:	"Icemaiden's Caress" [ice axe] (battleaxe)

Auril (*aw*-rill) is a fickle, vain, evil deity with a heart of ice who is venerated primarily out of fear. She remains untouched by any hint of true love, noble feeling, or honor. She enjoys toying with those who offend her, trapping them in snow storms and then driving them insane with tantalizing visions of warmth and the comforts of home before freezing them to death. Her beauty is cold and deadly, the flower of womanhood preserved forever in a slab of arctic ice—with sensibilities to match the ice.

The church of Auril is very loosely and informally organized, and clergy members wander and are largely independent. They seek to make all folk fear their deity and her clergy (to cut down on the attacks they face) through the fury of the winter weather. They also generate personal wealth and influence by carrying out tasks that others cannot in the worst winter weather and by magically protecting those who pay or obey from the worst winter conditions. Clergy members make offerings to the deity of some of the wealth they amass by scattering it in falling snow during a storm or throwing it through cracks in river ice or glacial crevasses during the winter. In the cold months, Auril expects each of her clerics to force or persuade someone to pray to her in the approved manner by beseeching Auril for mercy and praising her for the "cold cleansing" she brings. This prayer must last for the length of time it takes a piece of ice larger than the "supplicant's" hand to melt against his or her bared flesh. It must be done out of doors and preferably at night. During the winter, Aurilian clergy are also expected to slay at least one creature with cold. This is often done so as to provide worshipers or potential worshipers of the deity with food or to slay a personal foe of the cleric or cleric.

Clerics and druids of Auril pray for their spells at midnight or whenever the temperature drops to its lowest point during the day, lying out in the snow or the coldest stream available all night if possible. Midwinter Night is the most holy time of they year to clergy of Auril. It is a nightlong festival of ice-dancing that is intended for both enjoyment and recruitment. The Coming and the Last Storm are two enthusiastically celebrated rituals, howling ice storms called up by clergy working as a group to mark the onset or last gasp of winter. Joining the clergy requires undergoing a ritual known as the Embracing, during which one runs through a blizzard all night long dressed only in boots, a thin shift, and body paint depicting the symbols of Auril, without the protective mantle of any magic. Auril accepts those who do not freeze to death. Many clerics and druids multiclass as divine disciples, elemental archons (see Chapter 4), or rangers.

History/Relationships: Auril is one of the Deities of Fury, along with Malar, Umberlee, and her superior, Talos. Lately, Talos eroded much of her power; in response, she makes winter an increasingly fierce season in the North. She can call on Umberlee with some degree of confidence. Malar and Auril despise each other. She has begun to siphon power from the slumbering Ulutiu slowly enough to keep him from waking, and in a few years when she has killed him she plans to continue granting spells in his name.

Dogma: Cover all the lands with ice. Quench fire wherever it is found. Let in the winds and the cold; cut down windbreaks and chop holes in walls and roofs that my breath may come in. Work darkness to hide the cursed sun so that the chill the Auril brings may slay. Take the life of an arctic creature only in great need, but slay all others at will. Make all Faerûn fear the Frostmaiden. Revere the Cold Goddess and sing her praises into any chill breeze or winter wind. Do not raise your hand against any other cleric of Auril.



Auril

Illustration by Michael Kaluta

Beshaba

The Maid of Misfortune, Lady Doom
Intermediate Faerûnian Deity

Symbol:	Black antlers on a red field
Home Plane:	The Barrens of Doom and Despair
Alignment:	Chaotic evil
Portfolio:	Random mischief, misfortune, bad luck, accidents
Worshipers:	Assassins, auspicians, capricious individuals, gamblers, rogues, sadists
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Evil, Fate, Luck, Trickery
Favored Weapon:	"Ill Fortune" [barbed scourge] (scourge)

Beshaba (be-*shah*-ba) is a deity who is feared far more than she is venerated, for she is spiteful, petty, and malicious. The Maid of Misfortune is given to random behavior and bouts of extreme jealousy with regards to her sister, demanding equal veneration (or at least lip service) to that given to Tymora. Although the thought of Beshaba actually appearing is enough to make most folk tremble, she is always invited and welcomed formally in speeches or ceremonies of formal functions (such as marriages and coronations), contests of sport or martial prowess, or at the naming of children. If not invited, she may take offense and wreak endless misfortune upon those involved.



Symbol of Beshaba

Beshaba is worshiped largely out of fear, and it is the task of her clergy to spread that fear by starting talk of Beshaba's power and latest wickedness and by instructing all in how to make offerings to her or in how to join her clergy if they would prefer to be protected against all misfortune. Along the way, the members of her clergy take care to indulge their tastes for random cruelty and sadism. They enjoy acting mysteriously to manipulate simpler folk into serving them in matters both great and small, from providing them with food, luxurious shelter, and companionship to giving them weapons to wield against their rivals in the church of Beshaba and against the clergy of all other faiths.

Clerics of Beshaba pray for their spells at midnight. Immediately before doing so, if at all possible, they must make an offering to the Lady by setting fire to brandy, wine, or spirits while uttering the name of the goddess and dipping a black antler tine into the mixture. Burning one's fingers slightly in doing so is looked upon favorably. Devotees of Beshaba observe both Midsummer and Shieldmeet with wild revels of destruction and rudeness. Otherwise, they ignore the calendar, holding special ceremonies upon the deaths of important clergy members and when one of their number ascends in rank. The former ceremony is known as the Passing and is a rare time of dignity and tender piety. The corpse of the departed is floated down a river amid floating candles in a ceremony that transforms it into an undead creature and teleports its to a random location in Faerûn to wreak havoc. The ceremony of ascension is known as the Marking and involves drum music, dancing over flames, and either branding or tattooing. No spell or potion is permitted to mitigate the pain. Many clerics multiclass as assassins, auspicians (see Chapter 4), or rogues.

History/Relationships: Beshaba was formed when Tyche, the former goddess of luck, split in twain during the Dawn Cataclysm to form her two "daughters": Beshaba and Tymora. It is said that Beshaba got all the looks and Tymora all the love, as men who have met the gaze of the Maid of Misfortune and either been consumed with lust or driven to carry out her every reckless whim can attest. In women, Beshaba's gaze inspires mania reflective of Lady Doom. Beshaba has spurned Talos's recent overtures, seeing them as an attempt to subsume her portfolio. She has no real allies, but is wholly dedicated to the destruction of Lady Luck. She also enjoys toying with Shaundakul, and masquerades under his name in Anauroch while performing malicious and mischievous tricks (such as causing oases to dry out, blinding people, and causing travelers to get lost).

Dogma: Bad things happen to everyone, and only by following Beshaba may a person perhaps be spared the worst of her effects. Too much good luck is a bad thing, and to even it out, the wise should plan to undermine the fortunate. Whatever happens, it can only get worse. Fear the Maid of Misfortune and revere her. Spread the message across Faerûn to obey Beshaba and make offerings to appease her. If she is not appeased, all will taste firsthand the curse that is spreading throughout Faerûn: "Beshaba provides!" (misery and misfortune). Make others worship Beshaba and then they will be spared the ill luck she can bring. Never falsely advise any being in how to worship Beshaba, or pay the price of being cast out and cursed with misfortune all their days.



Beshaba

Deneir

Lord of All Glyphs and Images, the Scribe of Oghma
Lesser Faerûnian Deity

Symbol:	Lit candle above purple eye with triangular pupil
Home Plane	House of Knowledge
Alignment:	Neutral good
Portfolio:	Glyphs, images, literature, scribes, cartography
Worshipers:	Historians, loremasters, sages, scholars, scribes, seekers of enlightenment, students
Cleric Alignments:	CG, LG, NG
Domains:	Good, Knowledge, Protection, Rune
Favored Weapon:	A whirling glyph (dagger)

In the realm of the ideal, a single work of writing when read, will unlock the secrets of the multiverse, catapulting its reader to the heights of godhood. The pursuit of this work, known as the *Metatext*, consumes the deity Deneir (deh-*neer*) and his followers. It is said that Deneir, a servant of Oghma the Binder, first achieved his position among the deities by glimpsing the merest portion of this text, and that the need to read the entire work gives him purpose. Deneir believes that the *Metatext* is reflected in the Prime Plane through snippets of every written work ever committed to paper. A word here, a juxtaposition of letters there, and (rarely) even entire sentences of particularly enlightened writing echo the ideal work. As patron to artists, illuminators, cartographers, and scribes, the Lord of All Glyphs and Images oversees all written creation, desperately hunting his elusive charge.

Deneir's church is concerned with the gathering and recording of information so that nothing written is lost. Most keep a journal of their activities, including poems, songs, and stories they hear on their journeys. Each cleric takes a vow of charity, agreeing to write or read letters and transcribe information (this is done for free for the poor, at the cost of materials plus a silver piece for those able to afford it, and at standard scribe's rates for the well-off). They teach people how to read and most learn the Scribe Scroll feat in order to be able to make magical scrolls.

Glyphscribes, as clerics of Deneir are known, pray for spells in the morning. Glyphscribes retain a written copy of every missive they record, and on the 3rd of Ches each cleric turns over a bundle of the most interesting of such copies to their local temple. High clerics pore over these works, searching for a hint of the Metatext. The most promis-

Symbol by Stephanie Pui-Mun Law

Illustration by Matt Wilson

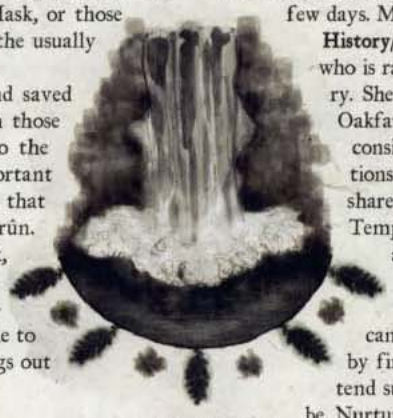
ing morsels, often no more than one or two words, are sent to the Iron Dragon Mountain temple hidden in the Earthfast Mountains, there to be added to Librarian Supreme Haliduth Orspriir's incomplete, living record of that elusive manuscript. Those glyphscribes who multiclass often do so as loremasters, capitalizing on the unusual knowledge gained while practicing their craft.

History/Relationships: Whereas Oghma represents the spark of creativity, his scribe concerns himself with recording the epiphanies of mankind. Thus the two share a symbiotic relationship; the Binder appreciates Deneir's dedication to truth and study. He knows little of the obscure Metatext, suspecting that his servant chases shadows of the mind, following the half-imagined ramblings of a thousand mad scholars. Deneir displays few of the characteristics associated with madness; his stodgy, studious outlook on life (not to mention his interest in magical matters) makes him popular among the deities of magic such as Mystra, Azuth, and especially Savras. Lliira fancies she can scare some fun into Deneir, and gains endless enjoyment from making him uncomfortable. Those who hide knowledge, such as Cyric, Shar, and Mask, or those who destroy it, such as the Deities of Fury, fill the usually calm Deneir with rage.

Dogma: Information that is not recorded and saved for later use is information that is lost. Punish those who deface or destroy a book in proportion to the value of the information lost. Literacy is an important gift from Deneir; spread it wherever you travel, that it might touch the hearts and minds of all in Faerûn. Fill idle hours with the copying of written work, for in such a manner do you propagate knowledge and aid the pursuit of the Metatext. Information should be free to all and all should be able to read it so that lying tongues cannot distort things out of proportion.



Symbol of Deneir



Symbol of Eldath

Eldath

Goddess of Singing Waters, Mother Guardian of Groves, the Green Goddess

Lesser Faerûnian Deity

Symbol:	Waterfall plunging into a still pool
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Quiet places, springs, pools, peace, waterfalls
Worshipers:	Druids, pacifists, rangers
Cleric Alignments:	CG, CN, NG
Domains:	Family, Good, Plant, Protection, Water
Favored Weapon:	Net (net or net that does damage as unarmed strike)

Eldath (*el*-dath) is the guardian of groves, and her presence is felt wherever there is calm. She is a pacifist who avoids hostile action, even if threatened. Although shy, quiet, and enigmatic, Eldath is possessed of unknown depths of character and unexpressed resolve that cannot be broken. She meets challenges by strategically withdrawing, a course of action that in time always leads opponents to overextend into an untenable position in which their reinforcements have been converted to her side. Recently she has been suffering many attacks from Malar and his followers, with the People of the Black Blood despoiling several of her sacred pools.

Eldathyn are organized in a simple hierarchy where a dozen or so clerics report to a senior cleric who in turn reports to a grand cleric responsible for a realm or larger region. Most dwell in forest communities with open-air sacred places of worship, spending their lives tending unspoiled places to ensure that they survive and even flourish in the face of human and other depredations. They rarely resort to any sort of open confrontation, instead working subtly. Few Eldathyn live in large settlements, but many dwell in springside cottages within an easy ride of settlements. Clergy of Eldath are all taught to swim, and often teach this skill to nonbelievers in return for small offerings of food and coins. Many learn the Brew Potion feat.

Clerics and druids of Eldath pray for their spells once per day at a time selected after great personal reflection. The only calendar-related holy day of the church is the Greening, a gathering and festival celebrated at Greengrass. It is preceded by the Firstflow, a festival held at varying times when the waters break up and begin to flow at the conclusion of winter. The Chant of the Fastness is performed at the dedication of new open air temples or shrines of the goddess, where the water is blessed and empowered with healing magic for a few days. Many clerics and druids multiclass as rangers.

History/Relationships: Eldath is a quiet, enigmatic figure who is rarely remembered in the pages of Faerûnian history. She serves Silvanus alongside Mielikki, but finds the Oakfather's robustness intimidating. Mielikki and Eldath consider each other sisters. She also maintains close relations with Chauntea, Selûne, and Lathander, for they share common interests. While Eldath opposes all that Tempus stands for, she does not consider him a personal foe. He in turn considers her naive, but respects her convictions and generally ignores her.

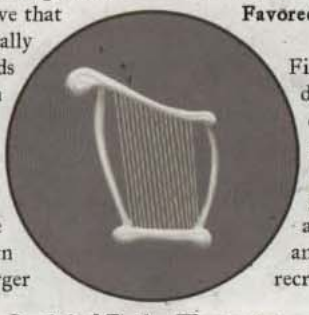
Dogma: Peace can only come from within and cannot be taught or imposed. Seek stillness and thereby find peace. Plant trees and green-leafed things and tend such things when they need it, wherever they may be. Nurture and aid, and do not to restrict or punish. Work violence only to defend, and slay no thing of the forest except to prevent it from slaying themselves or another under their protection. Swear to take no thinking life except in direst need. Share with all beings the beneficial things that grow in or come from running water that all may know of and praise Eldath.

Finder Wyvernspur

The Nameless Bard

Faerûnian Demigod

Symbol:	White harp on gray circle
Home Plane:	Gates of the Moon
Alignment:	Chaotic neutral
Portfolio:	Cycle of life, transformation of art, saurials
Worshipers:	Artists, bards, saurials
Cleric Alignments:	CE, CG, CN
Domains:	Chaos, Charm, Renewal, Scalykind
Favored Weapon:	"Sword of Songs" (bastard sword)



Symbol of Finder Wyvernspur

Finder Wyvernspur (*find*-er *wihv*-urn-spur) is both the deity of reinvention and the example most commonly cited of overweening pride. Finder's temperament is slowly shifting from that of a vain and selfish man to a deity dedicated toward responsible actions and good deeds. He works not only to spread his songs among bards of Faerûn, but to encourage all artists and prod them to grow by changing, transforming, and recreating the medium, a radical departure from his old

Symbols by Robert Raper and Renick Woods

determinably fixed nature.

The church of Finder is small indeed, consisting primarily of struggling young bards and artists seeking to gain fame. Its existence is seen as somewhat of a threat by the clergies of Oghma, Milil, and Lathander, despite general support from those deities themselves. Among the saurials of the Lost Vale (a hidden valley near the Dalelands), Finder's church has become well-established, as the deity is respected or venerated by most members of the race. Clerics of Finder, few that there are, spend their days creating and recreating their own art and spreading Finder's dogma across Faerûn. Many make their living by teaching music, a practice strongly encouraged by the deity.



Symbol of Garagos

Clerics of Finder pray for their spells at dawn, when the night is reborn into day. The only official holy day of the church is the 20th of Marpenoth, the day Finder destroyed Moander's physical manifestation and then the deity's true form in the Abyss. Saurials celebrate this day as a day of emancipation, while humans celebrate it as the day Finder realized even his own music could be improved by change. In both cases, this day is observed with music, dancing, plays, and the unveiling of static art creations. Many clerics multiclass as bards.

History/Relationships: A founding member of the Harpers, Finder was later judged to have betrayed the their ideals when his overweening pride resulted in the death of one apprentice and the suicide of another. After a long period of banishment, he was freed by an adventurer and later became a god at the end of the Time of Troubles by slaying Moander and seizing his divine spark. In doing so, he freed the saurials of the Lost Vale, an act that gained him their worship. As a new deity, Finder is still finding his way, although he has formed strong relationships with Tymora and Selûne. In time, he is likely to ally himself with all the gods who had a hand in the founding of the Harpers. Many deities and their worshipers work against Finder. Cultists who seek the rebirth of Moander, including elven cultists who are secretly backed by Lolth, oppose Finder. Reptilian deities such as Sebek, Set, and Tiamat attack Finder since he serves as the patron of saurials. Deities such as Talona and Yurtrus wish to usurp Moander's original portfolio (rot) from him, and even Gargauth wants to steal rot as a form of corruption.

Dogma: Art that is forced to remain immutable is a sign of stagnation and spiritual rot. In order to thrive, people must be willing to change and transform their art so they can be renewed by it. Art has the power to influence people and politics. Although that should not be its sole use, if art can be used to keep people free and independent from social or political tyranny, it is most proper that it be used so. All art is pleasing to Finder. Artistic expression should also be encouraged in all—children and adult, amateur and professional. While those persons who have learned and mastered disciplines of expression are much to be admired, also recognize the importance of natural talents.

Symbol by Renick Woods

Garagos

The Reaver, Master of All Weapons, Lord of War

Faerûnian Demigod

Symbol:	A pinwheel of five snaky arms clutching swords
Home Plane:	Warrior's Rest
Alignment:	Chaotic neutral
Portfolio:	War, skill-at-arms, destruction, plunder
Worshipers:	Barbarians, fighters, rangers, soldiers, spies, warriors
Cleric Alignments:	CE, CG, CN
Domains:	Chaos, Destruction, Strength, War
Favored Weapon:	"The Tentacus" [a pinwheel of five black, snaky arms, each ending in a sword] (longsword)



Illustration by Carlo Arellano

The goal of every worshiper of Garagos (*gah*-rah-gohs) the Reaver is to be covered in their enemy's blood at the heart of a conflict they initiated. Once Garagos was an honored deity of war, a being associated more with military victory through fury than perseverance through sound tactical decisions. He eventually came into conflict with the young demigod Tempus, who vied for his dominance over warcraft. *The Tome of Foehammer's Triumph*, a collection of scriptures held holy by the church of Tempus, tells of a century-long battle in which the Lord of Battle finally defeated Garagos by turning the Reaver's mindless fury against him. Long thought slain, Garagos reappeared in the recent past, either awakened from ageless slumber or resurrected by a devoted cult of worshipers. His newest incarnation seems utterly devoid of the craftiness he once possessed. Instead, Garagos is a being of idiot rage, a violent six-armed whirlwind of carnage that seems to exist only to destroy.

Clerics of Garagos, known as bloodreavers, spend their days fomenting strife throughout the continent, knowing that each conflict contributes to Garagos's continuing rebirth. They believe that Garagos eventually will regain his divine strength, unseating the hated Lord of Battles and reclaiming the mantle of Deity of War. They continually create and expand networks of spies, faithful warriors, and other agents to increase the power of the cult, and the leadership of a cult cell is usually determined by the result of power plays between the agents of rival clerics.

Bloodreavers pray for spells in the morning. Ceremonies to the Lord of War typically involve bloodletting as well as anointing the faithful in the blood of their enemies. Though a few well-kept clerics prefer to sow discord through guile in the courts of cities across Faerûn, most of Garagos's feral clerics eschew bathing, proudly wearing multiple coats of enemy blood. The blood obsession of the cult of the Master of All Weapons has led many to conclude that services to Garagos involve some degree of vampirism, but a direct link has never been proven. Indeed, most vampires would be more likely to treat a blood-soaked cleric of Garagos as a particularly hearty meal than consider him an ally. Bloodreavers usually multiclass as barbarians.

History/Relationships: Though chaotic neutral, the debased, insane Garagos stands on the brink of evil. A nearly elemental force of destruction, the Reaver has no allies in the pantheons of Abeir-Toril—the other gods deal with Garagos simply by staying the hell away from him. Despite his vacant mind, Garagos still harbors deep resentment against Tempus and his catspaw, the Red Knight. Should these deities meet in the field of combat, there's little doubt that the Reaver would come out the worse for it. Eventually, however, Garagos's destructive capabilities might transcend his tactical weaknesses, and on such a day, the followers of Tempus are sure to know true despair.



Illustration by Wayne Reynolds

Garagos

Dogma: Peace is for weak fools. War makes all participants strong, and only in head-to-head conflict is honor satisfied. Only cowards avoid battle. Any who strike down a foe from ambush or from behind demonstrate cowardice. Retreat is never an option, even in the face of a greater foe, for if a warrior's heart is focused on Garagos, the deity will provide strength enough to conquer any enemy.

Gargauth

The Tenth Lord of Nine, the Lost Lord of the Pit, the Hidden Lord
Faerûnian Demigod

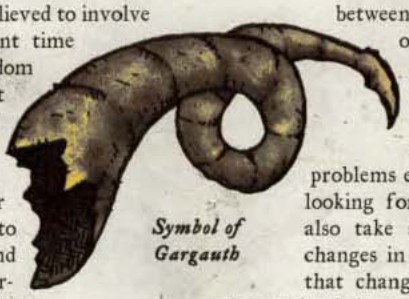
Symbol:	Broken animal horn
Home Plane:	Material
Alignment:	Lawful evil
Portfolio:	Betrayal, cruelty, political corruption, powerbrokers
Worshipers:	Corrupt leaders and politicians, sorcerers, traitors
Cleric Alignments:	LE, LN, NE
Domains:	Charm, Evil, Law, Trickery
Favored Weapon:	"Corruptor" (dagger or throwing dagger)

Gargauth (*gar*-goth) embodies the inevitable decay and corruption that accompanies all self-serving, greedy, and power-hungry leaders and groups. Gargauth's malevolency and cruelty are made all the worse by the veneer of civility and compassion he wears when first encountered. Gargauth holds to the letter of any agreement, not the spirit, and relishes betraying anyone with whom he forges a pact by twisting the contract to serve his own ends. Gargauth is a master strategist, and his sense of humor moderates his temper. He can be erudite, charming, and genteel, but his true nature always reveals itself eventually. In truth, the Lord Who Watches is utterly depraved, the incarnation of evil most foul.

The church of Gargauth is a secretive faith, although there are some significant exceptions. Clerics work to increase their personal power, the power of the church, and, by extension, the power of Gargauth. Clerics are expected to be Gargauth's eyes and ears throughout Faerûn. They are to entice and corrupt powerful individuals and leaders in communities throughout Faerûn and bind them into strict contracts favorable to Gargauth's goals. They seek to seize positions of power whenever possible and integrate their positions into the secretive hierarchy of the faith. Gargauth has directed his followers to undermine other evil faiths and steal their worshipers rather than waste energy in conflicts with good deities.

Clerics of Gargauth pray for their spells at dusk, when night first begins to corrupt the day. The church of Gargauth celebrates two holy days. The Unveiling occurs

each Midwinter night. This horrific ceremony, believed to involve many gruesome sacrifices, heralds the imminent time when Gargauth seizes Faerûn as his unholy kingdom and transports it to Baator to form the Tenth Pit of Hell. The Binding is celebrated on the eve of the Feast of the Moon. It is a personal ritual in which each cleric renews his eternal contract with Gargauth, trading absolute fealty for increased power. This unholy ritual is believed to involve personal sacrifices of money, magic, and hoarded knowledge and the casting of many horrific spells. Gargauth's clergy mark all agreements with signed contracts consecrated in the name of the Lord Who Watches. Many clerics multiclass as divine disciples or sorcerers.



Symbol of Gargauth

History/Relationships: Gargauth is a former arch-devil whose foul nature was too much even for others of his ilk. Exiled from the Nine Hells, Gargauth took to wandering the planes, returning time and again to Toril. His cult blossomed during the war between the Harpers and the malaugryms. In addition to the Dark Deities, Gargauth is also opposed to evil deities such as Cyric and Shar. He poses a particular threat to Siamorphe, given his interest in corrupting those who she holds up as shining paragons of virtue.



Symbol of Grumbar

Dogma: Life is all about the accumulation of power. Civilization is a thin veneer over the base desires that make up the core of every living being. Those who wish to survive and prosper must recognize this truth and concentrate all their resources on the pursuit of power. To achieve power one should use one's charms and honeyed words or a barbed and bloody dagger as appropriate for the situation. It is more important to rule than to sit on the throne. Keep to the letter of any agreement and the rules established by those more powerful, but be prepared to twist any contract or stricture so as to maximize the benefit you receive.

Grumbar

Earthlord, King of the Land Below the Roots

Greater	**Faerûnian Deity**
Symbol:	Mountains on purple
Home Plane:	Elemental Plane of Earth
Alignment:	Neutral
Portfolio:	Elemental earth, solidity, changelessness, oaths
Worshipers:	Elemental archons (earth), fighters, monks, rangers
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Cavern, Earth, Metal, Time
Favored Weapon:	A stony fist (warhammer)

Grumbar (*grum*-bar) is the elemental embodiment of earth. He is one of the four elemental deities worshiped in Faerûn but, like all except Kossuth, has a very small following. He cares only slightly for his followers, accepting offerings of sardonyx, jasper, and other stones without complaint or comment. Grumbar's gifts are most often protective magics or knowledge of the underearth's secret places or rich lodes of ore, though he seems to mete them out without determinable reason.

The church of Grumbar is organized into small sects known as Holds, each comprising seven clerics, seven monks, and seven rangers and as many laity as can be supported. There is little dissension within Holds, and little interaction between Holds. Those who follow the Earthlord can often be found in public preaching against the evils of boarding ships and setting sail to uncharted lands, preferring exploration on the continent of Faerûn. Many of the clergy members preach that "more than enough problems exist to occupy our time here at home without looking for new troubles." Grumbar's clergy members also take stances against changes in the social code, changes in government, the building of new landmarks that change the face of the land (such as dams) and changes in their own religion.

Clerics of Grumbar pray for their spells at dawn while giving thanks that the earth remained stable while they slept. The only official holy day of the church is Midwinter, when a festival is held to celebrate the completion of another year and to plan the faith's activities for the upcoming year. Once set, such plans never change. Grumbarryn faithful swear an Oath of Landwalking never to travel through air or across water unless their life depends upon it. Grumbar's clerics often multiclass as elemental archons (see Chapter 4) or fighters.

History/Relationships: Grumbar is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. He has ties to other gods concerned with the element of earth, including Geb, Garl Glittergold, Dumathoin, Laduguer, and Urogalan, but no strong relationships. He opposes flighty, inconsistent Akadi at every opportunity.

Dogma: The eternal Grumbar is perfect and unchanging. Strive to be more like the eternal one, not to change or allow change to happen. One's given word is the bedrock upon which a stable society is built. To break an oath is to cause a crack in the foundation of civilization. Go forth and spread the word of Grumbar and show through your works the stability and safety he brings.

Gwaeron Windstrom

Master of Tracking, the Tracker Who Never Goes Astray

Faerûnian Demigod	
Symbol:	White star and brown pawprint
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Tracking, rangers of the North
Worshipers:	Druids, rangers, troll hunters
Cleric Alignments:	CG, LG, NG
Domains:	Animal, Good, Knowledge, Plant, Travel
Favored Weapon:	"Flameheart" (greatsword)

Gwaeron Windstrom (*gwair*-on *wind*-strahm) is the quiet, reclusive patron of rangers of the North who always appears as a tall and physically impressive human male stripped to the waist with flowing white hair and a long white beard. Taciturn and slow to anger, the Master of Tracking prefers to instruct through example, not words, and his rage, once ignited, is a terrible thing. He loathes trolls, and is known to stalk them across the Evermoors. Although Gwaeron is highly respected by rangers active in the North, his faith is more one of emulation than veneration.



Symbol of Gwaeron Windstrom

There is not an organized Gwaeronan church distinct from the church of Mielikki, and the existence of his faith is little known outside the ranks of northern rangers. Rather, most shrines of the Lady of the Forest in the North include a small

Symbols by Corey Macourek, Robert Raper and Renick Woods

shrine or side altar to the Master of Tracking within their confines. Gwaeron's followers, known as Stalkers of the Silent Path, work to keep the numbers of trolls, orcs, and other humanoids in check across the North and oppose the followers of Malar at every turn.

Clerics and druids of Gwaeron Windstrom pray for their spells at dusk, when many wild beasts emerge from their dens to forage and hunt. Gwaeron's followers observe no holy days other than those celebrated by Mielikki. After a successful "stalk," those who invoke Gwaeron's name are expected to leave a circle of six footprints in the ground with their right foot, the heel of each print nearly touching and the toes facing outward. Almost all clerics and druids of Gwaeron Windstrom multiclass as rangers.

History/Relationships: Gwaeron roamed the North as a mortal ranger many centuries ago and is said to sleep in a stand of trees just to the west of the town of Triboar, known as Gwaeron's Slumber. Along with Lurue and Shiallia, the Master of Tracking serves Mielikki by teaching her rangers the way to read forest signs. He reports indirectly to Silvanus. He has forged alliances with the deities of the elven, gnome, and halfling pantheons whose portfolios most closely match those of Mielikki, Silvanus, and his own. He opposes Malar the Beastlord. Given that his following is so small and so similar to that of Mielikki, he may be accidentally subsumed as an aspect of the Forest Queen or fall prey to Malar if he is not careful.

Dogma: Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Embrace the wild and fear it not, because the wild ways are the good ways. Keep the Balance and learn the hidden ways of life, but stress the positive and outreaching nature of the wild. Do not allow trees to be needlessly felled or the forest needlessly burned. Live as one with the woods, teach others to do so, and punish and curtail those that hunt for sport or practice cruelties on wild creatures.



Symbol of Hoar

Symbol by Corey Macourek

HOAR

The Doombringer, Lord of Three Thunders
Faerûnian Demigod

Symbol:	Black-gloved hand holding a coin with a two-faced head
Home Plane:	The Barrens of Doom and Despair
Alignment:	Lawful neutral
Portfolio:	Revenge, retribution, poetic justice
Worshipers:	Assassins, fighters, rogues, seekers of retribution
Cleric Alignments:	LE, LG, LN
Domains:	Fate, Law, Retribution, Travel
Favored Weapon:	"Retribution's Sting" [*javelin of lightning*] (javelin)

Hoar (*hore*) is the vengeful deity of retribution invoked by those who seek to repay an eye for an eye. He is a moody deity, prone to violence and with a penchant toward bitter humor. Since the Time of Troubles, the Doombringer has been consumed with bringing about the downfall of Anhur, the Mulhorandi deity of war, and to a lesser extent the pantheon that spawned him.

Aside from a handful of temples, the church of Hoar is composed primarily of itinerant wanderers who travel from town to town agreeing to pray for Hoar's intercession on behalf of one who seeks or fears vengeance for some attack in exchange for a small fee. Charlatans receive a fitting punishment by Hoar's hand. Hoar's clergy also seek out victims of injustice, hear their stories, evaluate the veracity of their accounts, and track down the perpetrators in order to inflict a fitting form of punishment. No injustice is too large or too small for revenge to be sought and a fitting punishment meted out, earning the church of Hoar the ire of town watches and Tyrists alike as well as the adulation of the downtrodden.



Istishia *Jergal* *Gwaeron Windstrom* *Hoar* *Milil*

Illustration by Carlo Arellano

Clerics of Hoar pray for their spells at midnight, when the bells toll for those deserving of fitting justice. Clerics of Hoar are encouraged to celebrate the anniversary of the most fitting and sweetest act of revenge. Silent or thunderous praises (as appropriate) must be given to Hoar each and every time some form of vengeance is exacted. In addition, the church of Hoar observes two official holy days. On the 11th of Eleint, the Penultimate Thunder is celebrated with feasts of game, bread, fruits, and mead, marking the defeat of the Untheric war god Ramman. On the 11th of Marpenoth, the Impending Doom is observed with daylong ceremonies of rumbling drums, vigorous oaths, and exhausting acts of purification. It celebrates justices yet to be meted out, revenges yet to be carried through with, and good deeds that call to the celebrants to be remembered. Many clerics of Hoar multiclass as assassins, fighters, or rogues.



Symbol of Istishia

History/Relationships: Hoar is actually the ancient Untheric deity worshiped in the eastern Inner Sea lands as Assuran. Centuries ago, he was driven from Unther by Ramman, although his cult remained strong in Chessenta. He eventually slew his rival during the Time of Troubles, but Anhur stole Ramman's unclaimed portfolio before Hoar could act, earning Hoar's ire. Both Tyr and Shar contest for Hoar's tormented soul, as the Dark Goddess seeks to turn him into a servant of blind vengeance and bitterness while the Maimed God seeks to unlock Hoar's bittersweet humor and shift his portfolio to favor irony and poetic justice. Meanwhile, Hoar conspires with Beshaba in unleashing bad luck on the deserving.

Dogma: Uphold true and fitting justice and maintain the spirit of the law, not the letter of the law. Fitting recompense will always accrue for one's actions. Violence will meet violence and evil pay back evil, but good will also come to those who do good. Walk the line of the Doombringer's teachings, seeking retribution, but do not fall into the trap of pursuing evil acts for evil's sake, for that way is seductive and leads only to one's downfall. Vengeance must be sought for all injustices, and all punishments must fit the crime. Revenge is sweetest when it is sharpened with irony. All attacks must be avenged. Those who do not respond to attacks against their person or that which they hold dear only invite future attacks.



Symbol of Jergal

Istishia

The Water Lord, King of the Water Elementals
Greater Faerûnian Deity

Symbol:	Cresting wave
Home Plane:	Elemental Plane of Water
Alignment:	Neutral
Portfolio:	Elemental water, purification
Worshipers:	Bards, elemental archons (water), sailors, travelers
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Destruction, Ocean, Storm, Travel, Water
Favored Weapon:	A wave (warhammer)

Istishia (is-*tish*-ee-ah) is the elemental embodiment of water. He is one of the four elemental deities worshiped in Faerûn but, like all but Kossuth, has a very small following. He cares only slightly for his followers and is almost predictable in his incomprehensible and alien unpredictability. He represents the essence of water itself, the nature of slow change over time, and the ability of water to enact change. Most mortals consider his actions incomprehensible and like the other elemental lords he is almost indifferent to his own worshipers.

Istishia's church is organized into several sects that work together in order to accomplish goals for the different aspects of Istishia's worship. New sects are constantly being created and later reabsorbed into other sects. The church uses a unified ranking system so even members of different sects know their relative positions. Most clerics remain attached to a particular temple or region, but since they believe that doing so for too long results in stagnation they change temples about every five years. The clergy work to keep sources of water from becoming polluted and intercede between land and sea races. Their temples are well-known for crafting excellent pottery.

Clerics of Istishia pray for their spells at dawn while giving thanks for a drink of water. Spring tide and neap tide are celebrated with festivals that involve the boisterous tossing of new converts into water and a great deal of diving. Visitations between surface-dwelling churches and aquatic branches of the faith are common at such festivals. Istishia's clerics often multiclass as bards or elemental archons (see Chapter 4).

History/Relationships: Istishia is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. He has ties to other gods concerned with the element of water, including Deep Sashelas, Eldath, Valkur, and Umberlee, but no strong relationships. He opposes destructive Kossuth at every opportunity.

Dogma: Everything is interconnected and cyclical. Water always triumphs, for earth dissolves through water, fire is extinguished even by steam, and air becomes clouds and then rain, completing the eternal cycle. The Water Lord is the great equalizer and leveler of the elements, acknowledging change but holding to his essential nature. Do not try to be what you are not; rather, excel at what you are and carry this message of personal excellence to the world. Be flexible but not unreasonable. As the rains flow down to the ocean in the folds of earth and not up mountains, so do the truths of Istishia spread throughout the land through their natural routes, not through rank force. The mysteries of life are to be enjoyed and puzzled over, but realize that some answers do not come in this world, but rather in the next. Realize that the cycles of life are mirrored by the cycles of fate; be prepared to pay the price or reap the reward for the actions of your past or your future.

Jergal

Lord of the End of Everything, Scribe of the Doomed, the Pitiless One
Faerûnian Demigod

Symbol:	Jawless skull and writing quill on scroll
Home Plane:	The Fugue Plane
Alignment:	Lawful neutral
Portfolio:	Fatalism, proper burial, guardian of tombs
Worshipers:	Monks, necromancers, paladins
Cleric Alignments:	LE, LG, LN
Domains:	Fate, Law, Repose, Rune, Suffering
Favored Weapon:	A white glove (scythe)

Jergal (*jer*-gull) is the fatalistic seneschal of the Lord of the Dead who keeps records on the final disposition of all the spirits of the dead. Both bland and excessively formal, he never angers and always speaks with a disembodied, chilling voice that echoes with the dry whisper of a long forsaken crypt. The Lord of the End of Everything strives only for an orderly accounting of the fate of the world as it slowly sinks into death.

Symbols by Renick Woods and Robert Raper

The church of Jergal is small and secretive, a rigidly organized, almost monastic order of scribes known as the Scriveners of Doom. Based largely in lifeless stone mausoleums and dry, dusty crypts, its members spend their days maintaining and extending vast archives of scrolls listing how sentients under their purview passed away and their destination in the afterlife. Only in Thay, where death is a daily fact of life, has Jergal's church undergone a small renaissance. A handful of Jergal's followers still follow the old ways of the Companions of the Pallid Mask, an order whose members specialized in combating or commanding the undead whose existence was not sanctioned by the church or who had proven to be troublesome.

Clerics of Jergal pray for their spells at dusk, a time of day representative of the end of life. On the last night of the year, Jergal's clergy cease their endless toil for a full night. On this holy night, known as the Night of Another Year, the clerics read every name whose death they have recorded from the scrolls they have carefully inscribed over the past year. With a cry of "One Year Closer!", all the scrolls are then filed, and work begins the next day. The only ritual Jergal's clerics are required to perform is called the Sealing. After recording each and every creature's demise, form of death, and destination in the afterlife, Scriveners of Doom are required to sprinkle a light dusting of ash and powdered bone over their inscribed words to blot the ink and mark another small step toward the world's end. Some seek church-sponsored undeath to allow them to continue their archiving careers. Some clerics multiclass as monks or necromancers.

History/Relationships: Bane, Bhaal, and Myrkul inherited most of the portfolios of Jergal when he wearily stepped down from his position and then faded into near-obscurity. The death of those deities left Jergal in service to Cyric and then Kelemvor. Although his nature is that he must be loyal to the office of death, he can subtly undermine the holder of that office if he or she is not true to the office's responsibilities. Jergal works well with Kelemvor, but retains his scorn for Cyric and spends much of his efforts combating Velsharoon's efforts to prolong life into undeath.

Dogma: Each being has an eternal resting place that is chosen for him or her at the moment of creation. Life is a process of seeking that place and eternal rest. Existence is but a brief aberration in an eternity of death. Power, success, and joy are as transitory as weakness, failure, and misery. Only death is absolute, and then only at its appointed hour. Seek to bring order to the chaos of life, for in death there is finality and a fixedness of state. Be ready for death for it is at hand and uncompromising. Life should be prolonged only when it serves the greater cause of the death of the world.

Symbol by Corey Macourek

Illustration by Vince Locke



Lliira

Lliira

Our Lady of Joy, Joybringer, Mistress of the Revels
Lesser Faerûnian Deity
Symbol: A triangle of three six-pointed stars (orange, yellow, red)
Home Plane: Brightwater
Alignment: Chaotic good
Portfolio: Joy, happiness, dance, festivals, freedom, liberty
Worshipers: Bards, dancers, entertainers, poets, revelers, singers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Charm, Family, Good, Travel
Favored Weapon: "Sparkle" (shuriken)

Lliira (*leer*-ah) is the perpetually moving maiden of countless ballads, the archetypal dancing ingenue that has inspired poets, songwriters, and any who revel in the experience and wonderment of a life lived gaily and free. Somewhat detached from the everyday events of the mundane world, Lliira speaks to her most devoted adherents in dreams, showing by example that most slights are not worth worrying about, and that few troubles are important enough to draw one away from the Elysian Rigadoon, a philosophy that places joyful movement above all other concerns.

Lliira's clerics (known as joybringers) range from inattentive flirts to deviant hedonists. All are good-hearted, and value revelry above all else. Theirs is an aerobic devotion, and Lliirans are appreciated throughout Faerûn as some of the most physically toned individuals around. Their temples raise monies by hosting grand galas and then spend these monies in seemingly chaotic fashion, perhaps to beautify this or that public place, or to throw a surprise party for a dour lord. Among the easy going of civilized lands, joybringers of Lliira find patronage and encouragement, and are among the most popular clerics in Faerûn. In darker lands, or in harsh, uncivilized regions in which frivolity can lead to death from the elements or government, their religion is zealously suppressed. Curious to a fault, this only encourages the Lliirans to seek out such locales, hoping to provide happiness and joy with the step of a jolly jig or the lilting trill of a beautiful song.

Joybringers rejoice at the coming of dawn (among just about everything else) and pray to the Mistress of the Revels upon the birth of each morning. Nearly every single holiday not tied to the worship of some malign being is a cause for celebration. The most holy celebrations begin with Swords Cast Down, a ritual in which two or more weapons are cast to the ground and buried under a mound of fresh flowers. Lliirans frequently multiclass as bards.

History/Relationships: Lliira's greatest friend in the Faerûnian pantheon is the bard deity Milil, who shares her flare for performance. Once a great



Symbol of Lliira

friend of the commerce goddess Waukeen, Lliira even went as far as to absorb many of the disaffected clerics of the Merchants' Friend when that goddess vanished during the Time of Troubles. Upon her return, however, Waukeen jealously coveted those clerics who had converted to Lliiranism, and the resulting ill will has formed a sight rift between the former companions. The murder of Selgaunt's High Revelmistress Chlanna Asjros (whom Lliira had taken as a lover while in mortal form during the Time of Troubles) by forces of a local cult of Loviatar has deeply affected the Joybringer. A militant order known as the scarlet mummers now tours Faerûn with her support, dispatching agents of the Maiden of Pain by means of an elaborate and deadly dance utilizing the mummers' blade boots.

Dogma: Each day is another movement in the Elysian Rigadoon, the joyful dance of a life lived in rapture and without care or frustration. Seek joy always by working to bestow it upon others. Festivals are for all—gather into celebrations the lost, the lonely, the exiled and outlaw, the shunned, and even your foes. Let folk follow their own desires, and never fail to follow your own.



Loviatar

Illustration by Scott Fischer

Loviatar

Maiden of Pain, the Willing Whip
Lesser Faerûnian Deity

Symbol:	Nine-tailed barbed scourge
Home Plane:	The Barrens of Doom and Despair
Alignment:	Lawful evil
Portfolio:	Pain, hurt, agony, torment, suffering, torture
Worshipers:	Beguilers, torturers, evil warriors, the depraved
Cleric Alignments:	LE, LN, NE
Domains:	Evil, Law, Retribution, Strength, Suffering
Favored Weapon:	"Painbringer" (scourge)

Loviatar (loh-*vee*-a-tar) is the aggressive, domineering and fearless patron of torturers, sadists, and bullies. She has a cold and calculatingly cruel nature and an icebound heart. The Maiden of Pain has an instinct for inflicting both physical and psychological pain, always striking at the biggest chink in her victim's emotional armor. Unlike most bullies, she does not feel pain herself, but her plans often inherently rely on the innate selfishness of human nature.

The church of Loviatar, dominated by female humans and half-elves, is strongest in large, decadent cities, where newcomers are often recruited from the ranks of the bored and wealthy and the authorities are often tolerant of degenerate activity.



Symbol of Loviatar

Symbol by Stephanie Pui-Mun Law

Clerics of the Maiden of Pain work tirelessly to cause suffering, both widespread and personal. This work may be as brutal as flogging an encountered band of orcs until they flee or as subtle as breaking hearts among young nobles by pretending to falling in love with the gallants (while disguising one's Loviatan faith), working to break up existing amours and friendships, and engaging in scandalous dalliances before coldly spurning the victims and departing. Being a good actor and of striking beauty (or experienced in using spells to appear so) are very useful traits for a Loviatan, but the most successful Loviatans are those who understand the ways and natures of folk and so know just how to cause them the most pain and to manipulate them toward that end.

Clerics of Loviatar pray for their spells in the morning while kneeling after striking themselves with a whip. (The same ritual is performed in the evening, although without praying for new spells.) Loviatans celebrate all four seasonal festivals with the Rite of Pain and Purity: a circle dance that chanting, singing clergy members perform upon barbed wire, thorns, or broken glass or crystal, where the whips of high-level clerics and the drumming of lay worshipers urge the participants to greater effort. Every twelfth night (unless such a night coincides with a Rite of Pain and Purity, which preempts it) the clergy members celebrate smaller Candle Rites wherein they sing, chant, and pray as they dance around lit candles, passing some parts of their bodies through or over their flames repeatedly until the rite ends with the highest-ranking cleric extinguishing her candle with consecrated wine. Many clerics multiclass as fighters, specializing in the use of the whip, as sorcerers, or as wizards, often specializing in enchantment or illusion.

History/Relationships: Loviatar is one of the Dark Deities, having served Bhaal alongside Talona, whom she loves to torment and tease. Since the death of Bhaal during the Time of Troubles, both Loviatar and Talona have slowly fallen under the sway of Shar. However, the return of Bane, who was Bhaal's superior, presages a conflict for her loyalty. Loviatar gets along well with Malar, regarding his stalking of prey as a particularly delightful form of torture. The Maiden of Pain is consumed with hatred for Ilmater, who shields her victims from the torments they deserve, and hates both Eldath and Lliira for the peace and joy they promise without the necessary suffering to achieve it.

Dogma: The world is filled with pain and torment, and the best that one can do is to suffer those blows that cannot be avoided and deal as much pain back to those who offend. Kindnesses are the best companions to hurts, and increase the intensity of suffering. Let mercy of sudden abstinence from causing pain and of providing unlooked-for healing come over you seldom, but at whim, so as to make folk hope and increase the Mystery of Loviatar's Mercy. Unswerving cruelty will turn all folk against you. Act

alluring, and give pain and torment to those who enjoy it as well as to those who deserve it most or would be most hurt by it. The lash, fire, and cold are the three pains that never fail the devout. Spread Loviatar's teachings whenever punishment is meted out. Pain tests all, but gives strength of spirit and true pleasure to the hardy and the true. There is no true punishment if the punisher knows no discipline. Wherever a whip is, there is Loviatar. Fear her—and yet long for her.



Symbol of Lurue

Symbol by Stephanie Pui-Mun Law

Lurue

The Unicorn, the Unicorn Queen, the Queen of Talking Beasts

Faerûnian Demigod

Symbol:	Silver-horned unicorn head before a crescent moon
Home Plane:	House of Nature
Alignment:	Chaotic good
Portfolio:	Talking beasts, intelligent nonhumanoid creatures
Worshipers:	Druids, entertainers, outcasts, rangers, travelers, unicorn riders
Cleric Alignments:	CG, CN, NG
Domains:	Animal, Chaos, Good, Healing
Favored Weapon:	A unicorn horn (shortspear)

Given to wanderlust, Lurue (luh-*rue*) can be whimsical, but she is infinitely loyal once she takes someone into her trust and never abandons her worshipers in times of need. When faced with no other option but combat, Lurue is a dedicated and intractable foe, but she prefers light banter, clever riddles, new discoveries, and the joyous exploration of life.

The church of Lurue has no formal hierarchy, nor temples dedicated in her name. While some entire species, such as unicorns, pegasi, and talking owls, venerate her as Queen, most of her worshipers (such as those that were the targets of an *awaken* spell) are outcasts from their own kind due to their unique abilities. Clerics of Lurue spend their days providing aid and comfort to the needy, lending support to dreamers so that they can achieve their aspirations, and rescuing all who need aid from whatever assails them. Few stick to a single duty for any length of time (though they are very good about seeing a single particular task through to the end), and most are periodically struck with wanderlust. Many of Lurue's clergy are adventurers who travel about Faerûn seeking wrongs to right and finding a good balance of merriment, new experiences, and self-improvement in such a profession.

Clerics and druids of Lurue pray for their spells at midnight, in a sylvan glen or moonlit glade if available. Lurue's twin holy days are Midsummer's Eve and the Feast of the Moon. The former holiday is celebrated in a night-long festival of revelry, wild antics, and much hullabaloo. Such events are marked by wild rides through the countryside and sky, numerous theatrical skits, humorous oratories, mock duels, grand songs in which everyone joins in, and romantic declarations. Many unicorns take a mate for life on this night. The Feast of the Moon is a quiet ceremony marking the onset of winter and serving as a time for remembering those who have passed away. Many great works of art and epic song are unveiled during the Feast of the Moon to quiet applause, particularly in the city of Silverymoon, which celebrates its founding on this day. Many clerics and druids multiclass as rangers.

History/Relationships: Said to be the daughter of Selûne, Lurue serves Mielikki as ally, friend, and steed, and through her Silvanus. She works closely with Shiallia and Gwaeron Windstrom, has a long-

Illustration by Puddnhead



Lurue

standing alliance with Nobanion, and considers Chauntea a friend. The Unicorn Queen is an ardent foe of Malar the Beastlord, whom she blames for helping the Red Wizards of Thay create black unicorns. Malar, in turn, would be more that happy to tear out her throat, considering her a prize creature to be hunted.

Dogma: The Unicorn is a symbol of hope, joy, salvation, and protection for the needy, forlorn, and forsaken. Life is to be relished and lived with laughter. Quests are to be taken on a dare and gifts are to be made on a whim. Impossible dreams are to be pursued for the sheer wonder of the possibility of their completion. Everyone, no matter how unique, is to be praised for their strengths and comforted in their weaknesses. Evil melts quickest in the face of a rapier wit and unshackled joy. Search for the unicorn and in the pursuit find happiness.



Symbol of Milil

Milil

Lord of Song, the One True Hand of All-Wise Oghma
Lesser Faerûnian Deity

Symbol:	Five-stringed harp made of silver leaves
Home Plane:	House of Knowledge
Alignment:	Neutral good
Portfolio:	Poetry, song, eloquence
Worshipers:	Adventurers, bards, entertainers
Cleric Alignments:	CG, LG, NG
Domains:	Charm, Good, Knowledge, Nobility
Favored Weapon:	"Sharptongue" (rapier)

Milil (mil-*lill*) is the ultimate performer: self-confident, inspired, possessed of total recall or anything he sets a mind to remember. He is able to improvise facilely out of desire or necessity; well-educated in general theories of conduct and broad areas of knowledge; and masterful in all sorts of performance technique, especially within his sphere of knowledge—music, poetry, and elegant speech. However, he is also self-centered and egotistical and likes to be the center of attention. If not the center of attention, he bores easily, and his mind wanders or he leaves. He is also given to flirtation with both deities and mortals for his own enjoyment, to the deep annoyance of more sober deities.

The church of Milil is organized, with all churches paying heed (or at least lip service) to the Patriarch of Song in Waterdeep. Most clerics of Milil, known as Sorlyn, spend their time learning lyrics, tunes, and how best to perform them on a slowly expanding repertoire of instruments both in their temples and on the road. They take care to write down both original compositions and those they have learned, using magic to record such works for those as yet unborn. Some Sorlyn also work as tutors to all who profess faith in Milil or who pay for the training, as well as judging many bardic contests and adjudicating bardic disputes between individuals, companies, or colleges. More adventuresome clerics roam the roads of Faerûn, rescuing or protecting common minstrels and great bards alike when such individuals fall on hard times or into peril and accompanying adventurers of other faiths on deeds of heroism so that they can compose ballads about what befell. Some embark on adventures of their own to recover music, instruments, and the like from old ruins and tombs, or learn of music long gone by using *legend lore* spells and similar magics.

Clerics of Milil pray for their spells upon awakening at sunrise, calling out to their deity with the Song of Praise, which is also sung after every victory in battle or great thing that benefits them. Other rituals include the solemn, beautiful polyphonic chord-singing of the Song of Sorrowing, performed at the funeral of any faithful of Milil, and the Song of Welcoming, sung when someone is welcomed into the faith. The calendar-related festivals marked by rituals sacred to Milil are Greengrass, when the Call to the Flowers is sung by all faithful, and Midsummer, when the Grand Revel is held. The Revel involves a feast, dancing, and much roistering, and is marked by parodies and wickedly satirical song. All shared rituals of worship to Milil involve a sung or played opening call, a prayer and solo song while kneeling before the altar, a unison hymn followed by a sermon or supplication to the Lord of Song (and the proffering of any offerings), and then a closing song that rises to a thunderous, grand crescendo that typically makes devout listeners or participants weep with joy—and those of other faiths stop and listen in wonder. Most clerics multiclass as bards.

History/Relationships: Milil and Deneir faithfully serve as the Hands of Oghma, although Milil's relationship with Gond, who also serves the Binder, is somewhat strained. He is on excellent terms with Mystra, Sune, Lliira, and the Seldarine, and considers Finder Wyvernspur to have some promise, although the feeling is not reciprocated. He has earned the enmity of Cyric for his ridiculing ballad about the period of madness the Prince of Lies experienced.

Dogma: Life is a song, beginning at birth and only silenced with the final chord. Strive always to make the whole song, not just the lyrics and music, more beautiful. Destroy no music or instrument, nor stop a singer before the tune is done. Listen to the world around as well as filling it with your own sound. One singer's music is another's noise, so still no bad music if its making be joyful. Spread the teaching of song and musicianship always. Sing to Milil every day. Music is the most precious thing folk can create—so encourage its training, use, and preservation at all times and in all possible ways. Awaken a love of song in all folk you can, and offer its performance freely around campfire or on the trail. Cease not in your own seeking for new tunes, new techniques, and new instruments to master.

Nobanion

Lord Firemane, King of the Beasts
Faerûnian Demigod

Symbol:	Male lion's head on a green shield
Home Plane:	House of Nature
Alignment:	Lawful good
Portfolio:	Royalty, lions and feline beasts, good beasts
Worshipers:	Druids, fighters, leaders, paladins, rangers, soldiers, teachers, wemics
Cleric Alignments:	LG, LN, NG
Domains:	Animal, Good, Law, Nobility
Favored Weapon:	A lion's head (heavy pick)



Symbol of Nobanion

Nobanion (no-*ban*-yun) radiates both power and gentleness. His roar is deafening, and when he chooses to exert the full force of his charisma, his regal majesty is overwhelming, yet the tiniest creature who approaches him in good faith finds itself comfortable in his presence. Lord Firemane tries to lead his pride to do what is noble and right, but does not force his faithful to pursue that path. He deeply wants those under his rule to willingly choose good over evil, action over inaction, and order over chaos. He does not command from the rear and would never ask someone to do something he would not be willing to do himself, including laying down his life for another.

Worship of Nobanion is scattered throughout the Vilhon Reach, Dragon Coast, and Shining Plains regions, but Lord Firemane is venerated primarily within the confines of the Gulthmere Forest, in

Symbols by Corey Macourek and Robert Raper

the city of Nathlekh, and among the wemics of the Shining Plains. Aside from his followers in Nathlekh, Nobanion's followers are strictly ordered in rank but not otherwise organized. The Pride of Nobanion fill leadership roles in many communities where he is revered. Many serve as benevolent monarchs, judges, militia, constables, or as guardians against evil. The vanguard of armies loyal to Nobanion is typically filled with clerics and crusaders of the Lion King. Others teach their hunting or martial skills to the young, while passing along moral instruction and important traditions both by word and deed. Among the wemic tribes of the Shining Plains, Nobanion's shamans are typically powerful leaders, second only to the chieftain or king. They are responsible for choosing which creatures to hunt, blessing the kill, and confirming the passage of young members of the pride into adulthood.



Symbol of Red Knight

Symbol by Renick Woods

Clerics and druids of Nobanion pray for their spells at dusk, prior to the nighttime hunt. The Festival of the Pride normally takes place during the first tenday of Ches. This is a time for frolicking, dancing, courting a mate, lovemaking, and generally celebrating the bounty of life and its potential. Religious belief promises that a child (or cub) conceived this night will go on to become ruler of the church (or pride). The Newborn Celebration always takes place during the third tenday of Kythorn, marked by a great hunt or feast. This ceremony celebrates the birth (or rebirth—church teachings are vague) of Nobanion, the prominence of lions in the Vilhon Reach, and the importance of the hunt in the region. Newborns undergo the Rite of the First Blooding where their right paw (or hand) is placed in the blood of the prey and blessed by a cleric or druid of Nobanion. Lord Firemane's clerics often multiclass as divine champions, fighters, or paladins. His druids often multiclass as rangers.

History/Relationships: Nobanion is an interloper deity, having only established a presence in Faerûn a few centuries ago. He is responsible for driving most of Malar's worshipers out of the Vilhon Reach, and the Black-Blooded Pard has sworn vengeance on Nobanion. The Lion King has long been allied with Lurue, as well as Tyr, Torm, Mielikki, and the other benign nature deities.

Dogma: Hunt only when hungry and do not gorge without need. Waste nothing and all shall have plenty. The cycle of life links all living things into one being, and that being is life itself. The law of the jungle is that only the strong survive, but they survive best by being leaders, not tyrants, by protecting the weak, not bullying them. All creatures have their strengths in their assigned roles and should be encouraged to find their niche. From cooperation between beings of differing strengths comes the strength of teamwork and community, the strongest force of all. By demonstrating compassion and tolerance and living within the land, all living creatures may find harmony with nature and one another. By staying true to oneself and one's pride and conducting oneself with dignity and honor, the respect of one's peers may be earned.

Wemics reduce this to the following: Only the strong survive. Live and let live unless provoked. Protect the pride and all its members, but if injury or illness bring one of them down, allow him or her a swift and painless end to suffering.

Red Knight

Lady of Strategy, Grandmaster of the Lanceboard

Faerûnian Demigod

Symbol:	Red knight chess piece with stars for eyes
Home Plane:	Warrior's Rest
Alignment:	Lawful neutral
Portfolio:	Strategy, planning, tactics
Worshipers:	Fighters, gamesters, monks, strategists, tacticians
Cleric Alignments:	LE, LG, LN
Domains:	Law, Nobility, Planning, War
Favored Weapon:	"Checkmate" (longsword)

Illustration by Carlo Arellano



Calm and logical in demeanor, the Red Knight displays a great wealth of compassion, though she is unafraid to send her worshipers to their deaths when necessary to secure the objective of a plan. She rarely raises her voice and is said to love a good joke and have a throaty laugh. She dislikes flighty behavior, and looks unfavorably upon those who switch alliances often or capriciously.

The church of the Red Knight, known as the Red Fellowship, is an offshoot of a monastic order within the hierarchy of the church of Tempus that concentrated on planning and strategy and has only emerged from the shadow of the temple of Tempus since the Time of Troubles. Members of the Red Fellowship serve in armies throughout Faerûn, often as high-ranking commanders of elite squads. Others are well-respected instructors in war colleges. A few are quartermasters skilled at obtaining and managing supplies or establishing and maintaining supply lines over hostile territory. Quite a few clerics of the Red Knight have authored tomes on military strategy. When not on duty, clerics of the Red Fellowship are known for their love of gaming. Although they avoid games of chance that require the smile of Lady Luck more than the brilliance of the Red Knight, clerics of the faith strive to constantly improve their skills in abstract games of all sorts to further challenge their development of parallel lines of thought and new stratagems and to sharpen their ability to read an opponent's intentions.

Clerics of the Red Knight pray for their spells at night before going to sleep, preparing for the day to come. In addition to observing the holy days and important ceremonies of the church of Tempus, the clergy of the Red Knight honor two important holy days. The Retreat is an annual event held every Midwinter's day. During this solemn ceremony, the clergy of the Red Knight assemble for a day-long retrospective on the previous year's campaigns. Strategies are discussed, battles are analyzed, and the accumulated lore is integrated into the church's teachings. The Queen's Gambit is celebrated on the first day of Tarsakh. During this festival, the clergy of the Red Knights unwind with a day of feasting and gamesmanship. Day-long tournaments of chess (also known as lanceboard) are held, with the tournament victors receiving recognition, titles of merit, promotions, and, sometimes, a precious gift from the temple armory. Many clerics multiclass as divine champions, fighters, or monks.

History/Relationships: The Red Knight was elevated to divine status by Tempus as a natural counterbalance to Garagos. She loyally serves her patron, whom she regards as a father figure, and seeks to undermine both Garagos and Cyric. She works closely with Torm, who holds a similar disposition, and sees Valkur the Mighty as her best ally in naval combat, even if he is somewhat unreliable. The Red Knight keeps her true name secret from all but the Lord of Battles, as she realizes that if any being, mortal or divine, were to gain any measure of control over her, they would be privy to all the plots and stratagems of rulers throughout Faerûn and the deities throughout the planes.

Dogma: War is won by those with the best planning, strategy, and tactics, regardless of the apparent odds. Any fool can snatch defeat from the jaws of victory with fortune's aid. Only a master strategist can ensure lasting victory. War is a series of battles. Losing a battle does not necessarily indicate the war is lost. Seek out your opponent's weaknesses and recognize your own; avoid an opponent's strengths and play to your own. Only by focusing one's own strengths on the opponent's vulnerabilities can triumph be ensured. In times of war prepare for peace; in times of peace prepare for war. Seek out your enemy's enemies as allies, and be prepared to compromise. Life is an endless series of skirmishes with occasional outbreaks of war. Be ready—and have a contingency plan.



Symbol of Savras

Savras

The All-Seeing, Lord of Divination, He of the Third Eye
Faerûnian Demigod

Symbol:	Crystal ball containing many kinds of eyes
Home Plane:	Dweomerheart
Alignment:	Lawful neutral
Portfolio:	Divination, fate, truth
Worshipers:	Diviners, judges, monks, seekers of truth, spellcasters
Cleric Alignments:	LE, LG, LN
Domains:	Fate, Knowledge, Law, Magic, Spell
Favored Weapon:	The eye of Savras (dagger)

Savras (*sav*-ras) speaks in clear, precise statements and rarely says what the listener wants to hear. He always speaks the absolute truth, and, in cases where the truth is a matter of perspective, he reveals all sides of the truth. There is little compassion or emotion in Savras's actions or demeanor, but sages speculate this seemingly emotionless facade is merely a front for a deity who cares deeply about the fate of Faerûn but finds himself relatively helpless to change its destiny. Savras almost never loses his temper, but when he does, his wrath is dreadful. Recently he has become frustrated by events that he did not anticipate, and cannot fathom the meaning of a void in his own divinations about the future.

The church of Savras is small but organized. Many clerics are involved with foretelling the future or studying the past and dealing with the consequences of what they learn. Of necessity, Savras's clergy engages in extended strategy sessions to analyze the implications of future events and plan accordingly. Some followers of the All-Seeing wander Faerûn uttering prophecies, while other seek out remote locations to reside and become oracles. A few are employed as truth speakers and serve the legal system of various cities and kingdoms as expert witnesses, magistrates, or judges.

Clerics of Savras begin and end their days with extended sessions of peaceful meditation, praying for their spells at night in anticipating of the coming day. The Feast of the Moon is celebrated by the followers of Savras as the Vision. This holy day is observed by every devout follower of Savras with 24 hours of continuous meditation. In some temples the meditation occurs in a sauna or steam bath, while in others it occurs amid a haze of incense. Each worshiper who participates in the day-long ceremony is rewarded with a vision from the All-Seeing. Beneficiaries of such visions are expected to act in accordance with this prescient knowledge or risk Savras's wrath. Many clerics multiclass as diviners or monks.

History/Relationships: Savras was a long-ago god of arcane spellcasters in the South who shared much of the same portfolio as Azuth: mages in the service of Mystra. The two contended before the Dawn Cataclysm, and Savras fell, although his church claims he did so deliberately after having foreseen the future. Azuth became the one deity of wizards, and the All-Seeing's essence was imprisoned in an staff of Azuth's construction. Recently Azuth freed Savras after extracting an oath of fealty, although Savras resents his position. He is largely indifferent to actions of Velsharoon, and spends the bulk of his efforts unmasking the lies of Cyric. The All-Seeing seems unsurprised by Shar's actions of late and bitterly opposes her use of the Shadow Weave to disrupt the efficacy of his divinations.

Dogma: The blindness of mortals is the origin of all folly. Search for the truth in all things great and small and conceal nothing. Speak only the truth, for lies and misdirection, even for benign motives, are the root of all sorrow. Be not paralyzed by indecision, but take no action without analyzing the implications. Hasty actions and decisions are rarely more beneficial than well thought out strategies that are

Symbol by Corey Macourek

revised as necessary. Mortals who employ only their two common eyes are essentially blind. Savras provides the third blessed eye, allowing both foresight and hindsight, so that mortals can access the omniscience of the gods. It is not wrong to use the knowledge that Savras gives to help yourself and your church, but caution should be employed in furthering the goals of others as part of their agenda may be hidden. Seek for the hidden motive before you act, and damage not the whole of the realm in which you live out your mortal life.



Symbol of Sharess

sharess

The Dancing Lady, Mother of Cats

Faerûnian Demigod

Symbol:	Feminine lips
Home Plane:	Brightwater
Alignment:	Chaotic good
Portfolio:	Hedonism, sensual fulfillment, festhalls, cats
Worshipers:	Bards, hedonists, sensualists
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Charm, Good, Travel, Trickery
Favored Weapon:	A great cat's paw (claw bracer)

Sharess (*shah*-ress) is a radiantly beautiful goddess, rivaled only by Sune. Her voice is said to be a throaty purr and to give the listener the feeling he or she is being brushed by the softest fur or velvet when she speaks. She is a fickle, flighty deity, who prevents anyone from getting too close to her true spirit. She has the willful independence and pleasure-seeking nature common to felines and is constantly preening and grooming to maintain her appearance. She is often depicted (especially in Mulhorand, where she is known as Bast) as a voluptuous human female with the head of a cat. Sharess enjoys toying with beautiful mortals and she cannot resist casually flirting with anyone she encounters. However, when her ardor cools and her passion is sated, Sharess is easily distracted and quick to move on to new pleasures. She dislikes snakes intensely.

The church of Sharess is casually organized, although its members often work and play together. The clergy of Sharess often run festhalls in large cities or directly serve decadent rulers. These festhalls cater to all the senses and include fantastic feasts, heavenly baths and massages, and every other pleasure imaginable. Wealthy festhalls often employ one or two mid-level Sharessan, and some Sharessan wander the countryside with Sharess's blessing seeking new pleasing sensations to add to their repertoire.

Clerics of Sharess pray for their spells at dusk, when the lure of the night first beckons. The church of Sharess celebrates more festivals than possibly any other faith in Faerûn. They are known collectively as the Endless Revel of Life. The daily rising and setting of the sun, the yearly passage of seasons, the appearance of a full moon, or nearly any other event is cause for a celebration and wild revel to which the general populace is always invited. Each such festival has several outlandish titles and new festivals are added all the time as old ones are forgotten. Without comparison, however, Midsummer's Eve is the time of greatest rejoicing among Sharess's faithful and an occasion for the most extreme pursuits of boundless pleasure. Many clerics multiclass as bards.

History/Relationships: Bast was a Mulhorandi deity who served as patroness of cats and Anhur's lieutenant in the eternal struggle against Set. At the height of Mulhorand's second empire, when many beast cults were popular, Bast subsumed the portfolio of Felidae, a beast cult deity of felines, sensual pleasures, and nomads. Struck by wanderlust, Bast traveled across Faerûn, leaving numerous cults in her wake, many of which knew her as Sharess. Sharess eventually began to experiment with the darker side of pleasure and fell under the sway of Shar. She would have undoubtedly been wholly subsumed by the Dark Goddess if Sune had not freed her during the Time of Troubles. Since that time, Sharess has restored her ties of friendship with Anhur, Hanali Celanil, Lliira, Milil, Nobanion, Selûne, and Sune. She now works to oppose the evil of Set, Shar, and Loviatar, and Shar has never forgotten that Sharess escaped her clutches.

Dogma: Life is to be lived to its fullest, in decadent sensual fulfillment of yourselves and others. That which is good is pleasurable and that which is pleasurable is good. Pleasure is to be sought out at every opportunity and life is to be lived as one endless revel. Spread the bounty of Sharess so that all may join in the endless revel of life and bring joy to all those in pain. Infinite experiences await those who would explore, so try the new as well as savoring the old.



Symbol of Shiallia

shiallia

Dancer in the Glades, Daughter of the High Forest, the Lady of the Woods

Faerûnian Demigod

Symbol:	Golden acorn
Home Plane:	House of Nature
Alignment:	Neutral good
Portfolio:	Woodland glades, woodland fertility, growth, the High Forest, Neverwinter Wood
Worshipers:	Druids, farmers, foresters, gardeners, nuptial couples
Cleric Alignments:	CG, LG, NG
Domains:	Animal, Good, Plant, Renewal
Favored Weapon:	"Forest's Friend" (quarterstaff)

Shiallia (shee-*al*-lee-ah) is winsome and earthy, delighting in dancing and frolicking in the woods and playing with woodland creatures when she is not tending to their needs. She has a low, throaty voice, and enjoys retorting with clever (and often crudely suggestive) rejoinders when engaged in conversation. At times she seems to behave like a satyr, but she has a more mysterious quality and unexpressed depths that a satyr would find incomprehensible. She is fiercely protective of her charges, but lets matters outside her purview go unchallenged, since they do not directly involve her, unless she is ordered to act by Mielikki or Silvanus.

The church of Shiallia is casually organized, with little in the way of a formal hierarchy. Shiallia's followers are husbands of nature, spending their days planting and nurturing, calling upon the weather, and tending to the ill and injured. They are not purely oriented to forest creatures, though that is their focus, and they extend their philosophy and favors to nonevil humanoids who enter or live within the forest, as well. Shiallia's clergy are sometimes known as the Silent Helpers, and tales tell how they watch over lost children and the foolish who wander through the reaches of the High Forest unaware of the dangers contained within.

Clerics and druids of Shiallia pray for their spells whenever the moon is highest in the sky, for the moon governs the reproductive cycle. Days that mark the passing of seasons are the most important of the year to followers of Shiallia. In particular, Greengrass and Highharvestide are celebrated as holidays of birth and fruition, respectively. On all holy days (including Midwinter, Midsummer, and the Feast of the Moon) the faithful invite all friendly creatures to revel with them in feasting, singing, and dancing. Weddings are welcomed and even solicited upon the change of seasons, and Shiallia's followers always enliven such occasions with as much faerie

Symbols by Robert Raper and Renick Woods

charm magic and romance as they can muster, creating a fantasy atmosphere under the stars. Therefore, many nonworshipers set their wedding dates on Shiallia's holy days in hopes of receiving her blessings and hospitality. Her clergy do not often multiclass.

History/Relationships: Shiallia is said to be the sister of the Tree Ghost (the collective spirit of the High Forest and one of the beast totems of Uthgar) and the daughter of Tapann the Undying, Lord of the Korreds (satyrlike creatures). She serves Mielikki, along with Lurue and Gwaeron Windstrom, and through her, Silvanus. Shiallia is also allied with Chauntea and Eldath. She opposes those who seek to destroy the things she protects: Auril, Malar, Talona, and Talos.



Symbol of Siamorphe

Dogma: The only true goal of any living thing is to procreate. Nature dictates the shape of the world, for good or ill, so the only concern of the creatures that inhabit it is survival. Death is not to be feared, for it is part of the natural cycle of life, but life, particularly the birth of new life, is to be encouraged and nurtured whenever and wherever possible.

siamorphe

The Divine Right
Faerûnian Demigod

Symbol:	Silver chalice with a golden sun on the side
Home Plane:	House of the Triad
Alignment:	Lawful neutral
Portfolio:	Nobles, rightful rule of nobility, human royalty
Worshipers:	Leaders, loremasters, nobles, those with inherited wealth or status
Cleric Alignments:	LE, LG, LN
Domains:	Knowledge, Law, Nobility, Planning
Favored Weapon:	"Noble Might" [scepter] (light mace)

Siamorphe (*sigh*-a-morf) is kind and quiet with individuals, but firm and charismatic when dealing with large groups. Her soft voice is tinged with great wisdom, but she brooks no argument when she gives an order. She likes to think of her duty as one of building a sturdy skeleton of continuity in government through a noble infrastructure so that the body politic can grow and develop properly under the leadership of a royal ruler.

The church of Siamorphe is strictly ordered but small, confined primarily to the nobility of Waterdeep and Tethyr. Siamorphe's clerics are expected to serve as advisers and councilors to noble rulers if not of noble birth and as rulers if of noble birth. When confronted with a ruler of noble birth who does not keep himself or herself fit for the task and responsibilities of rule, a cleric of Siamorphe must either seek to rectify that ruler's shortcomings through counseling and education or engineer the ruler's succession by a more fit ruler of noble lineage.

In practice, many Scions of Siamorphe spend their days presiding over various advisory councils, researching genealogies and histories of noble families, coordinating ceremonies of investiture, and determining who is next in line for various titles. Those Scions of Siamorphe who have truly taken Siamorphe's message of responsibility to the common folk to heart spend their days serving the people, providing advice, arbitrating disputes, giving leaderless folk direction, and preaching the rights and responsibilities of the nobility and the duties and rights of commoners.

Clerics of Siamorphe pray for their spells at noon, when the Chalice of Siamorphe (i.e. the sun) is directly overhead. The church of Siamorphe has lost many of its ancient ceremonies and traditions over time, and clerics of the faith are only slowly rediscovering them, often by exploring ancient castles in which mortal descendants or ancient clergy of Siamorphe or her predecessors served various forgotten rulers. Religious services tend to be simple convocations of nobles discussing the social order and cur-

Symbol by Corey Macourek



Illustration by Ben Templesmith

rent difficulties in governing the masses. Siamorphe's name is invoked at the beginning and end of such services with a short prayer. Siamorphe's clergy have crafted many unique ceremonies for the various noble families of Waterdeep. All the rage among the nobility, the ceremonial baptism of a newborn heir presided over by a Scion of Siamorphe can cost as much as 10,000 gp. In Waterdeep, Siamorphe has a holy day in Sea Ward and North Ward where the nobles take over Heroes' Walk and Heroes' Garden and the road from Skulls Street and all along the Street of Glances to the Street of the Singing Dolphin and hold a huge festival. Known as the Divine Pageantry, this fashionable revel is always held during the summer, but the date varies according to the will of Siamorphe (and, some critics claim, the year's current social calendar). Waterdeep's nobility dress in archaic costumes and wander the area throwing coins (usually copper or silver) to commoners, addressing each other with their full titles and speaking in a highly stylized, stilted speech that has been abandoned for several centuries. Some clerics multiclass as loremasters.



Symbol of Talona

History/Relationships: The current incarnation of Siamorphe is one in a long line of deities, the last of which was male. Siamorphe has no allies among the gods, but opposes the tyranny and corruption of gods such as Bane, Cyric, and Gargauth. This leaves her in a vulnerable position and she must be careful about openly supporting any act against them.

Dogma: Nobles are the rightful rulers of the bulk of humankind provided that they keep fit for the task and responsibilities of rule. Nobles have the moral obligation to rule in the best manner possible for the people who serve under them even if their obligations conflict with their personal desires.

The descendants of noble bloodlines inherit their charisma and potential for wisdom from their noble ancestors. Their family fortunes provide them enough leisure time to be properly educated as rulers. The regular inheritance of noble titles by strict inheritance rules reduces the potential for power struggles between rival claimants to leadership. A strong noble class that cares for the commoners of Faerûn and looks out for their best interests is the most stable, fair form of government.

Symbol by Corey Macourek

Illustration by Brom

Talona

Lady of Poison, Mistress of Disease, Mother of All Plagues

Lesser Faerûnian Deity

Symbol:	Three amber teardrops on a purple triangle
Home Plane:	The Barrens of Doom and Despair
Alignment:	Chaotic evil
Portfolio:	Disease, poison
Worshipers:	Assassins, druids, healers, rogues, those suffering from disease and illness
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Destruction, Evil, Suffering
Favored Weapon:	A scabrous hand (unarmed strike)



Talona

Talona (tah-*low*-nah) is often depicted as a withered old crone with a scarred, tattooed face in religious texts. Where she walks, misfortune and death follow. She has the personality of a petulant, greedy child trapped in the body of a once-beautiful woman now scarred by horrific disease and ravaged by age. She alternately desires attention at any cost like a small child and becomes aloof like a wounded paramour who has been discarded by her love.

The church of Talona is organized in a strict hierarchy, but riven by factions and sects. Aside from selling poisons, antidotes, and medicines, the Talonites travel Faerûn as quietly as possible, constantly seeking out new diseases and afflictions and spreading rumors so as to augment the reputation of Talona. What seems to motivate Talonites in their day-to-day behavior is a quest for respect: respect that is due Talona for her potentially devastating abilities and due them as her representatives in Faerûn. Throughout their careers, Talona's clerics work with magic and study to build their personal immunities to various poisons and diseases. Thus protected, they treat the diseased, take employment as food tasters for paranoid rulers, wealthy merchants, and nobles, and bury those who have died from diseases. Whenever a realm or city-state casts out or punishes any Talonites, for any reason, clerics of Talona work to cause a plague in that place to exact "Talona's price" for such insults. Rumors have circulated that certain unscrupulous Talonites have occasionally chosen wealthy folk as targets for disease so that wealth and properties can be seized by the church upon the death of these wealthy owners, with the threat of contracting disease keeping rightful heirs and claimants at bay.

Clerics and druids of Talona pray for their spells in the evening, although they observe thrice-daily prayers to the goddess. Festivals are held every 12 days and are open to nondevotees, where such visitors are encouraged to pray and give offerings to Talona to spare themselves or loved ones from death, disease, wasting illnesses, and the like. A long symphony of rolling drums, deep-voiced chanting, and glaur, shaum, and zulkoon music proclaims the power and veneration of Talona throughout the day. Younger members of the church busily sell poisons (for eliminating vermin, of course), antidotes, and medicines during the festival, assisted by senior clergy who diagnose conditions (usually with great accuracy) and prescribe treatments in return for stiff fees. Annually at the festival falling closest to Highharvestide, initiates of the faith are formally inducted into the clergy. Horrifying private ceremonies involving ritual scarring and sacred tattoos mark this ascension. Many clerics and druids multiclass as assassins, divine disciples, or rogues.

History/Relationships: Talona is one of the Dark Deities, having served Bhaal alongside Loviatar, whom she hates for her cruel teasing. Since the death of the Bhaal during the Time of Troubles, both Loviatar and Talona have slowly fallen under the sway of Shar. However, the return of Bane, who was Bhaal's superior, presages a conflict for both lesser goddesses' loyalty. With more than a hint of jealousy and bitterness, Talona loathes such benevolent deities as

Chauntea, Mielikki, Silvanus, Sune, Lliira, Kelemvor, Tyr, and Shiallia.

Dogma: Let pain be as pleasure, for life and death are in balance, but death is the more powerful and should be paid proper homage and respect. Death is the true power, the great equalizer, and the lesson that waits for all. If it falls to you to drive home the point with the tip of a dagger, so be it. The Mother of All Plagues works upon you from within, and weakness and wasting is her strength. Talona's breath is forever and always with you, whomever you or the rest of the world believes in or serves. Let all living things learn respect from Talona and pay homage to her in goods and in fervent worship. If they do so, intercede for them so that Talona will not claim them—this time. Go and work in Talona's name and let your doings be subtle or spectacular, but make them known as the will of the Mistress of Disease.



Symbol of Tiamat

Tiamat

The Dragon Queen, Nemesis of the Gods, the Dark Lady
Lesser Faerûnian Deity

Symbol:	Five-headed dragon
Home Plane:	Heliopolis
Alignment:	Lawful evil
Portfolio:	Evil dragons, evil reptiles, greed, Chessenta
Worshipers:	Chromatic dragons, Cult of the Dragon, evil dragons, evil reptiles, fighters, sorcerers, thieves, vandals
Cleric Alignments:	LE, LN, NE
Domains:	Evil, Law, Scalykind, Tyranny
Favored Weapon:	A dragon head (heavy pick)

Tiamat (*tee*-a-maht) is a greedy, vain, and arrogant goddess who embodies all the strengths of her chromatic progeny but few of their weaknesses. She is entirely focused on the acquisition of personal power and wealth and views mortals as hapless pawns in her struggles with other deities. She can be charming and fey when necessary, but her self-serving, evil, reptilian nature is readily apparent to those who look.

The church of Tiamat is regimented by a strict hierarchy of ranks and titles. Clerics of Tiamat are primarily occupied by the twin tasks of acquiring an ever-increasing hoard of wealth for the faith and sabotaging the faiths of other deities. As a result, they occupy most of their waking hours with an unending series of thefts, assassinations, acts of vandalism, and arson. In Unther and Chessenta they are primarily concerned with seizing as much power as possible, while in western Faerûn, the cult's agents are focused on infiltrating and subverting the Cult of the Dragon.

Clerics of Tiamat pray for their spells at dusk, in hopes she will return the sun the following morning, as part of a ritual known as the Tithing. The Tithing requires a small tithe, typically several gold coins or a small gem, which are hidden in the cleric's cupped hands as the cleric's prayers are offered, then buried. Tiamat's clergy also perform numerous other daily ceremonies in homage to their mistress. The Rite of Respect is a complicated ritual of abasement and appeasement that must be performed while approaching any spawn of the Dragon Queen. This ceremony does not provide any ritualistic protection from the dragon's fury, but failure to perform the ceremony with rigorous perfection is sure to draw the great reptile's ire. In Unther, the Dark Scaly Ones have proclaimed the day of the first full moon after Midsummer a holy day dedicated to the Dark Lady. Known as the Festival of Vengeance, this day marks the defeat of Gilgeam by Tiamat, Nemesis of the Gods. In Unthalass the day is marked by general anarchy, rioting, and widespread mayhem incited by the clergy and the faithful and is punctuated by the consummation of long-simmering acts of revenge. During this time, the clerics of the Mulhorandi and Faerûnian pantheons seek to contain the looting and destruction, but prominent officials must beware of the numerous assassination attempts executed by Tiamat's worshipers. Many clerics multiclass as divine disciples, fighters, sorcerers, or (if associated with the Cult of the dragon) wearers of purple (see Chapter 4).

History/Relationships: Tiamat is an interloper deity, brought to Faerûn along with the rest of the Untheric pantheon. Her battles with those deities are legendary in Unther, and the Nemesis of the Gods was blamed for every setback experience by Unther. As a result, her small cult survived as the surviving Untheric gods became increasingly tyrannical, and eventually she regained sufficient strength to destroy Gilgeam during the Time of Troubles. Her foes include Bane and Ilmater, and she has no known allies.

Dogma: Rival deities of all creeds and from every pantheon are inherently tyrannical. They seek only power, at any cost, despite their honeyed words. The Dragon Queen is the only being powerful enough to defy the gods and overthrow their despotic rule, as demonstrated by her overthrow of the other Untheric deities. Work tirelessly toward the day when Tiamat will banish the gods from Faerûn and unite the world under her rule. Toward this goal, follow her commands unquestioningly and be willing to sacrifice yourself in her service. To overthrow the gods requires power, and power is acquired through the accumulation of wealth and magic. Power demands respect. Chromatic dragons everywhere are to be venerated as the spawn of the Dragon Queen and paid homage. When Tiamat assumes her throne, her draconic children shall serve her as dukes, and her clergy as their mortal vassals.

Symbol by Robert Raper

Ubtao

Creator of Chult, Founder of Mezro, Father of the Dinosaurs
Greater Faerûnian Deity

Symbol:	Maze
Home Plane:	House of Nature
Alignment:	Neutral
Portfolio:	Creation, jungles, Chult, the Chultans, dinosaurs
Worshipers:	Adepts, chultans, druids, inhabitants of jungles, rangers
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Planning, Plant, Protection, Scalykind
Favored Weapon:	Tyrannosaur head (heavy pick)

Ubtao (oob-*tay*-oh) is the patron deity of Chult, endlessly patient and rarely emotional. The Father of the Dinosaurs maintains a palpable emotional distance from both mortals and other deities, and he seems to stand aloof from the daily doings of the world and his followers. Only since the Time of Troubles has he begun to evidence a renewed interest in the doings of followers. The many jungle spirits worshiped in Chult are all aspects of Ubtao.

The church of Ubtao is split among three wholly independent sects, all based in the Jungles of Chult among the various clans of the humans. Mazewalkers, found only among the inhabitants of the city of Mezro, see to the general spiritual welfare of the clan,

while trying to prepare the faithful for their trek through the maze of life. They teach children and adults the history and lore of the Chultan peoples, provide council about important life decisions, such as marriage, and attempt to mediate interclan and intraclan disputes, and help teach and uphold the law of Mezro. Spiritlords, based outside the city, seek to smooth their clan's passage through the spirit-infested world. They live to insure the clan does not offend an ancient ancestor or elemental deity by missing a ritual or a sacrifice. They can also coax favors and knowledge from the capricious and jealous spirits. Jungle druids attempt to get the scattered clans to learn how best to fit into the web of jungle life. They are often cast in the role of clan healer, and also accumulate and pass on knowledge about animals, animal behavior (including that of dinosaurs), and plants. Jungle druids are often the trainers of the few domestic animals that the humans keep.



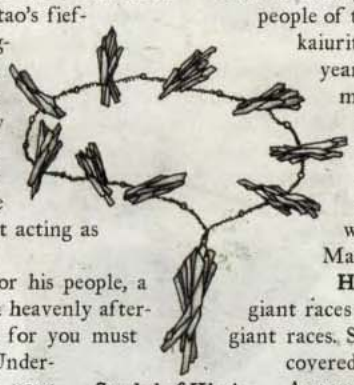
Symbol of Ubtao

Symbol by Robert Raper and Corey Macourek

Clerics and druids of Ubtao pray for their spells at noon, when Ubtao's majesty hangs over all Chult. Most native humans consider themselves religious, though they show it in ways that astound travelers from other parts of Faerûn. There are seemingly scores of sacred ceremonies and holy days, many of them particular to ancestors that have passed on, the time of year, the location the people are going to hunt at, move to, or pass through next, or necessary before performing certain activities, such as hunting a certain animal or burying the dead. Yet when their small, moveable stone altars are not being used for these ceremonies, they treat them as if they were just another rock. Mazewalkers are usually clerics while Spiritlords are usually adepts. Jungle druids are druids. Many of the clergy multiclass as rangers.

History/Relationships: Long ago, Ubtao agreed to stand guard over the Peaks of Flame against the day when Dendar the Night Serpent slithers forth and the doom of the world arrives. In exchange, the other gods granted him dominion over Chult and agreed never to extend their dominion into Ubtao's fiefdom. Over time Ubtao's essence began to fragment into numerous nature spirits, one of which was a shadow entity called Eshowdow. Shar recently absorbed Eshowdow, and her activity might mark the end of the agreement forged with Ubtao with unforeseen results. Ubtao's only ally is Thard Harr. Likewise, Ubtao's chief foe (other than Eshowdow) is Sseth, an aspect of Set acting as deity of the yuan-ti.

Dogma: Ubtao created the jungle as a test for his people, a maze for them to pass through on their way to a heavenly afterlife. Learn the maze that represents your life, for you must know it when you meet Ubtao in the afterlife. Understand your place in the jungle, represented by your maze. Respect the dinosaurs, for they are the Children of Ubtao, agents of his will and gifts of his bounty.



Symbol of Ulutiu

ulutiu

The Lord in the Ice, the Eternal Sleeper, Father of the Giants' Kin
Slumbering Demigod

Symbol:	Necklace of blue and white ice crystals
Home Plane:	Astral
Alignment:	Lawful neutral
Portfolio:	Glaciers, polar environments, arctic dwellers
Worshipers:	Arctic dwellers, druids, historians, leaders, teachers, rangers
Cleric Alignments:	LE, LG, LN
Domains:	Animal, Law, Ocean, Protection, Strength
Favored Weapon:	"Harpoon of the Cold Sea" (longspear or shortspear)

Ulutiu (oo-*loo*-tee-oo) is a long-quiescent deity who has voluntarily spent the last eon in slumber, adrift in the Astral Plane alongside a dead giant goddess known as Othea. Ulutiu is sufficiently alive to continue to grant spells to his few followers scattered across Faerûn's northern arctic wastes. The Eternal Sleeper has shown little interest in Faerûn since Othea's demise. If a way could be found to resuscitate Othea, he would likely return to Faerûn (and quickly come into conflict with Auril and Umberlee), but for the time being he seems content to rest in eternal sleep, granting spells and protection only to the few hardy people who survive in his favorite environment and venerate his name.

The church of Ulutiu is locally based, with little communication between villages. In the Great Glacier region, the clerics and druids serve as autocratic rulers of the villages. They govern with harsh, even cruel, edicts, but are rarely motivated by self-interest. The villagers believe Ulutiu's clergy receives guidance from the Lord in the Ice, and, as a result, their society is orderly, if somewhat staid. Among the Ice Hunters of the Savage Frontier, Ulutiu's clergy serve as community leaders as well, but they govern more by consensus than edict. Ice Hunter society is more open to contact with outsiders (on a passing basis) and less stratified in its social classes than Great Glacier society. Ulutiu's clergy are leaders, teachers, keepers of history and wisdom, and defenders of their people. They teach their clans' children, induct youths into adulthood, and pass along both clan traditions and practical survival knowledge.

Clerics and druids of Ulutiu silently pray for their spells at midday, covering their eyes with their hands and turning their heads to the sky, and offer similar prayers at dawn and sunset. The people of the Great Glacier follow a special set of edicts called kaiurit that vary from village to village and change from year to year, determined from Ulutiu's dream fragments experienced by the clergy. The Ice Hunters have abandoned the practice of observing kaiurit, but practice a year-long ritual known as the kaitotem in which they capture a totem animal and raise it for a year, then release it into the wilderness to become a servant of the totem spirits. Many clerics and druids multiclass as rangers.

History/Relationships: Othea was the mother of the giant races of Faerûn and wife of Annam, father of the true giant races. She had children with Ulutiu, when they were discovered he voluntarily exiled himself in exchange for Annam's promise to spare his wife. He sank into the Cold Ocean with his ice necklace, causing it to freeze into the Great Glacier. Othea planned to reunite with Ulutiu but was slain by one of her sons, who could not venture onto the Great Glacier while his mother was alive. He has no allies or enemies.

Dogma: No person is the superior of another, with the exception of Ulutiu's clerics, who are his representatives in this world and who are set in positions of leadership to pass on his wisdom to his people. Because animals share the same emotions, thoughts, and morals as people (but express them differently), they should be respected on pain of Ulutiu's wrath.

The villagers of the Great Glacier also believe that magic from any source but Ulutiu is blasphemous and those that practice it should be shunned and driven away.

valkur

The Mighty, Captain of the Waves

Faerûnian Demigod

Symbol:	Cloud with three lightning bolts on a shield
Home Plane:	Warrior's Rest
Alignment:	Chaotic good
Portfolio:	Sailors, ships, favorable winds, naval combat
Worshipers:	Fighters, rogues, sailors
Cleric Alignments:	CG, CN, NG
Domains:	Air, Chaos, Good, Ocean, Protection
Favored Weapon:	"The Captain's Cutlass" (cutlass)



Symbol of Valkur

Valkur (val-*kurr*) can pilot any sailing craft in any conditions, and he never shies away from a challenge. His moods are as mercurial as the weather, but he is always incredibly loyal to his crew. He is usually jolly, always lucky, emphasizes his points by shaking his fist in the air, and has a great belly laugh. Valkur never holds a grudge, but when angered, his voice cracks like rolling thunder. Valkur epitomizes the daring sea captain who can sail his ship through anything the Deities of Fury can unleash.

The church of Valkur is only loosely organized, with clergy members coming together in worship only when serving on the same ship or in port at the same time. Some clerics of Valkur captain sailing ships that sail the length of the Sword Coast or across the Sea of Fallen Stars. Most serve as officers on some ship or other. Few clerics of Valkur serve on pirate ships, but many enjoy serving their homelands as privateers. While in port, Valkur's clerics provide care and small amounts of monetary support to sailors down on their luck and to families whose chief breadwinner has been lost at sea. Others clerics run shipyards or administer fleets of merchant ships. Valkur's clerics are also fond of contributing to (if not totally sponsoring) seaborne exploration and long-distance trading expeditions because of the challenges and opportunities they present.

Clerics of Valkur pray for their spells at around dawn, whenever the first hint of a breeze begins to stir. The church of Valkur celebrates only one holy day per year: The Shattering is always held in early spring, but the exact date varies from year to year. The festival is held to mark the end of winter and the beginning of the sailing season in the North and is celebrated even in the South where the winter ice does not block or trouble ocean travel. Valkur is said to communicate to his High Captains the exact date of the festival each year, and it often varies from city to city. The Shattering is marked by the unfurling of many new sails throughout the port districts of coastal cities and the christening of at least one new ship that then departs for its maiden voyage crewed by Valkur's clergy. Valkur's clergy regularly perform over a dozen separate ceremonies in the course of their duties. Most of these rituals are related to ships and voyages, including ceremonies at a ship's christening, before departing on a voyage, when arriving at a new port, and when returning to the home port, among others. Many clerics multiclass as divine champions, fighters, or rogues.

History/Relationships: Valkur is the sworn foe of the Deities of Fury and looks to Selûne to guide him across the oceans and seas of Faerûn. He may have once been a sea captain from Mintarn who dared challenge Umberlee and won. The Red Knight, and through her Tempus, is trying to persuade Valkur to take more of an interest in the disposition of naval conflicts, but he feels his primary responsibilities lie the protection of sailors.

Dogma: There is nothing more invigorating than challenging the elements. The feel of wind and spray on one's face and the deck pitching beneath one's feet is the greatest feeling in the world. If humankind is to expand its reach, daring men and women must defy the odds and dare the impossible. The thrill of exploration is sweeter than wine or rum. There is always risk, but without risk life is empty. Life is to be lived and damn the consequences. One's loyalties are first to one's mates, then to one's ship, and then to Valkur, who protects all sailors. Rely not on Valkur's hand to always extract you from difficulties, for such is coddling and leads to a lack of challenge and the room to grow. Rather, Valkur helps those actively solving their own problems by helping their plans work.

velsharoon

The Vaunted, Archmage of Necromancy, Lord of the Forsaken Crypt

Faerûnian Demigod

Symbol:	A crowned laughing lich skull on a solid black hexagon
Home Plane:	Dweomerheart
Alignment:	Neutral evil
Portfolio:	Necromancy, necromancers, evil liches, undeath
Worshipers:	Liches, necromancers, seekers of immortality through undeath, Cult of the Dragon
Cleric Alignments:	CN, LN, NE
Domains:	Death, Evil, Magic, Undeath
Favored Weapon:	"Skull Staff of the Necromancer" (quarterstaff)

Velsharoon (*vel*-shah-roon) is a vain, selfish, petty, but very canny deity consumed with vengeance, obsessed with experimenting on living and dead beings, and unconcerned with the fates of lesser creatures. In many ways he continues to act like the mortal he recently was, albeit with far greater power at his disposal than before.

The church of Velsharoon is a new one, and what hierarchy exists is found within individual temples. Many clerics of Velsharoon spend their days in necromantic research, seeking to understand and expand the faith's collective knowledge of life, death, and undeath. Most have created hundreds of undead servitors, some of them unique. When an undead creation has served its purpose, these self-involved researchers often brand the symbol of their deity on its chest and then order it to wander randomly across Faerûn. Other clerics of Velsharoon are involved in "support" activities for the faith—grave robbing, embalming, or teaching. A few of the more congenial low-level clerics sometimes cure the minor ills of the populace to bring in funding or worldly supplies for the church and to more easily gather information about its enemies.



Symbol of Velsharoon

Clerics of Velsharoon pray for their spells at midnight, when the secrets of the night are best unearthed. For a relatively young faith, the clergy of Velsharoon have quickly established a large number of holy days and rituals. The faith has yet to coalesce into a homogeneous creed, however, and widely varying rituals are found not only in different temples but within individual temples as well. Two rituals have become fairly widespread. The Binding of the Crypt and the Pact of the

Symbols by Robert Raper and Stephanie Pui-Mun Law



Velsharoon

Everlasting are two rituals performed by powerful clerics, allowing them to return as an undead creature or be raised from the dead automatically if they are slain. Both rituals involve numerous other horrible incantations and the foul sacrifice of numerous good-aligned sentients. Prominent theologians of the faith claim that these rituals are merely the two of seven to be revealed by Velsharoon along a path to achieving immortality. Many clerics multiclass as divine disciples, necromancers, or (if part of the Cult of the Dragon) as wearers of purple (see Chapter 4).

History/Relationships: As a mortal, Velsharoon was a renegade Red Wizard of Thay whose chief rival was Szass Tam. He discovered a method laid forth by Talos for a mortal to achieve divinity, but quickly realized that the Storm Lord would simply exploit him until he was destroyed. Velsharoon then shifted his allegiance to Azuth, who, with Mystra's help, blocked Talos from seeking vengeance. Velsharoon has since secretly renewed his alliance with Talos and has begun flirting with Shar, although he still nominally serves Azuth. Velsharoon loathes Cyric, Jergal, and Kelemvor, for all three routinely upset his plans.

Dogma: Life and death are the twin faces of eternal existence. To surrender to either one is to resign oneself to obscurity. True power lies in the twilight zone between life and death. By seeking to explore and extend the mortal condition and form—even mortal life itself—knowledge of the world and its infinite complexity are extended. Let no one interfere with the pursuit of such research, for the end result will more than justify the necessary sacrifices along the path. Knowledge is power, and knowledge of life and death brings power over all beings, living and unliving.

Symbol by Corey Macourek

Illustration by Brom

Drow pantheon

Despite what Lolth's priests might claim, evil drow deities other than the Spider Queen do exist. This section details the other major evil players for power in the drow pantheon.

Ghaunadaur

That Which Lurks, the Elder Eye
Lesser Drow Deity

Symbol:	Purplish eye on purple, violet, and black circles
Home Plane:	Demonweb Pits
Alignment:	Chaotic evil
Portfolio:	Oozes, slimes, jellies, outcasts, ropers, rebels
Worshipers:	Aboleths, drow, fighters, oozes, outcasts, ropers
Cleric Alignments:	CE, CN, NE
Domains:	Cavern, Chaos, drow, Evil, Hatred, Slime
Favored Weapon:	An amorphous tentacle (warhammer)

Ghaunadaur (*gone*-ah-dowr) is unpredictable by human standards. It may aid worshipers who merely pay lip service to its rituals—even expending great power to grant permanent magical boons—but may also devour or maim them without warning. Ghaunadaur enjoys watching the hunting and devouring activities of large horrible monsters, and the suffering they cause. Ghaunadaur is silent and terrible when outside the Inner Planes, but old records tell of gibbering, bestial language spoken in the deity's great court of mingled mud and gelatin pools. Ghaunadaur only communicates telepathically with blunt and simple communications.

Outside a few drow and aboleth cities, the church of Ghaunadaur consists of a handful of scattered cults each wholly dominated by a single individual. Clerics of Ghaunadaur are to do whatever pleases Ghaunadaur best and serve the Elder Eye absolutely. Clerics of Ghaunadaur have simple duties: they are to ensure, by force or threat, that a ready supply of sacrifices reaches Ghaunadaur's altars. The god rewards them with spells and magic items for their success in this. Most of all, Ghaunadaur delights in creatures that offer themselves to him without resistance (regardless of whether these sacrifices have been charmed or otherwise coerced by its clergy). Clerics who can bring such offerings to the Elder Eye's altars often are highly valued and favored by the deity. Clerics of Ghaunadaur are encouraged to become familiar with the use and manufacture of acids, poisons, and alchemist's fire.

Clerics of Ghaunadaur pray for their spells once per day at a time of imagined significance to the local cult. Ghaunadaur expects such prayers of adulation and praise to be accompanied by a sacrifice. If live sacrifices cannot be procured that often, the Elder Eye accepts offerings of bones and food, burned in oil, as braziers of perfumed incense are also burned. If the worshiper is unable to procure such offerings, he must pray while holding one hand in an open flame (without magical protection). In any place of worship to Ghaunadaur, all cloth furnishings and garments worn by the faithful are to be of hues pleasing to Ghaunadaur's eye, such as shades of purple, red, black, and metallic colors. Many clerics multiclass as enchanters or fighters.



Symbol of Ghaunadaur

History/Relationships: Ghaunadaur is an ancient deity, said to have emerged from the primordial ooze. Venerated by the largest slimes, oozes, slugs, and other crawling things, some of which are said to possess intelligence, albeit alien, Ghaunadaur struck most of them mad in a fit of fury for some transgression and stole their intellects. As a result, many of its worshipers, and most of its power, ceased to exist. Only in recent millennia have evil beings seeking an alternative to

established deities begun to worship That Which Lurks, and it is only the veneration of drow disaffected with Lolth that places him within the drow pantheon. Ghaunadaur has no allies. He is opposed to nearly every deity with a presence in the Underdark as well as Malar and the various members of the Seldarine.

Dogma: All creatures have their place, and all are fit to wield power. Those who hunt weed out the weak and strengthen the stock of all. Those who rebel or who walk apart find new ways and try new things and do most to advance their races. Creatures of power best house the energy of life, which Ghaunadaur reveres and represents. Make sacrifices to the Eye, persuade others to sacrifice themselves to Ghaunadaur or in service of the Eye, further knowledge and fear of Ghaunadaur, and in the end give yourself to Ghaunadaur in unresisting self-sacrifice. Convert all beings to the worship of Ghaunadaur. Slay all clergy of other faiths, plundering their temples and holdings for wealth to better your own lot and to further the worship of Ghaunadaur.



Symbol of Kiaransalee

Kiaransalee

Lady of the Dead, the Revenancer, the Vengeful Banshee
Drow Demigod

Symbol:	Female drow hand wearing silver rings
Home Plane:	Demonweb Pits
Alignment:	Chaotic evil
Portfolio:	Undead, vengeance
Worshipers:	Drow, necromancers, undead
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Drow, Evil, Retribution, Undeath
Favored Weapon:	"Cold Heart" (dagger)

Kiaransalee (*kee*-uh-*ran*-sa-lee) is cruel, twisted, and consumed by thoughts of vengeance. The Lady of the Dead descended into madness long ago, but she retains her twisted cunning and clear recollection of every slight or insult done to her—real or imagined. The Revenancer is powerful and swift to anger, and she schemes dark revenges against all who have wronged her. Kiaransalee prefers the mindless company of the undead (whom she can manipulate at will) to sentient beings capable of independent thought. She prefers to solve problems herself rather than trust someone else to do justice to her vision.

The church of Kiaransalee is organized into tightly regimented cells, but with little overall organization of the faith. Kiaransalee's clerics are secretive and usually found in small drow communities or special enclaves. They are agents of vengeance, plotting revenge on those who have slain, harmed, or insulted the clergy in any way. They also undertake regular slaying missions to acquire corpses for animation, and take a prominent role in persecuting slaves.

Clerics of Kiaransalee pray for their spells at midnight, when the spirits are most restless in their graves. While each cleric performs a handful of minor devotions to Kiaransalee every month, they venerate her on a single annual holy day—the Graverending—celebrated each Midwinter Eve. The Graverending is celebrated individually, with each cleric animating as many undead creatures as she can. All such undead—known as the Vengeance Hunters—are consumed with thoughts of revenge against their killers and unerringly seek them out over the next 24 hours. If destroyed, a Vengeance Hunter does not rise again. Vengeance Hunters return to their graves, if possible, once 24 hours have passed since their animation or once they have exacted their revenge. Many clerics

Symbol by Robert Raper



Drow Pantheon

Illustration by Ben Templesmith

multiclass as necromancers (and a few have joined the Cult of the Dragon and become wearers of purple [see Chapter 4]) and most eventually transform themselves into undead.

History/Relationships: Kiaransalee was once mortal, a powerful dark elven necromancer-queen from another plane. She has long been an unwilling vassal of Lolth, capable of only small acts of rebellion. In recent years, Kiaransalee seized the realm of Orcus, a demon lord of the undead, and is now consumed with efforts to eliminate every last trace of Orcus in any form. Kiaransalee is loosely allied with many deities in hopes of loosening Lolth's web, including Hoar, Velsharoon, Malar, and Vhaeraun. Her foes include Deep Duerra, Dumathoin, Eilistraee, Kelemvor, Laduguer, and Jergal.

Dogma: Death comes to all and cruel vengeance will be exacted on those waste their lives on the petty concerns of this existence. True power comes only from the unquestioning servitude of the once-dead. Hunt, slay, and animate those who scorn the Revenancer's power, and answer any slight a thousandfold so that all may know the coming power of Kiaransalee.



Symbol of Selvetarm

Symbol by Renick Woods

selvetarm

Champion of Lolth, the Spider That Waits

Drow Demigod

Symbol:	Spider on a crossed sword and mace
Home Plane:	Demonweb Pits
Alignment:	Chaotic evil
Portfolio:	Drow warriors
Worshipers:	Barbarians, drow, fighters, those who like to kill, warriors
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Drow, Evil, Spider, War
Favored Weapon:	"Venommace" (heavy mace)

Selvetarm (*sell*-veh-*tarm*), cruel and malicious by nature, cares only for battle and destruction. The Champion of Lolth harbors a deep hatred for all living things, including his dominating mistress, and the only beauty he can appreciate is a well-honed and deadly fighting style. Selvetarm can exhibit a great deal of patience while waiting for prey to fall into an ambush he has set, but he prefers the wild abandon of battle frenzy to a careful and deliberate attack.

The church of Selvetarm barely exists as such, largely serving as the military arm of the church of Lolth. Selvetarm's faithful spend most of their days guarding fortifications and honing their fighting skills. Many spend much of their time training other warriors in the art of war. While the Selvetargtlin are rightly known for their skill in battle, the teachings of the faith place little emphasis on tactics or strategy and thus few members of Selvetarm's clergy achieve a high military rank.

Clerics of Selvetarm pray for their spells immediately after the first battle of the day, or after military practice if there is no actual battle. Selvetarm's faithful are expected to observe the rituals of Lolth, as directed by her clerics. Selvetarm does expect all who take up arms in his name to cry out his name in the bloodlust of battle as they deliver the killing blow to a foe. Since there is always the chance that any attack will be a fatal one, the Selvetargtlin tend to constantly scream out their deity's name during a battle. Many clerics multiclass as fighters or barbarians.

History/Relationships: Selvetarm is the offspring of an ill-fated tryst between Vhaeraun and Zandilar (now an aspect of Sharess). He walked a solitary way for many centuries, and was nearly turned to good by Eilistraee when Lolth convinced him to battle Zanassu, a demon lord with a fondness for spiders. When Selvetarm defeated and absorbed the demon, he was overwhelmed by Zanassu's evil and fell into Lolth's mental traps. He now serves her utterly. He is allied only with Lolth and Garagos and opposes almost every other deity.

Dogma: War is the ultimate expression of individual power, and only through battle and death can you realize the respect of your comrades. Hone your fighting skills constantly and teach those who will follow into the fray. Never give or receive quarter, and hope to die amid the bloodlust of battle against overwhelming odds.

vhaeraun

The Masked Lord, the Masked God of Night

Lesser Drow Deity

Symbol:	A pair of black glass lenses that form a mask
Home Plane:	Demonweb Pits
Alignment:	Chaotic evil
Portfolio:	Thievery, drow males, evil activity on the surface
Worshipers:	Assassins, male drow and half-drow, poisoners, shadowdancers, rogues, thieves
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Drow, Evil, Travel, Trickery
Favored Weapon:	"Shadowflash" (short sword)

Vhaeraun (vay-*rawn*) is vain, proud, and sometimes haughty. He bears grudges of legendary length and never forgets slights or deceptions. Any underhanded means and treachery are acceptable to him if they further his aims or are done in his service—but if others so treat him or his people, it is a deep sin that cannot go unpunished. He actively involves himself in drow affairs and can be easily convinced to send a minion to assist the work of his clerics if the proper rituals are performed and the need is genuine.

The church of Vhaeraun is loosely organized, its adherents bound to largely autonomous cells. Vhaeraun's clergy is nearly exclusively male and practices passive opposition to Lolth's clerics. They are also active in the surface world, and some preach a heresy of the unity of elven races and their need to work together for dominion. They specialize in intrigue, trickery, and treachery and foment disobedience and rebellion among males. In drow communities, Vhaeraun's clerics often disguise their allegiance, for obvious reasons. Contact and marriage with other elven races is encouraged. Half-



Vhaeraun

Illustration by Matt Wilson

drow usually favor their drow parent, and Vhaeraun sees this inexorably raising drow numbers in surface lands. Every cleric works to establish some sort of permanent drow settlement on the surface, and either support that settlement's needs personally, or (preferably) make it self-supporting. Poison use, manufacture, and experimentation is also common. Especially effective spells, poisons, and tactics devised by a cleric are to be shared with the Masked Lord and through him all clergy.



Symbol of Vhaeraun

Clerics of Vhaeraun pray for their spells at dusk, before skulking into the shadows. The most important attacks, negotiations, and other activities of the clergy must occur at night. Clerics of Vhaeraun utter prayers to the Masked God of Night whenever they accomplish something to further his aims. Offerings of the wealth and weapons of those they vanquish (enemies of the drow, or regalia of female drow clerics) are to be melted in black, bowl-shaped altars. Offerings of magic and wealth are made regularly. The more value, the more Vhaeraun is pleased, though he favors daily diligence more than rare, huge hauls. Midwinter Night, known to Vhaeraun's followers as the Masked Lord's Embrace, is the most sacred time of the year to the followers of the Masked Lord. This annual holy day is celebrated by the Masked Lord's followers with daylong introspective rituals of total sensory deprivation. Each worshiper is expected to cloak themselves in a region of magical darkness and sit or stand at the middle of the effect for a full 24 hours while contemplating Vhaeraun's teachings and dreaming up schemes to advance the Masked Lord's goals in the coming year. All followers of Vhaeraun who wish to perform this ritual are granted the ability to employ their *darkness* spell-like ability with the necessary extended duration. In the Night Above, nights of the new moon are considered sacred to his followers. Such occasions are observed with midnight stag hunts that range over miles of shadowy woodlands. Packs of Vhaeraun worshipers, mounted on riding lizards brought up from the Underdark, run down a stag and then sacrifice its rack of antlers and still-beating heart to the Masked Lord in dark rites that pervert the ancient ways of the surface elves. Many clerics multiclass as assassins, divine seekers, shadowdancers, or rogues.

History/Relationships: Vhaeraun is the son of Corellon and Araushnee (who became Lolth), brother to Eilistraee. Cast out when his and his mother's treachery was discovered, he longs for the surface world he was once free to travel. Allied with Mask, Shar, and Talona, he opposes the other Underdark gods, including his sister. His feud with Lolth is subtle, as he lacks the power to oppose her directly.

Dogma: The shadows of the Masked Lord must cast off the tyranny of the Spider Queen and forcibly reclaim their birthright and rightful place in the Night Above. The existing drow matriarchies must be smashed, and the warring practices of twisted Lolth done away with, so that the drow are welded into a united people, not a squabbling gaggle of rival Houses, clans, and aims. Vhaeraun will lead his followers into a society where the drow once again reign supreme over the other, lesser races, and there is equality between males and females.

Symbol by Stephanie Pui-Mun Law



Dwarven Pantheon

Illustration by Wayne England

Dwarven pantheon

Collectively, the dwarven pantheon is referred to as the Morndinsamman, which translates as either "shield brothers on high" or "high dwarves." The pantheon is led by Moradin, the creator of the dwarves.

Abbathor

Great Master of Greed, Trove Lord, Wyrm of Avarice
Intermediate Dwarven Deity

Symbol:	Jeweled dagger
Home Plane:	Dwarfhome
Alignment:	Neutral evil
Portfolio:	Greed
Worshipers:	Dwarves, misers, rogues, shadowdancers
Cleric Alignments:	CE, NE, LE
Domains:	Dwarf, Evil, Luck, Trade, Trickery
Favored Weapon:	"Heart of Avarice" [diamond-bladed dagger] (dagger)



Symbol of Abbathor

Symbols by Corey Macourek and Robert Raper

Abbathor (*ab*-ah-thor) wasn't always evil. The creature that would become known as the Wyrm of Avarice originally concerned himself with the natural beauty of gems and metals, but became estranged from his pantheon when Moradin named Dumathoin the patron of gold dwarves, a position Abbathor had coveted since birth. Thereafter he traded the tradition and honor of the dwarven race for trickery and stealth. He had been denied the thing he wanted most, and swore never to be in the same position again. Henceforth, if something appealed to Abbathor, he took it. Since dwarves are prone to greed without any help from their deities, many have fallen to Abbathor's seductive call. The Trove Lord now seeks to pervert the whole of the dwarven race to his way of thinking, the greatest offense he can imagine to thumb his nose at his distant patriarch. Abbathor covets valuables and gems with intensity best described as sensual, and goes to any length to get what he wants.

Abbathor's secret, windowless subterranean temples feature sacrificial altars of massive stone blocks blackened by countless fires. Commonly painted with gold leaf and filled with purloined valuables, strangers frequently confuse Abbathoran temples for treasure chambers, a problem that has resulted in more than a few adventuring parties raiding for loot in the midst of some religious ceremony. Though he hatches his plans in secret, Abbathor's entire existence is dedicated to undermining the dwarven way of life. The bulk of the dwarven pantheon has not noticed, however, and most mortal dwarves remain completely oblivious to the Trove Lord's true plans. He directs his church to acquire as much wealth as possible from nondwarves and hide it away or sacrifice it to him.

Clerics of Abbathor are known as aetharnor (a dwarven word meaning "those consumed by greed"); they pray for spells at night. Solar eclipses, volcanic eruptions, or any other natural phenomenon that blocks the light of the sun during the day are causes for great religious celebration among the aetharnor, who use the cover to hatch their larcenous schemes. Once annually, aetharnor sacrifice an enemy of the dwarves (ranging from elves to umber hulks), opening the unfortunate's ribcage to create "Abbathor's purse," into which the penitent cast coins and gems. The entirety is then burnt in offering to the Trove Lord. Favorite sacrifices include orcs, trolls, and giants. Clerics of Abbathor frequently multiclass as divine seekers or rogues, occasionally going so far as to join the ranks of the shadowdancers.

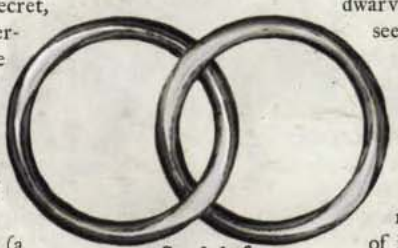
History/Relationships: Though Berronar hates Abbathor with a fierce intensity and Dumathoin is happy to return his disdain, the rest of the pantheon has no clue that Abbathor plots to modify the entire race of dwarves into his greed-obsessed followers. Most see him as a distasteful, obsessed, spiteful brother who nonetheless aids the pantheon in times of strife and who remains, at the end, a steadfast ally. Though Moradin himself is quicker to forgive than his paramour, the All-Father has taken a keen interest in Abbathor of late, sending his agents to spy on the clergy of the Wyrm of Avarice. As Moradin's servants generally display a characteristic unsubtlety, such investigations have thus far revealed no treachery. Abbathor shuns other nondwarven deities.

Dogma: Toril's wealth was created for those dwarves crafty enough to capture it by any means necessary. Revel in the possession of all wealth that shines or sparkles, for its pleasing form was meant to bring you pleasure. Greed is good, as it motivates the possession and holding of all that is precious. Do not seize wealth from the children of the Morndinsamman, however, nor conspire against the favored of Abbathor, for strife in the name of avarice weakens the clan.

Berronar Truesilver

The Revered Mother, Mother of Safety
Intermediate Dwarven Deity

Symbol:	Two silver rings
Home Plane:	Dwarfhome
Alignment:	Lawful good
Portfolio:	Safety, honesty, home, healing, the dwarven family, records, marriage, faithfulness, loyalty, oaths
Worshipers:	Children, dwarven defenders, dwarves, fighters, homemakers, husbands, parents, scribes, wives
Cleric Alignments:	LG, LN, NG
Domains:	Dwarf, Family, Good, Healing, Law, Protection
Favored Weapon:	"Wrath of Righteousness" (heavy mace)



Symbol of Berronar Truesilver

Berronar Truesilver (*bair*-oh-nahr *troo*-sill-vur) is matriarch of the dwarven pantheon. As Moradin's bride, Berronar sees it as her duty to act as an authority figure for the dwarven gods, using her keen negotiation skills and calm demeanor as a balm to keep the sometimes fractious pantheon unified. According to dwarven traditionalists, if not for this quality, the Morndinsamman (and perhaps the entire dwarven race) might never have survived the stresses of its long, gradual decline. With the coming of the Thunder Blessing within the last century, it appears as though that decline has been reversed; the Revered Mother now aids Moradin in charting the destiny of the dwarven people by giving wise council to Faerûn's most trusted orthodox dwarven clerics. Despite the recent renaissance, however, a growing number of disconsolate dwarves resent Berronar and her husband for a philosophy they define as hidebound obduracy.

Berronar's clerics, known as faenor ("those of the home") are the

guardians and protectors of dwarven clans. They maintain records of lore, traditions, and family histories. They strive to further the good health and good character of all dwarves by acting as teachers and healers. As the moral compass of the dwarves, they can be very conservative, not tolerating foolhardiness among young dwarves or controversial or radical ideas. The number of twins from the Thunder Blessing has certainly taxed their patience. The church itself is very structured, with every cleric knowing his or her place, and each clan's church uses an identical setup, so members visiting from other clans know exactly where they fit in. In a sense, her church is like a house run by a strict but loving mother.

The faenor pray for spells at dawn. Among the many mundane secular services they provide to dwarven communities, they have a reputation for planning and officiating weddings that makes them sought out by even nondwarves wishing for a perfect bonding ceremony. Annual offerings of silver are made to Berronar, usually accompanied by a small white flower as a token of appreciation for the motherly love Berronar feels toward all dwarves. Midwinter Day and Midsummer Night hold religious significance to the faenor. In the former case, the day brings fantastic celebrations below ground. The latter sees a similar fete take place above ground, when travelers or members of neighboring communities (rarely including nondwarves) are invited to join in the festivities. Faenor rarely multiclass, but those who do typically become dwarven defenders or fighters.



Symbol of Clangeddin Silverbeard

History/Relationships: Berronar has little time for alliances outside the dwarven pantheon, but is on friendly terms with the lead goddesses of the elves, gnomes, and halflings. She works hand-in-hand with Sharindlar in their shared responsibility of inspiring acts of love among the dwarves, with Sharindlar typically overseeing the courtship and the Mother of Safety ensuring a healthy, loving relationship following marriage. She herself is an ideal wife to Moradin, making her one of the Dwarffather's few completely trusted confidantes. She enjoys the company of Clangeddin and Gorm Gulthyn but is somewhat cool toward Marthammor, Dugmaren, and Haela, whom she believes have yet to set into the roles dictated to them by propriety. She has no time for the scheming Abbathor, and advocates that her husband drum him from the pantheon as he has Laduguer and Deep Duerra. Her hatred of the orc, goblinoid, and giant deities rivals that of her husband.

Dogma: The children of Moradin are shaped on the Soul Forge and ever warmed by the embrace of the Revered Mother. Tend the hearth and home, drawing strength and safety from truth, tradition, and the rule of law. Join with friends, kin, and clan in common purpose. Do not succumb to the misery of greed or the evils of strife, but always bring hope, health, and cheer to those in need. Once an oath is made, Berronar watches over its keeping—to break it is to grieve her sorely. Children must be cherished and guarded well from harm, for they are the future of all dwarvenkind.



Symbol of Deep Duerra

clangeddin silverbeard

Father of Battle, Lord of the Twin Axes, the Rock of Battle

Intermediate Dwarven Deity

Symbol: Two crossed battleaxes

Home Plane: Dwarfhome
Alignment: Lawful good
Portfolio: Battle, war, valor, bravery, honor in battle
Worshipers: Barbarians, dwarven defenders, dwarves, fighters, monks, paladins, soldiers, strategists, tacticians, warriors
Cleric Alignments: LG, LN, NG
Domains: Dwarf, Good, Law, Strength, War
Favored Weapon: "Giantbane" (battleaxe)

When a dwarf marches off to battle, the hymns of Clangeddin Silverbeard (*clan*-gehd-din *sihl*-vur-beard) echo in his warrior's heart. Those dwarves who fight by profession or preference (which is most of them) honor the Lord of the Twin Axes in word and deed, pledging to honor in battle, mastery in training, and wisdom in war. Clangeddin never backs down from a challenge, never compromises, and never surrenders, even when all is lost. Clangeddin harbors a special kind of hatred toward giants, and it is said that the natural ability of dwarves to confound and defeat these enemies is a gift from him.

Popular in dwarven communities thanks to their martial skill (if not their belligerence), followers of Clangeddin have poor reputations among other races, who see them as bloodthirsty berserkers. While certain followers undoubtedly verify such an evaluation, the bulk of those who follow the Father of Battle know much of troop movements, tactics, and military strategy, and make excellent wartime advisers. His clerics conduct military training every day and learn and teach methods of crafting armor and weapons. As they seek to make the dwarves ever stronger on the battlefield, they are always alert for new tactics, traps, and weapons.

Known as *alaghor* ("those who demonstrate valor in battle"), clerics of Clangeddin Silverbeard pray for spells in the morning. The anniversaries of past battles hold special significance for the alaghor. On such occasions, the clerics break old weapons anointed with their own blood and recount tales of fallen heroes that they might never be forgotten. More disturbing (at least from the perspective of their enemies) are the frenzied war chants in which the alaghor engage during the heat of battle. Known as *ehontar* ("songs giving fear to the hearts of the craven"), these low, droning songs bolster the spirits of nearby dwarves, assuring them that Clangeddin immediately enlists in his celestial army those who fall furthering the destiny of the dwarves or protecting their holdings. Alaghor know they will die in combat; the rest is merely a matter of timing. Clerics of Clangeddin frequently multiclass as divine champions, dwarven defenders, or fighters. Some few gain levels in barbarian, or were barbarians prior to heeding the call of the Father of Battle.

History/Relationships: Clangeddin allies with all members of the Morndinsamman except Abbathor, whom he shamed in the distant past and hence gained his eternal enmity (something Clangeddin doesn't mind overmuch, as he thinks little of the greedy, indirect Trove Lord). He has great kinship with the other dwarven deities and treats Haela as a daughter and protege. Among other pantheons, Clangeddin knows he can count on the aid of Gaerdal Ironhand, Arvoreen, the Red Knight, Torm, and Tyr. According to Clangeddin, the only good giant deity is a dead giant deity, a theory he has tried to prove repeatedly (thus far meeting with no success, but he's got an infinite amount of time, according to his clerics).

Dogma: The finest hours of dwarvenkind come in the thrusts and feints of war. Seize the opportunity to defend your kin and ensure

Symbols by Renick Woods and Robert Raper

their victory wherever conflicts erupt. Revel in the challenge of a good fight, and never waver in the face of adversity, no matter how ominous. Lives should never be thrown away foolishly, but the greatest honor is to sacrifice oneself for the cause on the field of battle in service to a righteous cause. When not fighting, prepare for the next conflict physically, tactically, and by acquiring resources. Attack hill giants whenever possible and other evil giants whenever necessary.

Deep Duerra

Queen of the Invisible Art, Axe Princess of Conquest
Dwarven Demigod

Symbol:	Broken illithid skull
Home Plane:	Hammergrim
Alignment:	Lawful evil
Portfolio:	Psionics, conquest, expansion
Worshipers:	Dwarves, fighters, psionicists, travelers in the Underdark
Cleric Alignments:	LE, LN, NE
Domains:	Dwarf, Evil, Law, Mentalism, War
Favored Weapon:	"Mindshatter" (battleaxe)

Symbol by Corey Macourek



Symbol of Dugmaren Brightmantle

Elderly gray dwarven mindwardens speak of an ancient time, when a great queen named Duerra (*dwair*-uh) ruled a dwarven empire of immense subterranean territory and dark, expansionist ambitions. The queen herself stood at the front of her armies, on one occasion dominating a huge illithid city. Duerra ordered her underlings to shackle the mind flayers, who once had enslaved the entire duergar race. Over the course of a century, Duerra and her surgeons wrested the power of the mind from the captive illithids, transferring it to her brood and hence into her clan's bloodline. Though mind flayers tell the story somewhat differently, casting Duerra as the leader of a slave rebellion and attributing the psionic powers of the gray dwarves as their own invention in order to create a more efficient slave stock, many duergar nonetheless honor their ancient queen as the progenitor of the psychic abilities that established the gray dwarves as a distinctive subrace and as a symbol of the dominance through enslavement and expansion that shall establish the duergar as the preeminent political force of the Underdark.

Few surface dwellers know of Deep Duerra or her clerics, known below the surface as *norothor* ("those who seize enemy land"). Their recent efforts in the Underdark, however, have made them the talk of underground waystations and trading communities. The norothor preach expansionism to such a strong degree that they have become a nuisance to the older, more staid duergar, who prefer to serve Laduguer. The norothor nonetheless serve an important role in society, training young gray dwarves in the development of their natural psionic abilities, attending to and controlling the slaves who form the underclass of duergar society, and scouting and clearing out nearby tunnel systems that the community might grow. Lastly, their focus on the mental disciplines makes them ideal ambassadors to psionic races such as the illithids and aboleths, though the inherent brashness of the faith means that many such missions end in utter disaster. Duerra's temples are constructed in visually appealing symmetric patterns, featuring an empty seat at the center of the centermost room. Called the Daul's Throne, the chair serves to remind the norothor that as Queen of the Invisible Art, Deep Duerra is always present and watching.

Norothor pray for spells at night. On Midwinter eve, they celebrate a perverse festival known as the Rallying wherein clerics commemorate the triumphs of the past year and announce their expansionist intentions for the next. To the sound of hammering and war chants the norothor pass around the freshly severed head of an enemy whose territory will be taken before the next Rallying. On the 5th of Mirtul, Duerra's clerics gather in temples for the Melding, a psionic ceremony in which the norothor contact the Axe Princess herself. The resulting communal mind grants all clerics greater insight in their endless quest for power and territory. Norothor frequently multiclass as fighters or (if the Psionics Handbook is used) as psions.

History/Relationships: Moradin immediately exiled her upon her apotheosis; Deep Duerra has no friends among the Morndinsamman. Certain myths suggest Laduguer was her father, but the two share remarkably little compassion for one another. Nominally allies, they scheme against each other endlessly, with Duerra chafing at Laduguer's bitterness and resentment. After centuries of only middling success under his patronage, Duerra is a hair away from attempting to depose him as the prime deity of the gray dwarves. The illithid god-brain Ilsensine hates Duerra for the many thefts of psionic energy and information the Axe Princess has stolen from it.

Dogma: The children of Laduguer shall conquer the earth and stone from which they sprang and the voids in which they dwell. The seizing of new lands, new wealth, and new servitors is the manifest destiny of those who mine the Night Below. Magic is weak, unreliable, and unsubtle when compared to the powers of the mind unless bequeathed and steadied by the will of the gods. By means of the Invisible Art, the duergar shall destroy or enslave all those reliant upon petty magics to survive.

Dugmaren Brightmantle

The Gleam in the Eye, the Errant Explorer
Lesser Dwarven Deity

Symbol:	Open book
Home Plane:	Dwarfhome
Alignment:	Chaotic good
Portfolio:	Scholarship, invention, discovery
Worshipers:	Artisans, dwarves, loremasters, runecasters, scholars, tinkers, wizards
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Craft, Dwarf, Good, Knowledge, Rune
Favored Weapon:	"Sharptack" (short sword)

Just as Marthammor Duin exemplifies the occasional dwarven urge to explore the world beyond the mountain, Dugmaren Brightmantle (*duhg*-mah-ren *brite*-man-tuhl) signifies the exploratory striving to blaze the trails of creativity by applying accumulated knowledge to create something new and good. Brightmantle represents the progressive elements of a naturally conservative race that nonetheless prides itself on its infrequent innovations. His ceaseless quest for knowledge and constant tinkering and exploring have a tendency to get him into trouble, and though Moradin (his father) admires Dugmaren's adventuresome spirit, the Dwarffather despairs at his tendency to wander away from a pursuit to follow something else that catches his notoriously fickle attentions.

Dugmaren's clerics, known as *xothor* ("those who seek knowledge"), draw from the most creative tinkers and free-thinkers of dwarven communities, on rare occasions even allowing gnomes to join their orders. They follow a doctrine of knowledge for knowledge's sake, seeing equal value in learning a once-lost recipe for toasted zygom

stalk and discovering the crucial flaw in an enemy's defensive fortifications. In fact, since the xothor strongly favor creation over destruction, there's a good chance many of them would prefer the recipe. Temples of the Errant Explorer, usually sprawling edifices filled with the scattered detritus of a half-hundred abandoned experiments and twice as many open books, can be found above and below the surface.



Symbol of Dumathoin

Xothor pray for spells in the morning. They observe few official holidays, instead whispering a prayer of thanks to the Errant Explorer upon the discovery of some new bit of lore. On Greengrass and High-harvestide, xothor begin the day with several hours in private meditation, staring at the flame of a candle. Thereafter, neighboring xothor gather to discuss their discoveries and creations since the prior convocation. Xothor frequently multiclass as loremasters, runecasters, or wizards.

History/Relationships: Dugmaren's ambitions ensure that he's always at the center of some exploit, frequently in the company of his loose circle of deific associates. His circle includes Haela Brightaxe, Marthammor Duin, Brandobaris, Erevan Ilesere, Gond, and Shaundakul. Gargauth, who represents knowledge-hunting for illicit and perverse purposes, is among the Gleam in the Eye's most hated foes.

Dogma: The secrets of the world are waiting to be revealed. Travel widely, broaden your mind at every opportunity, and pursue the life of a scholar. Cultivate the spirit of inquiry among the young and be a teacher to all. Seek to recover lost and arcane knowledge of ages past and apply it in the world today. Try new methods of doing things just for the joy of experimenting. Learn a little of everything, for you never know what might be of use down the road.

Dumathoin

Keeper of Secrets under the Mountain, the Silent Keeper
Intermediate Dwarven Deity

Symbol:	Faceted gem inside a mountain
Home Plane:	Dwarfhome
Alignment:	Neutral
Portfolio:	Buried wealth, ores, gems, mining, exploration, shield dwarves, guardian of the dead
Worshipers:	Dwarves, gemsmiths, metalsmiths, miners
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Cavern, Craft, Dwarf, Earth, Knowledge, Metal, Protection
Favored Weapon:	"Magmahammer" [mattock] (maul)



Symbol of Gorm Gulthyn

In the Quiet Years (so called because the pounding of dwarven picks in the mines and hammers on the forgestone had yet to break the still silence of the earth) Dumathoin (*doo*-muh-*thoe*-in) prepared the mountains for the coming of the shield dwarves. Named as their patron by Moradin himself, the mute deity set veins of precious metals where they might one day be intercepted and invented countless colors for countless gems to beautify his chosen earthly realm. When first his charges came they carved into his creation, marring its inherent beauty and sending Dumathoin into a fretful state of wrath. In time, however, he saw how the dwarves forged his metal into artful weapons and crafts, and how they cut and set his gems into works of great refinement. These crafts pacified Dumathoin and filled him with pride. Now, the Keeper of Secrets under the Mountain ensures the safety of miners, bends precious mineral veins toward shield dwarf habitations, and safeguards the sanctity of his beautiful realm.

Not everyone respects the inherent beauty of Dumathoin's creations, however, seeing them instead as bounty to be drawn from the mountains in the most expedient manner possible, regardless of the destruction caused by such wanton pillage. These rapacious profiteers have much to fear from the *talhund* ("hidden gifts"), Dumathoin's vigilant clergy. In addition to protecting dwarven mines, the talhund seek out new mineral and gem deposits, supervise mining activities to ensure the proper respect is paid to the mountain, and develop strategies to defeat the strange Underdark creatures sometimes accidentally exhumed during excavations. Dumathoin's clergy builds underground temples in the deepest caverns, always near an impressive vein of precious metal or a bed of natural gems. Such bounty remains a part of the temple and free from harvest as a testament to the local clan leader's reverence for the Silent Keeper.

Talhund pray for spells in the morning. They refer to the nights of the new moon as the Deepstone Triad, claiming that at this time the moon becomes a great gem hidden in the fastness of the earth. On such nights, talhund and lay followers of Dumathoin sacrifice gems and jewelry upon large stone blocks. Specially tasked talhund pulverize these offerings while the congregation gives thanks to the Keeper of Secrets under the Mountain. Dumathoin also serves as the dwarves' deity of the dead, and hence talhund are tasked with disposing of corpses and seeing that their souls pass successfully to the afterworld. Talhund rarely multiclass. They turn rather than rebuke undead.

History/Relationships: Dumathoin favors the company of other gods interested in elemental earth or smithing. As a mute (none know if his silence is by nature or by preference), Dumathoin remains somewhat distant from the Morndinsamman, which has the side-effect of placing him above their internal conflicts. He enjoys an obscure, nonhostile relationship with the illithid god Ilsensine, though the followers of both gods often clash.

Dogma: Walk the deep and silent ways of Dumathoin. Seek out the hidden gifts of the Keeper of Secrets under the Mountain. That which is hidden is precious, and that which is precious shall stay hidden. Seek to enhance the natural beauty of Dumathoin's gifts and go with, not against, the contours of the deeps. Beauty is the discovery and the crafting, not the holding. Keep the places of our dead inviolate and well tended; the noble ancestors of our race will neither be robbed nor moved through the actions of thieves and defilers. Abide not undead creatures, especially those that take the form of dwarves, thus mocking the creation of Moradin.

Gorm Gulthyn

Fire Eyes, Lord of the Bronze Mask, the Eternally Vigilant
Lesser Dwarven Deity

Symbol:	Shining bronze mask with eyeholes of flame
Home Plane:	Dwarfhome
Alignment:	Lawful good
Portfolio:	Guardian of all dwarves, defense, watchfulness
Worshipers:	Dwarven defenders, dwarves, fighters
Cleric Alignments:	LG, LN, NG
Domains:	Dwarf, Good, Law, Protection, War
Favored Weapon:	"Axegard" (battleaxe)

Most dwarven enclaves, set as they are in the lightless realm below the surface, stand in the path of aggressive, rapacious Underdark enemies.

Symbols by Renick Woods and Corey Macourek

Those who protect these realms from attack give blessings to Gorm Gulthyn (*gorm gull*-thin), patron of watchfulness and defense. Gorm, a humorless masked warrior, ensures the safety of dwarven clanholds and seeks to defend these realms from their enemies, manifesting on the Prime far more often than his companions in the Morndinsamman. He keeps vigils on battlements, establishes traps and deadfalls in neighboring passages, and instructs his clerics on the art of planning a steady and reliable defense for the community. Those who have seen him fight on the walls of besieged communities relate his stunning battle prowess, but comment that his combat maneuvers increasingly belie not only millennia of dutiful practice, but a growing desperation, as if each battle might be the Lord of the Bronze Mask's last.

Clerics of Fire Eyes, known as *barakor* ("those who shield") organize the defense of dwarven communities, act as bodyguards, and instruct local dwarves about the value of alertness and vigilance. Upon entering the church, each barakor is assigned a charge to protect. More powerful clerics often choose to defend important clan personages, but the assignments of novitiates seem to be determined at random, and include children and elderly or infirm members of the clan. All are willing to sacrifice themselves ("paying Gorm's greatest price," in the vernacular of the church) to protect their charge. Temples to the Golden Guardian typically are plain stone constructions featuring a central altar containing the remains of a fallen barakor. Most contain a small armory and are well fortified against attack.

Barakor pray for spells in the morning, usually before taking a tour of the community to ensure that the night passed with little incident. Holy days are celebrated each festival, with tedious (to outsiders) procedures that involve formal salutes, rhythmic grounding of weapons, and didactic, chanted prayers. Barakor frequently multiclass as dwarven defenders or fighters. Members of the former class are afforded the highest possible honor in the clergy of the Lord of the Bronze Mask.

History/Relationships: Gorm Gulthyn is dying. Somehow, as he gave his essence to avatars battling for the preservation of dwarven kingdoms over the many centuries, his very existence became tied to the fate of those kingdoms. With each fall of a clanhold, something inside Gorm Gulthyn died; the divine fire licking the eyeholes of his mask grew dimmer by almost imperceptible increments. Proud nonetheless, Gorm has confided his condition only in Clangeddin, Marthammor, and Moradin, whom he considers his closest friends. All hope that the Thunder Blessing and the resurgence of ancient dwarven bloodlines will return strength to the Sentinel, but no reverse has yet been observed. With each manifestation, Gorm throws himself more carelessly into his defensive actions, perhaps seeking an end to his condition on the tip of an enemy sword.

Dogma: Never waver in your duty to Gorm's sacred charges. Defend, protect, and keep safe the children of the Morndinsamman from the hostile forces of the outside world. Be always vigilant and ever alert so that you are never surprised. If need be, be prepared to pay the greatest price so that the clan and the community survive, and your name will be remembered for generations.

Symbols by Robert Raper and Renick Woods



Symbol of Haela Brightaxe

Haela Brightaxe

Lady of the Fray, Luckmaiden

Dwarven Demigod

Symbol:	Unsheathed sword wrapped in two spirals of flame
Home Plane:	Dwarfhome
Alignment:	Chaotic good
Portfolio:	Luck in battle, joy of battle, dwarven fighters
Worshipers:	Barbarians, dwarves, fighters
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Dwarf, Good, Luck, War
Favored Weapon:	"Flamebolt" (greatsword)

Whenever dwarves stand hip-deep in the corpses of monstrous enemies, their hearts singing in joy with the thrumming thrill of battle, Haela Brightaxe (*hay*-la *brite*-axe) shouts a triumphant huzzah of support. Her spirit is one with good-aligned dwarves who revel in battle, who seek out powerful monsters in an effort to purge the vile creatures from Toril. When one asks a Haelan cleric why she attacked an ancient dragon, she'll respond, "because it was there," adding with a devious smile "and because I have always wanted to cut my way out of something's stomach." As a luck goddess, she takes great risks in battle without batting an eye.

Haela's clergy are the *kaxanar*, a term loosely translated as "bloodmaidens." Female clerics vastly outnumber their male counterparts, who seem little bothered by their feminine title (it's difficult to make an emasculating joke about an angry warrior-cleric covered in a gallon of fresh blood). Clerics care little for typical dwarven tradition, constructing austere temples wherever seems most convenient to the nearest source of conflict. The cellars of human ruins, abandoned dwarf holds, or even empty gnome warrens make acceptable temples of the Lady of the Fray. Such places usually double as armories; all contain at least one bombastic trap (usually featuring the most violent results imaginable) meant to ensure that no temple ever falls into enemy hands.

Kaxanar pray for spells in the morning, a ritual accompanied by the tracing of elaborate ritual scarring carved into the cleric's forearms upon initiation into the order. Most scars follow accepted geometric patterns, but a few iconoclasts (among an entire clergy of "free thinkers") take their initiation as an opportunity to carve profanity or lewd sayings into their flesh. Greengrass sees the somewhat depressing ritual known as the Time of Spawning, when (through chants and the shattering of captured enemy weapons) the kaxanar prepare for the next onslaught of monsters from occupied dwarven holds. On a high holy day known as Axe Held High, kaxanar and those allied with them gather under the light of day, claiming to see an image of Haela's greatsword outlined at the center of the sun. Lastly, the Feast of the Moon sees the Commemoration of the Fallen, when the kaxanar remember those dwarves and nondwarves who fell in defense of the Stout Folk. Kaxanar frequently multiclass as barbarians, savoring the joyous destruction engendered by the rage ability of that class.

History/Relationships: Other members of the Morndinsamman respect Haela's convivial manner, her infectious laughter, and her cheerful nature. She recognizes no superior except Moradin, but honors her brothers and sisters in the Dwarffather's brood by ensuring that she never acts against the wishes of any fully accepted member of the pantheon. Of all the pantheon, she prefers the company of Marthammor Duin, who shares her interest in the surface world, and Clangeddin Silverbeard, who shares her love for battle. As Haela concerns herself so closely with dwarven affairs on Toril, she has little time for nondwarven gods. She has spurned the interest of Abbathor (who is always interested in luck) and in response the Trove Lord has been sending greater and more terrible threats her way.



Symbol of Laduguer

Dogma: Through battle, you find validation, liberation, and exultation. Trust in Haela to see you through the fray, and the monsters of the world shall fall to the sharp blades of your axes, regardless of their apparent strength and numbers. The Luckmaiden blesses those dwarves who believe in

her beneficence, and she, through her faithful, will always be there for the beleaguered and besieged. Rejoice in the power of your swing in battle, the sound of your weapon smiting a worthy foe, and the challenge of the fray. If asked, show mercy on a noble foe who abides by a code of honor, but hold not your hand against the treacherous, the liars, and the honorless.



Symbol of Marthammor Duin

Laduguer

The Exile, the Gray Protector, Master of Crafts
Intermediate Dwarven Deity

Symbol:	Broken crossbow bolt on a shield
Home Plane:	Hammergrim
Alignment:	Lawful evil
Portfolio:	Magic weapon creation, artisans, magic, gray dwarves
Worshipers:	Dwarves, fighters, loremasters, soldiers
Cleric Alignments:	LE, LN, NE
Domains:	Craft, Dwarf, Evil, Law, Magic, Metal, Protection
Favored Weapon:	"Grimhammer" (warhammer)

Ever since the duergar branched from their dwarven cousins, Laduguer (*laa*-duh-gwur) has harbored bitter resentment. The Gray Protector views his cousins in the Morndinsamman as indolent layabouts more concerned with maintaining outdated traditions than with progress and artifice. That's not to say Laduguer is a free thinker—he clings to his own brand of intolerant discipline, weaving a doctrine of obedience to one's leader, empowerment through the exploitation of slaves, enrichment through the creation of magical weapons, and protection through an unforgiving program of stern military preparedness. Strongly xenophobic, Laduguer urges his charges to avoid contact with other races except for limited trade and slave raids.

The duergar recognize no difference between religious and secular authority, making Laduguer's clerics (known as *thuldor*, a dwarven term meaning "those who endure") the nominal rulers of gray dwarf society. The duergar see their existence as a constant struggle against other Underdark races, and the thuldor form the single constant that has kept the race united and powerful ever since the days when Laduguer's clerics first led the gray dwarves away from their surface brethren. Many temples include sizable stables used in the care and breeding of steeders, large monstrous hunting spiders used as transport by many Underdark races. The duergar, under the guidance of the thuldor, have cornered the market on these highly trainable, versatile beasts of burden, granting the race considerable financial clout it the Night Below. The clerics are expected to serve in the military.

Thuldor pray for spells in the morning, usually before dedicating at least an hour to concepting, creating or improving of a magical weapon. The duergar enjoy few religious ceremonies of note, as celebration offers a dangerous break to the toil upon which the duergar owe their protracted existence. Clerics of Laduguer seldom multiclass, occasionally becoming divine champions, fighters, or loremasters.

History/Relationships: No mortal knows the exact reasons behind Laduguer's exile from the Morndinsamman. The gold and shield dwarves claim that he committed unspeakable crimes against his brethren and was only saved from Moradin's great Soulhammer by the temperance and forgiveness of Berronar. The gray dwarves explain the story somewhat differently, painting the Gray Protector as an advocate of a righteous, innovative philosophy that nonetheless so offended the Dwarffather that Laduguer was cast from the pantheon forevermore. Regardless, the Exile is at best tolerated by Dugmaren and Sharindlar; the rest of the Morndinsamman hold him in deep scorn. Deep Duerra, thought of by many as Laduguer's daughter, is his only true ally (and even she hatches multiple schemes against him). His race's dominance of the steeder market has gained him enmity from Lolth, and an ancient dispute with the demon prince Orcus simmers healthily to this day.



Symbol of Moradin

Dogma: The children of Laduguer have rejected the feckless and feeble gods of their forefathers and withdrawn from their lazy once-kin so as not to be tainted by their weaknesses. Strict obedience to superiors, dedication to one's craft, and endless toil are necessary to achieve wealth, security, and power. Nothing is ever easy, nor should it be. Suffer pain stoically and remain aloof, for to show or even feel emotion is to demonstrate weakness. Those who are weak are undeserving and will suffer an appropriate fate. Adversity is Laduguer's forge, and the harsh trails through which the duergar must pass are his hammer blows—endure all and become stronger than adamantine.

Marthammor Duin

Finder-of-Trails, Watcher over Wanderers, the Watchful Eye
Lesser Dwarven Deity

Symbol:	Upright mace in front of a fur-trimmed leather boot
Home Plane:	Dwarfhome
Alignment:	Neutral good
Portfolio:	Guides, explorers, expatriates, travelers, lightning
Worshipers:	Dwarves, fighters, rangers, travelers
Cleric Alignments:	CG, LG, NG
Domains:	Dwarf, Good, Protection, Travel
Favored Weapon:	"Glowhammer" (heavy mace)

The most conservative dwarves pledge that the Stout Folk belong underground, and that those who travel the Realm Above (known collectively among dwarven culture as Wanderers) have at worst betrayed ancient ideals and at best are somewhat disturbed fools. If the latter is the case, the young dwarven deity Marthammor Duin (Mar-*tham*-more *doo*-ihn) is the grand king of fools. The patron of those dwarves who have left the clanholds to explore the world under the sun, Marthammor approaches life with an almost gnome-like demeanor, always curious to see what's beyond the horizon and always willing to trade stories of travels past beside a crackling campfire. His is the rare spirit of dwarven exploration embodied in divine form, the spark of curiosity his followers equate with a quick burst of lightning from the open skies.

Marthammor's clergy, the *volamtar* ("blazers of fresh trails") represent one of the most widely recognized dwarven churches of the surface world, especially in the North, where their worshipers have grown abundant in recent decades. Volamtar mark wilderness trails near dwarven strongholds, that the path of those who decide to leave the clanholds is made that much easier. They patrol the trade routes and game trails between human and dwarven enclaves, healing the injured and clearing such areas of dangerous predators. In urban areas, they establish temples with the aim of strengthening dwarven populations through healing services, religious ceremonies, and exchange of information. Less adven-

Symbols by Corey Macourek and Sam Wood

turesome volamtar sometimes attempt to influence the government of nondwarven cities that feature dwarven residents, usually by attempting to infiltrate minor political positions. Wilderness temples take advantage of natural tors or cliffs, which offer spectacular views of the thunderstorms held sacred by Marthammor's followers. Urban temples usually conform to local architectural style.

Volamtar pray for spells in the morning. The clergy celebrates numerous holidays throughout the year including each festival day and the nine following days. Years featuring Shieldmeet see much celebration on the festival day and the nine immediately thereafter. Such celebrations are open to the public (even nondwarves) and generally feature the ritualized burning of used ironwork and footwear. Loud singing and the imbibing of strong spirits plays an important (some would say necessary) role at all such events. Volamtar frequently multiclass as divine champions and fighters. Those who dwell in wilderness regions often gain levels in the ranger class.

History/Relationships: Other members of the dwarven pantheon refer to Marthammor's behavior as "antics," hoping that his fixation with the world under the open skies soon will pass. Moradin gives thanks that, despite his youngest son's proclivities, he's nonetheless more disciplined than Dugmaren (who, unsurprisingly, is one of Marthammor's greatest friends). The Watcher over Wanderers hates the gods of orcs, goblins, and giants, and holds a special enmity for Grolantor, the willfully stupid patron of hill giants.

Dogma: Eschew the illusory safety of the clanhold and instead travel widely to spread the words of the Morndinsamman to those of other races, that they might gain the product of dwarven wisdom. Help fellow wanderers and sojourners to the best of your ability, for the road is easier endured amid the tread of companionship. Seek out new ways and paths, and discover the wise world in your wanderings. Herald the way of newfound hope.

Moradin

The Soul Forger, Dwarffather, All-Father
Greater Dwarven Deity

Symbol:	Hammer and anvil
Home Plane:	Dwarfhome
Alignment:	Lawful good
Portfolio:	Dwarves, creation, smithing, protection, metalcraft, stonework
Worshipers:	Dwarven defenders, dwarves, engineers, fighters, miners, smiths
Cleric Alignments:	LG, LN, NG
Domains:	Craft, Dwarf, Earth, Good, Law, Protection
Favored Weapon:	"Soulhammer" (warhammer)

Moradin (*mor*-uh-din) is a stern paternal deity, gruff and uncompromising, and hard as stone when it comes to protecting his chosen race. A harsh but fair judge, he is strength and force of will embodied. He inspires dwarven inventions and constantly seeks to improve that race, encouraging their good nature, intelligence, and harmonious existence with other good races while battling their pride and isolationist tendencies. His warhammer is a weapon and a tool, called *Soulhammer*.

The church of Moradin has an active role in guiding the morals of dwarven communities. They emphasize the Soul Forger's hand in everyday dwarven activities such as mining, smithing, and engineering, and invoke his blessing when these tasks are begun. They lead the push to found new dwarven kingdoms and increase the status of dwarven in surface communities. They take an active role in teaching the young of the communities and oversee most formal ceremonies. Of particular interest to the clerics of Moradin are the Thunder Children, and his clerics who were born of the Thunder Blessing are expected to do great things for the race.

Illustration by Wayne England



Dwarven Pantheon

Clerics of Moradin, known as *sonnlinor* ("those who work stone") pray in the morning. Offerings are made to the Soul Forger on a monthly basis. The ranking cleric of a community can declare any day a holy day to celebrate a local event. Many communities celebrate Hammer 1st, for that date in the 1306 DR the Year of Thunder) is held to be the start of the sudden increase in dwarven births, a blessing of the Dwarf-father that has brought about a great turnaround in the dwarven race. His clerics commonly multiclass as dwarven defenders or fighters.



Symbol of Sharindlar

History/Relationships: Moradin is held in dwarven myths to have been incarnated from rock, stone, and metal, and that his soul is an ember of fire. He forged the bodies of the first dwarves from metals and gems and breathed souls into them when he blew on his creations to cool them. He is the leader of the dwarven pantheon and it was his decision that banished the evil gods of the derro and duergar from the surface. He has a strategic but cool alliance with Gond, Kossuth, Helm, Torm, Tyr, and the heads of the elven, gnome, and halfling pantheons. He opposes the gods of the goblinoids, orcs, evil giants, and banished dwarves.

Dogma: Moradin is the father and creator of the dwarven race. Honor him by emulating his principles and workmanship in smithing, stoneworking, and other tasks. Wisdom is derived from life and tempered with experience. Advance the dwarven race in all areas of life. Innovate with new processes and skills. Found new kingdoms and clan lands, defending the existing ones from all threats. Lead the dwarves in the traditions laid down by the Soul Forger. Honor your clan leaders as you honor Moradin.



Symbol of Thard Harr

sharindlar

Lady of Life and Mercy, the Shining Dancer
Intermediate Dwarven Deity

Symbol:	Flame ring rising from a steel needle
Home Plane:	Dwarfhome
Alignment:	Chaotic good
Portfolio:	Healing, mercy, romantic love, fertility, dancing, courtship, the moon
Worshipers:	Bards, dancers, dwarves, healers, lovers
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Charm, Dwarf, Good, Healing, Moon
Favored Weapon:	"Fleetbite" (whip)

When a dwarf falls sick or is struck down in combat, he often utters prayers to Sharindlar (sha-*rihn*-dlar), the dwarven deity of healing and mercy. Dwarves make no secret of their veneration of this benevolent goddess who protects the dwarven people through the kindness and the restorative touches of her clergy. What most dwarves are loath to admit to their taller companions, however, is that Sharindlar represents a side of dwarven life rarely observed by outsiders. When dwarves abandon their taciturn moods for an evening of dance, or when a hardened warrior softens to accept the vows of marriage to his childhood love, Sharindlar is invoked as a deity of gaiety, romance, and dance.

Clerics of the Shining Dancer are known as *thalornor* ("those who are merciful"). They spend most of their time ministering to the needs of the sick or frail in dwarven communities, providing words of encouragement with a gentle bedside manner. When not engaged at the bedside, clerics of Sharindlar work to instruct youth on proper dwarven courting rituals, even going so far as to play matchmaker between two "compatible" youths. Of late Sharindlar's command of fertility has expanded the thalornors' influence over animal husbandry and developing new strains of crops. Concerned as they are with births, both from a medical and metaphorical perspective, most thalornor treat the Thunder Blessing with even more reverence than their brethren, often bending over backward to encourage thunder twins to join the clergy. Temples most often are large halls with ample space provided for dancing and celebration and plenty of intimate guest rooms for visiting revelers.

Clerics of Sharindlar pray for spells in the morning. Holy ceremonies, most often practiced when the moon begins to wax, at Greengrass, Midsummer Night, and whenever the moon is full, commonly involve secret congregations in hidden caverns. At such gatherings, supplicants dance around a natural pool, chanting to the Lady of Mercy while casting items of gold into a sanctified cauldron. Participants draw a small amount of blood from their forearms, allowing it to seep into the cauldron, the contents of which are heated until molten and cast into the central pool. Thalornor frequently multiclass as bards.

History/Relationships: Over the millennia, Sharindlar has worked to establish good relations with her entire pantheon, including strained friendships with even Laduguer, Deep Duerra, and Abbathor. On many occasions, the Lady of Life and Mercy acts as intermediary between Moradin and those he has cast away when some calamity forces usually opposed dwarves to act in consort. In general, however, Sharindlar finds politics stuffy and boring, and prefers to speculate on the romantic futures of both mortals and the divine. She shares great kinship with Shiallia, whom many believe to be her daughter through a dalliance with a fey god.

Dogma: Be merciful in speech and deed. Temper anger and hostility with constructive and charitable endeavor. The children of Moradin must live in safety to propagate. Embrace the gift of life with ebullience and grace. Maintain and encourage the traditional rites of courtship and marriage. Sharindlar restores the fertile seed of dwarven life, while Berronar protects the fruit.

thard harr

Lord of the Jungle Deeps
Lesser Dwarven Deity

Symbol:	Two crossed scaly clawed gauntlets of silvery-blue metal
Home Plane:	Dwarfhome
Alignment:	Chaotic good
Portfolio:	Wild dwarves, jungle survival, hunting
Worshipers:	Druids, inhabitants of jungles, rangers, wild dwarves
Cleric Alignments:	CG, CN, NG
Domains:	Animal, Chaos, Dwarf, Good, Plant
Favored Weapon:	Clawed gauntlet (spiked gauntlet)

When faced with the tattooed, pot-bellied Thard Harr (*thard harr*)—an obscure, feral creature wearing an ornate copper helm fashioned in the shape of a crocodile's head—few would suspect they look upon a member of the Morndinsamman. Though distanced from his kin both emotionally and geographically, Thard Harr nonetheless shares the blood of Moradin. Patron of the wild dwarves who inhabit the jungles of Faerûn (notably Chult), Thard Harr protects his charges from the marauding of wild beasts, the rampages of hungry dinosaurs, and the unwanted incursions of outlanders.

Thard's clerics and druids, known as *vuddor* ("those of the jungle") enjoy a position of reverence in their sheltered homeland.

Symbols by Robert Raper and Renick Woods

The worship of Thard Harr is so deeply ingrained in wild dwarf society that few even consider the possibility of other religions. Though some gold dwarves of the south (especially those dwelling near the ruins of High Shanatar) remember ancestors' tales of Thard as a lost dwarven nature deity, most wild dwarves remain completely ignorant of the rest of the Morndinsamman, a failing Thard does nothing to ameliorate. Vuddor lead their charges on prosperous hunts, act as generals for the loosely organized armies of the wild dwarves, and speak for the society as a whole. Thard sponsors no formal temples, instead instructing his followers to treat locations of great natural beauty (such as volcanic flats, natural gardens, or waterfalls) as his halls of worship.

Vuddar pray for spells in the morning. On the nights of full or new moons, the highest-ranking cleric of Thard Harr in the region formally calls together numerous hunting bands, and the resulting chanting, drumming, and screams are enough to frighten off even the most desperate interloper. At such gatherings, the dwarves offer up blood sacrifices of captured dinosaurs or intruders (some of the more isolated tribes occasionally sacrifice unfortunate good humans in this manner, and while Thard disapproves of this he has done nothing to communicate disfavor to his charges). Such sacrifices are nearly always consumed by the participants in an effort to achieve closeness with their godly benefactor. Vuddar sometimes multiclass as rangers.

History/Relationships: Aside from infrequent visits by Sharindlar and Dumathoin, Thard Harr shares almost no relationship with the children of Moradin. On such rare occasions as the entire pantheon is drawn together, Thard Harr alienates more than he befriends, not least because he refuses to speak, instead communicating through a bizarre series of animal calls and physical gestures. He vastly prefers the company of other nature-minded deities such as Ubtao, Nobanion, and Uthgar. Thard is a sworn enemy of Shar, who acts in Chult under the name of Eshowdow (a shadow deity she absorbed), and a dozen other jungle deities and demons seldom noticed by the civilized inhabitant of Faerûn.

Dogma: Like the great tigers of the jungle, be strong and wary of beasts, whether they walk on two legs or four. Live in harmony with nature and gain the protection of the Lord of the Jungle Deeps. Seek to understand what you do not, but be wary of bringing unknown gifts into your lair. Honor the ways of your people, but assume not that Thard's way is the only way—just the best way for his children.

Symbols by Corey Macourek and Robert Raper



Symbol of Vergadain

Vergadain

Merchant King, the Short Father, the Laughing Dwarf
Intermediate Dwarven Deity

Symbol:	Gold piece
Home Plane:	Dwarfhome
Alignment:	Neutral
Portfolio:	Wealth, luck, chance, nonevil thieves, suspicion, trickery, negotiation, sly cleverness
Worshipers:	Dwarves, merchants, rogues, wealthy individuals
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Dwarf, Luck, Trade, Trickery
Favored Weapon:	"Goldseeker" (longsword)

On the surface, Vergadain (*vur*-guh-dain) represents the dwarves' well-known dedication to the art of the merchant—the personification of a hard bargain struck after a hearty session of haggling. Those who pay attention, however, know that the Merchant King has an aspect that, if not darker, seldom fills more legal-minded dwarves with pride. As a patron of luck and trickery, Vergadain also oversees those dwarves who use illicit means to gain their wealth. He delights in the art of the deal, whether said deal is an intricate negotiation regarding the sale of a team of horses or whether it's an elaborate plan to break into the stable after the sale, steal the horses back, and sell them again at the next town.

In knowledgeable society, few admit to following Vergadain, as those who profess adherence to his doctrine are known as either skilled negotiators, shameless thieves, or both. Clerics of the Laughing Dwarf (as he is known by nondwarves) are called *hurndor* ("those who trade"). Dedicated to furthering the progress of dwarven commerce, hurndor travel the world more widely than the servants of any member of the Morndinsamman except Marthammor Duin. The Merchant King expects all his clerics to be personally wealthy, and to ensure that a portion of their wealth goes to keeping the local temple, usually a windowless underground chamber filled with all manner of treasure and opulence.

Clerics of Vergadain pray for spells at night. Holy days of the faith are known as coin festivals, and mark a period of intense mercantile activity. Occurring on the days before and after a full moon, on Greengrass, and on any day declared favorable by the Merchant Prince (this changes from year to year), coin festivals are open to the general public, who sometimes jokingly refer to them as trademeets, as great bargains can be had in the closing hours of the convocation when Vergadain's faithful lower the prices of their goods in a last-ditch effort to generate enough sales so as to gain clout with his or her peers (not to mention with Vergadain himself). When hurndor multiclass, they typically do so as rogues. They turn rather than rebuke undead.

History/Relationships: Vergadain enjoys strong popularity among the Morndinsamman, and has a great personal friendship with Dugmaren Brightmantle, who shares his interest in mischief. The Merchant King occasionally partners with Abbathor—alliances both would coldly describe as "business arrangements." His travels have gained him the typical allies among the merchant gods of Faerûn.

Dogma: The truly blessed are those whose enterprise and zeal brings both wealth and good luck. Work hard, be clever, seek the best bargain, and the Merchant King will shower you with gold. Treat others with respect, but shirk not your responsibility to try to strike a deal better for you than for them.

Elven pantheon

Known collectively as the Seldarine, which translates to "the fellowship of brothers and sisters of the wood," the elven pantheon is led by Corellon Larethian. Many of the elven deities have close ties to other sylvan deities such as Mielikki.

Aerdrie Faenya

The Winged Mother, Queen of the Avariel
Intermediate Elven Deity

Symbol:	Cloud with bird silhouette
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Air, weather, avians, rain, fertility, avariels
Worshipers:	Bards, druids, elves, rangers, sorcerers, travelers, winged beings
Cleric Alignments:	CG, CN, NG
Domains:	Air, Animal, Chaos, Elf, Good, Storm
Favored Weapon:	"Thunderbolt" (quarterstaff)

Aerdrie Faenya (*air*-dree *fain*-yuh) is the elven expression of freedom and impulse, and she dislikes staying in any one place for too long. She delights in the sound of wind instruments and in creating unpredictable atmospheric conditions, including fairly severe or violent thunderstorms on occasion, but her primary joy is simply feeling the air rush past her with the ground far below. The Winged Mother is a somewhat distant deity who rarely involves herself in elven culture, and she is far more chaotic than the rest of the Seldarine. Of all the elven races, Aerdrie takes a keen interest only in the avariel, and few of them remain in Faerûn. She is also known as an aspect of Angharradh, the Triune Goddess.



Symbol of Aerdrie Faenya

The church of Aerdrie Faenya is small, with little communication or organization between its scattered temples. Aerdrie's clergy is primarily concerned with exploration and maintaining good relations with sentient avian races (e.g., giant eagles and aarakocra). With the decline of the avariel (winged elves), few elven clerics of the Winged Mother can fly without magical aid. As a result, many Winged Siblings work to create new spells and items by which magical flight is possible, and a not a few of their more adventuresome brethren seek lost relics of yore that permit the same. Similarly, members of Aerdrie's clergy raise winged steeds employed by the aerial cavalries of elven realms and tend cotes of fanciful birds from far-off lands to dwell in formal elven gardens and to supply the molted plumage employed in elven fashions. As servants of the Bringer of Rain and Storms, Aerdrie's clerics work closely with the small groups of elves involved in agriculture and horticulture to ensure favorable weather for their crops. Winged Brothers and Sisters are also charged with destroying evil flying creatures.

Clerics and druids of Aerdrie Faenya pray for their spells at dawn, when the first hint of a breeze often drifts across the land. The Dance of Swirling Winds, held semiannually on the vernal and autumnal equinoxes, celebrates the changing seasons and honors the Winged Mother. The winds always blow strongly on such days, wherever Aerdrie's followers gather. Celebrants offer beautiful feathers and join in an aerial ballet danced to the music of wind instruments played by some of the participants. Those who lack wings or magical means of flight sometimes levitate as a gift of the deity herself. Many clerics and druids multiclass as sorcerers or rangers.

History/Relationships: Like most of the Seldarine, Aerdrie serves Corellon, works closely with her fellow elven deities, and opposes the activities of the drow pantheon (with the exception of Eilistraee). She also works against the Deities of Fury (Auril, Malar, Talos, and Umberlee). Aerdrie is allied to like-minded deities of wind, flight, rain, and fertility, including Akadi, Cyrrollalee, Isis, Lurue, Shaundakul, and Sheela Peryroyl.

Dogma: The ever-changing reaches of the sky are the great gift of the Winged Mother. Take flight into her windswept embrace, and gambol amid the clouds. Honor those who dwell with the Aerdrie and cherish the birds dancing on her tresses. Change is beautiful and chaos births new life. Ascend, soar, glide, dive, and ascend again and relish in the freedom that the Winged Mother bequeaths.

Symbol by Renick Woods



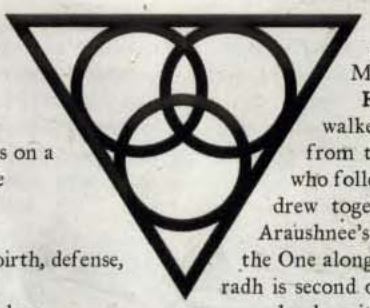
Elven Pantheon

Illustration by Michael Dubisch

Angharradh

The Triune Goddess, Queen of Arvandor
Greater Elven Deity

Symbol:	Three interconnecting rings on a downward pointing triangle
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Spring, fertility, planting, birth, defense, wisdom
Worshipers:	Community elders, druids, elves, farmers, fighters, midwives, mothers
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Knowledge, Plant, Protection, Renewal
Favored Weapon:	"Duskshaft" (longspear or shortspear)



Symbol of Angharradh

Symbol by Sam Wood

Angharradh (*on*-gahr-rath) is the unified face of the deity who is both three separate goddesses—Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow—as well as a single goddess who subsumes their three separate aspects. As such, Angharradh's nature reflects the personality traits of each of the Three, including the impulsive and whimsical nature of the Winged Mother, the romantic and affectionate nature of the Heart of Gold, and the serene and ephemeral nature of the Daughter of the Night Skies. The fusion of the Three was born of Araushnee's (Lolth's) betrayal and the collective threat to Arvandor and the Seldarine. As such, the Triune Goddess exhibits the fierce protectiveness and unbending resolve of the Queen of Arvandor. Despite her vigilance, the Elven Retreat, its reversal, and the return of drow to Cormanthor have weakened Angharradh's spirit, and the three goddesses have been spending more and more time separated, preferring the ability get more done as a group than as an individual.

The church of Angharradh is essentially the unified face of three separate, but closely allied, churches. Clerics of Angharradh serve the Triune Goddess much like the clergies of Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow. Most clerics of the Triune Goddess are affiliated with one aspect of the Three, and their activities reflect their association with that particular aspect. Clerics of Angharradh are also considered wise women and sages and are often consulted on important issues. They can serve as clerics of Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow, as well as their single embodiment, Angharradh. They attend births, bless young children, help with planting and harvest, and bless warriors going into battle. Particularly successful totem sisters are sought out by other tribes and aspiring totemic practitioners for advice and counsel.

Clerics and druids of Angharradh pray for their spells at a time of their choosing, but it must be the time when one of the three goddesses is prayed to. Members of Angharradh's clergy celebrate the holy days and important ceremonies of one of the Three; depending upon which aspect of the Triune Goddess they particularly venerate. The only holy day celebrated exclusively by those who pray to Angharradh is the Melding of the Three, held quadrennially on Cinnaeloscor (the Day of Corellon's Peace), more commonly known as Shieldmeet. While this holy day is more generally observed by elves in honor of Corellon, the moon elves celebrate the tripartite aspects of Angharradh and the unification of the Three that have led to centuries of peace in Arvandor and elven realms in Faerûn. In addition to singing great hymns to the Triune Goddess, Angharradh's faithful often assemble to invoke great feats of cooperative magic on this day. Many clerics and druids multiclass as fighters.

History/Relationships: Before the Fair Folk walked the forest of Faerûn, the Triune Goddess arose from the great battle between the Seldarine and those who followed Araushnee, later known as Lolth. The Three drew together to heal Corellon after he was felled by Araushnee's machinations, taking their place in the form of the One alongside Corellon as the Queen of Arvandor. Angharradh is second only to Corellon among the Seldarine and works closely with the other elven deities. Other allies include Berronar Truesilver, Chauntea, Cyrrollalee, Eilistraee, Lurue, Mielikki, Milil, Mystra, Selûne, Sharindlar, Sheela Peryroyl, Silvanus, Sune, and Yondalla. Her foes include the traditional opponents of the Seldarine: the drow pantheon (other than Eilistraee), the Deities of Fury (Auril, Malar, Talos, and Umberlee), and the goblinoid deities.

Dogma: Unity and diversity bring strength. Be ever vigilant against She Who Was Banished and work together in defending the lands of the Fair Folk from those who would work evil. Celebrate the One and the Three for their collective purpose and individual expressions of life. Through the melding of widely different skills and interests, creativity, life, and artistry are nurtured and new ideas are discovered.

Corellon Larethian

Creator of the Elves, First of the Seldarine, Coronal of Arvandor
Greater Elven Deity

Symbol:	Crescent moon
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Magic, music, arts, crafts, war, the elven race (especially sun elves), poetry, bards, warriors
Worshipers:	Arcane archers, artisans, artists, bards, fighters, good leaders, rangers, poets, sorcerers, warriors, wizards
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Magic, Protection, War
Favored Weapon:	"Sahandrian" (longsword)

Corellon Larethian (*core*-ell-lon lah-*reth*-ee-yen) is the leader of the elven pantheon, and the very race of elves is said to have sprung from his blood during his many battles with Gruumsh of the orc pantheon. He embodies the highest ideals of elvenkind, working as a powerful war deity when need be (his longsword *Sahandrian* is made from a star) and protecting his chosen people with the careful hands of an artisan.



Symbol of Corellon Larethian

Corellon's church emphasizes his protective and artisan aspects over his role as ruler of the elves. They watch over the borders of elven land, guard elven communities, help shape the appearance of elven settlements, and create beautiful items for use within the community and trade without. It is rare to find one of his clerics in a position of leadership, although they often act as intermediaries in disputes among the sylvan races and assist elven governments to assure smooth functioning.

Prayer times for his clerics are at night, preferably when the moon is highest in the sky. They have many holy days, although most are tied to astronomical events and only occur every few years. One monthly ceremony is Lateuquor, the Forest Communion of the Crescent Moon,

which takes place in the first quarter waxing and involves music, song, dance, and offerings of beautiful items. His clerics are most likely to multiclass as arcane archers, fighters, or wizards.

History/Relationships: Corellon created the elven race and is the lord of the nonevil elven deities, which are collectively known as the Seldarine ("fellowship of brothers and sisters of the wood"). The Seldarine respect and honor him, and he has peaceful contact with the leaders of the dwarf, gnome, and halfling deities, as well as Faerûnian nature deities and good deities from that pantheon. Corellon counts Lolth (once his consort) and Vhaeraun as his enemies, for he had to banish them from the Seldarine when they led an attack against their kin. His other enemies include beings such as Bane, Cyric, Talos, Malar, and the deities of the orcs and goblinoids.

Dogma: The elves are sculptors and wardens of magic's endless mysteries. Bring forth the beauty that envelops and let the spirit gambol unfettered. Seek out new experiences and new ways. Ward against those that would destroy what they cannot create. Commune with the natural and mystical world. Be ever vigilant against the return of the banished darkness, and be strong in heart against the corruption of the Spider Queen.



Corellon Larethian takes the Eye of Grumsh

Illustration by Michael Dubisch

Deep Sashelas

Lord of the Undersea, the Dolphin Prince

Intermediate Elven Deity

Symbol:	Dolphin
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Oceans, sea elves, creation, knowledge
Worshipers:	Druids, elves, fisherfolk, rangers, sages, sailors
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Knowledge, Ocean, Water
Favored Weapon:	"Trifork of the Deeps" (trident)

Deep Sashelas (*deep sa*-she-lahs) is a charismatic leader and an inspired creator whose art is everchanging. Unlike the other Seldarine, Deep Sashelas is rarely satisfied with what he's done and always seeks to improve it. Deep Sashelas can be fickle and flighty, and there are many myths that involve his amorous exploits with such creatures as mermaids, mortal sea elves, human females, and even a demigoddess. His consort, Trishina, has some tolerance for such straying, but not too much. Sashelas's fellow Seldarine derive great amusement from Trishina's ability to spot Sashelas's wandering attentions and stymie him, usually by warning off the object of his desire.

The church of Deep Sashelas is a broadly based church organized along regional lines with each region corresponding to a sea or ocean. The clergy of Deep Sashelas are more organized than most elven clergies because of their role as mediators and befrienders of nonaquatic races. His clerics and druids, known as delphions, interact regularly with dolphins who inhabit the region surrounding their home communities, and senior druids are almost always accompanied by their dolphin companions.



Symbol of Deep Sashelas

Sashelan clerics establish and maintain contacts with land-dwelling elves, if feasible. As a result of their extensive networks of contacts, Sashelas's clerics have prevented many sahuagin incursions from succeeding, gaining the latter's undying hatred. Delphions also conduct ritual shark hunts and attack sahuagin communities.

Clerics and druids of Deep Sashelas pray for their spells at whichever high tide is closest to midday. Deep Sashelas is honored individually through the creation of works of art and other wonders, and prayers are given to the Lord of the Undersea upon initiating and after completing such projects. Daily observances by Sashelas's clergy thank Deep Sashelas for his benevolence and the beauty of the undersea world, but the most important rituals are timed to coincide with especially high and low tides, known as the High Flow and the Deep Ebb, respectively. During such ceremonies, the Delphions make offerings of precious natural objects and items of great artistry. Meanwhile, acolytes swim in complex patterns accompanied by dolphins, and sing deep, reverberating songs of praise to the Lord of the Undersea and his creations. While both ceremonies are similar in form, the High Flow is a joyous celebration emphasizing beauty, creativity, and artistry, while the Deep Ebb is a grim, martial ceremony emphasizing the remembrance of those who are lost and vigilance against the enemies of the Undersea. Many clerics and druids multiclass as rangers.

Symbol by Corey Macourek

History/Relationships: Like the other elven gods, Deep Sashelas answers to Corellon and opposes the efforts of the drow pantheon (with the exception of Eilistraee). However, in some respects the Lord of the Undersea could be considered part of another pantheon entirely, composed of the various undersea deities. Deep Sashelas's allies include Cyrrollalee, Eilistraee, and Valkur. He opposes various deities of the depths, including Umberlee and the deities of the kuo-toa and sahuagin.

Dogma: Swim the great currents and the shallow seas. Exult in the dynamic beauty and life of the bounteous Undersea. Revel in the joy of creation and increase its myriad aspects. Seek not to hold that which is everchanging, but instead love the change itself. Seek out fellow swimmers who honor the ways of the Lord of the Undersea, and ally with them against those who see only the darkness of the deeps. Follow the way of the dolphin. Promote knowledge and use of the sea by reasonable folk, and fight those that would taint or deplete its beauty and bounty.

Erevan Ilesere

The Chameleon, the Green Changeling, the Fey Jester
Intermediate Elven Deity

Symbol:	Starburst with asymmetrical rays
Home Plane:	Arvandor
Alignment:	Chaotic neutral
Portfolio:	Mischief, change, rogues
Worshipers:	Bards, elves, revelers, rogues, sorcerers, tricksters
Cleric Alignments:	CE, CG, CN
Domains:	Chaos, Elf, Luck, Trickery
Favored Weapon:	"Quickstrike" (short sword)

Erevan Ilesere (*air*-eh-van *ill*-eh-seer) is a fickle, utterly unpredictable deity who can change his appearance at will. He is one of the most fun-loving deities in the multiverse, and he seems incapable of remaining still or concentrating on a single task for any extended period of time. Erevan enjoys causing trouble for its own sake, but his pranks are rarely either helpful or deadly. However, Erevan becomes very dangerous if sylvan races or weak elven groups are threatened, and he is always championing the underdog.

The church of Erevan lacks any sort of hierarchy, for worship is not permitted at the same location twice and no cleric can be bothered to coordinate the clergy. Clerics of Erevan are wild, mischievous, independent, and unpredictable, playing tricks on others for the sheer joy of it. They oppose settled interests of all sorts and delight in upsetting both the rule of law and powerful people and in generally creating mayhem. The have little in the way of formal duties, and minister to the faithful primarily through example and instruction in the skills required of mischievous rogues.



Symbol of Erevan Ilesere

Clerics of Erevan pray for their spells at midnight, when darkness covers their mischief. Followers of Erevan gather monthly for a Midnight Gambol, which is held in a sylvan glade beneath the light of the full moon. The exact location of each Midnight Gambol is a secret that is passed among the faithful by word of mouth in the days leading up to the event. Anyone who manages to discover the festivities through their own ingenuity is welcome to participate. Erevan's followers are often joined in their revels by mischief-loving creatures such as sprites. Each Midnight Gambol includes the sacrifice of beautiful objects (most of which are borrowed), dancing, wine-drinking, tale-telling, and endless prank-playing. Many clerics multiclass as rogues or sorcerers. They turn rather than rebuke undead.

History/Relationships: Despite his fickle nature, Erevan is fiercely devoted to the Seldarine. He is part of an informal group of mischiefmakers (including Brandobaris, Garl Glittergold, and Tymora) who often draw the ire of more serious deities, such as Helm. Erevan's boon companion is Aasterinian, an aspect of the draconic deity Hlal. Erevan and Aasterinian are almost never separated and their legendary adventures inspire younger elves who dream of emulating the mythic duo's daring exploits. Other allies include Baravar Cloakshadow, Dugmaren Brightmantle, Milil, and Shaundakul. Erevan has long-standing rivalries with other rogue deities, including Beshaba and Mask, for their cruelty and greed offends his light-hearted nature. He opposes the drow pantheon (other than Eilistraee). His pranks have provoked the anger of Bane, Loviatar, and similar evil humorless beings.

Dogma: Change and excitement are the spice of life. Live on the edge, unbound by the conventions of society in a spirit of constant self-reinvention. Puncture the self-righteousness, sanctimony, and pretension that pervades orderly society with mischievous pranks that both amuse and enlighten.

Fenmarel Mestarine

The Lone Wolf
Lesser Elven Deity

Symbol:	Pair of elven eyes in the darkness
Home Plane:	Arvandor
Alignment:	Chaotic neutral
Portfolio:	Feral elves, outcasts, scapegoats, isolation
Worshipers:	Druids, elves, outcasts, rangers, rogues, spies, wild elves
Cleric Alignments:	CE, CG, CN
Domains:	Animal, Chaos, Elf, Plant, Travel
Favored Weapon:	"Thornbite" (dagger)

Fenmarel Mestarine (*fehn*-muh-rehl *mess*-tuh-reen) is eternally sullen and serious, a perfect counterbalance to fun-loving Erevan Ilesere. He has no interest in communicating with members of other pantheons or nonelves unless absolutely necessary, and when he does speak he is usually bitter and cynical. Although he tries to avoid commitments of any sort, the Lone Wolf always abides by his word, no matter how reluctantly it is given. Fenmarel watches over the elven borders in disappearing woodlands, jungles, and similar environments, not unlike Corellon in more sizable homelands. Of all the elven races, Fenmarel takes a keen interest mainly in the wild elves, hidden deep within the thickest forests of Faerûn.

The church of Fenmarel consists primarily of outcasts and small tribes of wild elves, and, as such, has little in the way of formal hierarchy. Outcasts from elven society who make their way among other cultures are typically lay followers and not clerics. Members of Fenmarel's clergy instruct their fellows in the skills first taught by the deity, including how to spy, survive on their own, engage in deceptions and guerrilla tactics, and use poisons to take down enemies with subtlety, but otherwise they have few formal responsibilities aside from ensuring their personal survival.

Clerics and druids of Fenmarel pray for their spells at dusk, when darkness begins to settle over the land. The church of Fenmarel does not celebrate widely recognized holy days. Instead, each individual or band venerates the Lone Wolf in personal worship services of their own devising. Many outcasts mark the day of their personal banishment with private contemplation, while tribes of feral elves mark anniversaries of important events in the group's oral history, many of which are correlated with astronomical events easily noted by the naked eye. Many members of his clergy multiclass as rangers or rogues. They turn rather than rebuke undead.

History/Relationships: The Lone Wolf is somewhat of an outcast among the Seldarine, his nominal allies, although supports them in their endless war against the evil drow deities. He gets along well only with Solonor Thelandira (said to be his brother), Shevarash, Gwaeron Windstrom, and Eilistraee. Only the kind-heartedness of Sehanine Moonbow can draw the Lone Wolf back to the other Seldarine on rare occasions.



Symbol of Fenmarel Mestarine

Dogma: The world is a harsh and unforgiving place, with uncompromising demands on those who would forge their own path. Rely not on others for protection, for betrayal comes easily, but on the skills of camouflage, deception, and secrecy. Follow the way of the Lone Wolf, for his is the path of self-sufficiency.

Symbols by Robert Raper and Corey Macourek

Hanali Celanil

The Heart of Gold, Winsome Rose, Lady Goldheart
Intermediate Elven Deity

Symbol:	Gold heart
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Love, romance, beauty, enchantments, magic item artistry, fine art, artists
Worshipers:	Aesthetes, artists, enchanters, lovers, sorcerers
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Charm, Elf, Good, Magic, Protection
Favored Weapon:	A shining heart (dagger)

Hanali Celanil (*han*-uh-lee *sell*-uh-nihl) is a being of timeless beauty and benign nature, who always forgives minor transgressions and delights in rewarding her followers with the bliss of unexpected love and affection. She embodies romance, beauty, love, and joy in elven spirits, her only flaws being her own mild vanity and flighty nature. Although she rarely appears to her faithful, Hanali delights in seeing the growth of love among elves, and she often acts in secret to protect young lovers. She is also known as an aspect of Angharradh, the Triune Goddess.

Hanali's clerics are flighty and somewhat vain, given to dancing and wild celebrations. The hierarchy is loosely organized, and clerics are free to join or leave a temple's ranks as they wish. They preside over marriage and rites of passage ceremonies for young elves, although they are not required to marry, for Hanali's concern is love, not necessarily marriage. Members of Hanali's clergy spend their days cultivating beauty and love in all their myriad forms. Many of Lady Goldheart's clerics tend fine gardens, while others amass personal or temple-based collections of gems, crystal sculptures, and other fine works of art. While things of gold and crystal, particularly jewelry and statues, are favored, beautiful art in any form is admired, collected, and displayed. Hanali's clerics must always be finely dressed, and displaying one's personal beauty to its best advantage is a requirement of every cleric of the Heart of Gold.



Symbol of Hanali Celanil

Clerics of Hanali pray for their spells each day whenever the moon is highest in the sky and romance is in the air. While Hanali's clerics are given to frequent impromptu revels, their greatest celebrations are held every month beneath the bright light of the full moon. Such holy days are known as Secrets of the Heart, for romantically involved participants are said to experience the full bloom of their affections on such nights, allowing them to evaluate the strength of their feelings. Likewise, the inner beauty of celebrants visibly manifests as a rosy glow in their cheeks and eyes for days thereafter. Offerings of objects of great beauty are made to Lady Goldheart during such holy festivals, some of which are swept into Arvandor while others are returned to be shared among Hanali's followers. It is not uncommon for artists to unveil their latest work at such holy days, nor is it rare for young lovers to either pledge their troth secretly or proclaim it to all assembled, for doing so is said to invite Hanali's favor. Her clerics often multiclass as enchanters or sorcerers.

History/Relationships: Like others of the Seldarine, Hanali answers to Corellon and opposes the machinations of the evil drow deities and the Deities of Fury. She also opposes the cruel tyrannies of other deities, including Bane, Cyric, Shar, and Talona. Her allies include Eilistraee, Cyrrollalee, Isis, Lliira, Lurue, Milil, Sharess, Sharindlar, Sheela Peryroyl, Sune, and Tymora.

Dogma: Life is worth living because of the beauty found in the world and the love that draws twin hearts together. Nurture what is beautiful in life, and let beauty's rapturous glow enliven and brighten the lives of those around you. The greatest joy is the rapture of newfound love and the tide of romance that sweeps over those wrapped in its embrace. Find love wherever it takes root, and bring it to its fullest bloom so that all may share in the joy and beauty it creates. Always give shelter and succor to young lovers, for their hearts are the truest guides to life's proper course.

Labelas Enoreth

The Lifegiver, Lord of the Continuum, the Sage at Sunset
Intermediate Elven Deity

Symbol:	Setting sun
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Time, longevity, the moment of choice, history
Worshipers:	Bards, divine disciples, elves, loremasters, scholars, teachers
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Knowledge, Time
Favored Weapon:	"The Timestave" (quarterstaff)

Labelas Enoreth (*lah*-bay-lahs *ehn*-or-eth) is a philosopher-deity, a patient teacher and instructor. His demeanor is calm and meditative, and he is not given to sudden action or hasty speech. According to legend, he traded an eye for the ability to peer through time. Labelas concerns himself with transgenerational changes and the growth of learning and wisdom among elves, and thus rarely involves himself directly in the lives of individuals.

The church of Labelas is small, but highly organized, for records of its traditional practices and beliefs date back millennia. Clerics of Labelas are the keepers of elven history and lore, and they are charged with searching for hidden facts of the past. They compile and protect such sacred knowledge and record it for the instruction of future generations. Members of Labelas's clergy are also philosophers and teachers, responsible for educating the young and promoting and acquiring knowledge.

The faithful of Labelas do not celebrate individual holy days, for the passage of time is uniform, independent of the events that unfold in each regular interval. Instead, the Lifegiver's followers gather each day in small groves near his temples as the sun sets to mark the passage of another day, a daily ritual known as the Marking of Time. They utter prayers to Labelas, including prayers for their daily spells, and recite all that they have learned in the past day to be recorded by the lorekeepers of Arvandor who serve the Lifegiver. Many clerics multiclass as bards, divine disciples, or loremasters.

History/Relationships: Labelas maintains close relationships with most of the Seldarine, although Erevan Ilesere sorely tests his patience. Labelas has long had a close relationship with Mystra in all her incarnations. Other allies include Deneir, Cyrrollalee, Eilistraee, Milil, Oghma, and Savras. Clangeddin Silverbeard still nurses a grudge against Labelas stemming back to a battle on the isle of Ruathym during the Time of Troubles. Labelas opposes the deities of entropy and death, particularly Yeenoghu (the gnoll demon), Velsharoon, and the evil drow deities.



Symbol of Labelas Enoreth

Dogma: The march of time is inexorable, but the blessings of the Lifegiver enable the children of Corellon to live long and fruitful lives, unmarked by the passage of years. Record and preserve the lessons of history, and draw lessons from that which has unfolded. In the end, the sun always sets ere the next day dawns anew.

Symbols by Corey Macourek and Robert Raper

Rillifane Rallathil

The Leaflord
Intermediate Elven Deity

Symbol:	Oak tree
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Woodlands, nature, wild elves, druids
Worshipers:	Druids, rangers, wild elves
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Plant, Protection
Favored Weapon:	"The Oakstaff" (quarterstaff)



Symbol of Rillifane Rallathil

Rillifane Rallathil (*rill*-ih-fane *rall*-uh-thihl) is quiet, reflective, and enduring over eons unchanged. He is the least flighty of all the Seldarine, the least likely to act on a whim, and often grave and self-absorbed. The Leaflord is protector of the woodlands and guardian of the harmony of nature. He is often likened by his clerics to a giant oak tree, so huge that its roots mingle with the roots of every other plant in the world, that stands at the heart of Arvandor. The great tree draws into itself all the ebb and flow of seasons and lives within the woodlands of the green elves. At the same time, it defends and sustains those lands against disease, predation, and assaults of all kinds. The Leaflord is the patron of wood elves (and to a much lesser extent wild elves).

The church of the Leaflord generally keeps to itself, extending itself only to help fellow elves and other sylvan beings. The church hierarchy is organized regionally and divided into branches, as each type of cleric serves a specific role. The druids who compose the bulk of Rillifane's clergy tend to the health of the forests and those who dwell within, fiercely contesting any attempt to further reduce those forests that remain. Many clerics serve as ambassadors of the faith, working outside the communities of wood elves to educate other races and even other elven subraces how to better dwell in harmony with nature. In times of war, however, the leaders of each region unite the branches of the faith and wood elf warriors into a single force. Rillifane's clerics are deadly enemies of those who hunt for sport or those who harm trees maliciously or unnecessarily. In particular, all clerics of Rillifane have a great hatred for the clerics of Malar, since the followers of the Beastlord often make elves the object of their hunts and their ethos is anathema to those who serve the Leaflord. Rillifane's clergy is charged with rooting out and destroying sentient plants whose nature has been twisted by external forces into a warped perversion of nature.

Clerics and druids of Rillifane pray for their spells at dawn, when the first rays of the life-giving sun spring over the horizon. Rillifane's faithful gather twice yearly at the equinoxes to hold fey dances in large groves of oak trees deep in the heart of great forests. The Budding is a joyful celebration of new life celebrated through dance and song and preceded by an extended period of fasting. A ritual hunt of an ancient and noble hart is undertaken on this day, from which the venison serves to break the fast of the Leaflord's faithful. This ritual honors Rillifane's bounty and reminds his followers of the natural cycle of life that plays out beneath the Leaflord's boughs. The Transformation marks the arrival of autumn and the vibrant hues that bedeck the canopies of the Leaflord around this time. Wood elves and elves of other subraces who seek a form of spiritual rebirth or a major change in their lives gather to celebrate Rillifane's eternal promise that the trees will bloom again and that life is a process of continual renewal. Many clerics and druids multiclass as rangers.

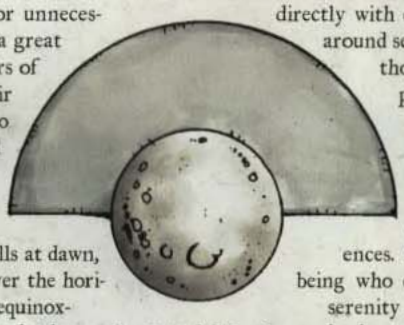
History/Relationships: Rillifane is a very old deity and is said by some to be older than even Labelas Enoreth, for the great tree would continue its life endlessly without the need for an eventual death. He is on good terms with all the Seldarine, as well as most sylvan and faerie deities. His foes include Malar, Talos, and the evil drow gods.

Dogma: The Great Oak draws energy from all the living creatures of the world and nourishes, sustains, and protects them from outside threats. Live in harmony with the natural world, allowing each living being the opportunity to serve out its natural purpose in life. As the Leaflord's countless branches, his faithful are to serve as his mortal agents in the natural world. Defend the great forests from those who would ravage their riches, leaving only destruction in their path. Contest both the quick and the slow death of Rillifane's bounty and hold strong like the great oaks in the face of those who can see only their own immediate needs.

Sehanine Moonbow

Daughter of the Night Skies, the Luminous Cloud Lady of Dreams
Intermediate Elven Deity

Symbol:	Misty crescent above a full moon
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens, moon elves
Worshipers:	Diviners, elves, half-elves, illusionists, opponents of the undead
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Illusion, Knowledge, Moon, Travel
Favored Weapon:	"Moonshaft" (quarterstaff)



Symbol of Sehanine Moonbow

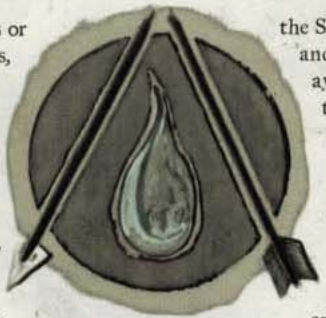
Sehanine Moonbow (*seh*-ha-neen *moon*-boe) rarely concerns herself directly with events in Faerûn aside from weaving illusions around secret elven retreats and guiding elves coming to those lands. Her power waxes and wanes with the phases of the moon, growing strongest when the moon is full. As befits the elven goddess of mysteries, Sehanine is cloaked in secrets and illusions and rarely speaks her mind directly, preferring to communicate through a process of dreams, visions, and other mystic experiences. Sehanine is a truly spiritual and ephemeral being who evades any attempt to define her and whose serenity surrounds her like a mantle of moondust. She is also an aspect of Angharradh, the Triune Goddess.

The church of Sehanine is clouded in mystery, and little is known about its secretive hierarchy. Sehanine's clerics are the seers and mystics of elven society. They serve as the spiritual counselors to elves and half-elves who seek to embark on journeys in search of enlightenment so as to transcend their current state of being. As shepherds and protectors of the dead, Sehanine's clerics organize and administer funeral rites and guard the remains of the fallen. They seek out and destroy undead creatures, for Sehanine holds such creatures—with the notable exceptions of baelnorns and other good-aligned undead beings who voluntarily prolong their existence in order to serve their kin—to be blasphemous. As defenders of elven homelands, Sehanine's clergy are responsible for weaving and maintaining the illusions that guard those sanctuaries that remain and for divining potential threats to their continued existence. The prime task of adventuring clerics is the retrieval of lost arcane and

Symbols by Rennick Woods and Corey Macourek

magical knowledge, especially if it pertains to illusions or divinations. Other seek out isolated elven enclaves, bringing them news of the world outside the forests.

Clerics of Sehanine pray for their spells whenever the moon is fullest during the day. Sehanine's faithful celebrate a wide variety of holy days, all tied to the position of various heavenly bodies, particularly the phase of the moon and various types of eclipses. Many of these celebrations occur once per decade, once per century, or even once per millennium. The most frequent celebrations of Sehanine's faithful are held monthly beneath the light of the full moon. Lunar Hallowings, as such holy days are known, are marked with personal meditation and collective entrance into a communal trance. On occasion, Sehanine manifests through her assembled worshipers, knitting together their spirits in a true sharing of minds. Such holy days are concluded with a joyous freeform dance beneath the most visible manifestation of the moon that lasts until the first rays of dawn. Once per year, Sehanine's faithful gather on the night of the Feast of the Moon for the Mystic Rites of the Luminous Cloud. Similar in many ways to the monthly Lunar Hallowings, these rites are notable for the visible manifestation of the Sehanine whereby the assembled worshipers are transformed into shimmering, silvery light that lifts up and darts across the heavens. During such mystical flights across the sky, the sacred mysteries of Sehanine are revealed to the participants, with each participant learning secrets appropriate to his current level of spiritual development. The ceremony concludes when the nimbus of light returns to the earth and the forms of Sehanine's worshipers coalesce. Many clerics multiclass as diviners or illusionists.



Symbol of Shevarash

History/Relationships: Sehanine is the mightiest of the female deities of the Seldarine. Her tears are said to have mingled with Corellon's blood to form the elven race. She is closely allied with all the Seldarine, particularly Corellon, Aerdrie, and Hanali, and gets along well with other deities, including Baravar Cloakshadow, Cyrrollalee, Dumathoin, Eilistraee, Kelemvor, Lurue, Milil, Mystra, Savras, Segojan Earthcaller, Shaundakul, Selûne, and Urogalan. Her foes include Cyric, Gruumsh, Malar, the Shar, the Deities of Fury, Velsharoon, and the evil drow deities.

Dogma: Life is series of mysteries whose secrets are veiled by the Luminous Cloud. As the spirit transcends its mortal bounds and new mysteries are uncovered, a higher form is achieved and the cycle of life continues. Through contemplation and meditation, communion with the Lady of Dreams is achieved. Through dreams, visions, and omens revealed in sleep or the reverie, the Daughter of the Night Sky unveils the next step along the path and the next destination on the endless journey of mystic wonder that is life and death and life.

shevarash

The Black Archer, the Night Hunter
Elven Demigod

Symbol:	Broken arrow above a teardrop
Home Plane:	Arvandor
Alignment:	Chaotic neutral
Portfolio:	Hatred of the drow, vengeance, crusades, loss
Worshipers:	Arcane archers, archers, elves, fighters, hunters, rangers, soldiers, sorcerers
Cleric Alignments:	CE, CG, CN
Domains:	Chaos, Elf, Retribution, War
Favored Weapon:	"The Black Bow" (longbow)

Symbol by Robert Raper

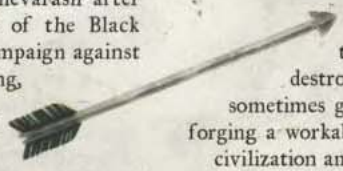


Illustration by Vince Locke

Elven Pantheon

Shevarash (*shev*-uh-rash) is taciturn, violent, and consumed by thoughts of bitterness and revenge. He never displays any emotion aside from anger and a brief exultation or triumph after each victory. The Black Archer has no patience for those who do not share his zeal for vengeance, and he has no interest in moderating his crusade in the interests of peace. The Black Archer often acts in anticipation of an attack by the drow on a relatively undefended elven settlement, or, if he reacts too late to prevent a repeat of the slaughter that still haunts him, Shevarash sends agents to pursue the dark elves back into the Underdark and hunts them down until all are dead.

The church of Shevarash is small, but disciplined, for only through careful planning will the drow be destroyed. The followers of Shevarash are consumed with their quest to root out and destroy the drow and the sources of power of their dark gods. As such, since its founding by the lieutenants of Shevarash after their leader's death and apotheosis, the church of the Black Archer has been totally focused on its military campaign against the drow. Individual clerics spend their days drilling, designing tactics for warfare in the Underdark, guarding known entrances to the Underdark, and participating in hit-and-run raids and major assaults on drow-held territories in the Underdark. Not a few members of the Black Archer's clergy join adventuring bands that intend to explore the Underdark, for additional swords in the battle against the drow are always welcomed. The recent invasion of Cormanthor by the drow has only invigorated the strength of this crusade, and the church armies of Shevarash gird for wholesale war beneath the boughs.



Symbol of Solonor Thelandira

Clerics of Shevarash pray for their spells at dusk, just before the drow sneak back into the Lands of Light. Midwinter Night is observed by the cult of Shevarash in memory of the Dark Court Slaughter. On this holy day, those who wish to join the ranks of the clergy are inducted into the faith and vows of unceasing vengeance are shouted into the night. In honor of their deity's original vow, each new cleric swears to never again laugh or smile until the Spider Queen and the other dark gods of the drow are slain and their followers are destroyed. Most clerics multiclass as rangers, although some multiclass as arcane archers, fighters, or sorcerers. They turn rather than rebuke undead.

History/Relationships: Nearly six thousand years ago, an army of duergar and drow poured forth from the Underdark and slaughtered most of the attendees of a meeting between the surface elves and dwarves intended to renew their alliance. Shevarash was one of the survivors, and seeing the carnage he swore an oath to Corellon to neither to laugh nor smile until Lolth and her foul followers were destroyed. After a lifetime of fighting the drow, he was slain and underwent apotheosis with the help of Fenmarel Mestarine. He has since allied himself with other foes of Lolth and seekers of revenge, including Callarduran Smoothhands, Hoar, Shar, and Shaundakul. His primary foes are the evil drow gods, Lolth and Vhaeraun chief among them, as well as other evil Underdark deities.



Symbol of Baervan Wildwanderer

Dogma: The greatest enemy of the Seldarine is Lolth, who sought the corruption of Arvandor and the overthrow of the Creator of the Elves. The greatest enemy of the Fair Folk is the drow, the debased followers of the Spider Queen who long ago were enmeshed in her dark web. Redemption and revenge may be achieved through the utter destruction of the drow and the dark deities they serve. Only then may the joy of life begin anew. Hunt fearlessly!

solonor thelandira

Keen-Eye, the Great Archer

Intermediate Elven Deity

Symbol:	Silver arrow with green fletching
Home Plane:	Arvandor
Alignment:	Chaotic good
Portfolio:	Archery, hunting, wilderness survival
Worshipers:	Arcane archers, archers, druids, elves, rangers
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Elf, Good, Plant, War
Favored Weapon:	"Longshot" (longbow)

Solonor Thelandira (*soe*-loe-nohr theh-*lan*-dih-ruh) is always in pursuit of quarry, and he rarely remains in one location for very long. Unlike many hunters, the Great Archer stalks prey only out of concern for the overall balance between the species and to destroy evil-doers, particularly the drow. His serious, sometimes grim, demeanor reflects the difficulty he faces in forging a workable compromise between the competing forces of civilization and wilderness, instinct and knowledge, and savagery and domesticity. Solonor's word is his bond, and his pledge is never given lightly. Solonor does not close to do battle with an enemy, but tracks and pursues instead, firing arrows from a never-empty quiver.

The church of Solonor is a disparate one, with little communication among groups of clerics except to exchange information. Solonor's clerics serve as scouts and archers in elven armies, as bowyers, fletchers, and archery instructors in elven settlements, and as hunters and providers for far-flung rural communities. Among those Fair Folk who largely eschew the trappings of civilization, members of Solonor's clergy preside over initiation ceremonies into adulthood. Hawkeyes serve the Great Archer by working to maintain the balance of nature. Solonor's clerics are deadly enemies of those who worship Malar or Talos, and they often join forces with those who serve Rillifane Rallathil in order to exterminate followers of those evil gods whenever they make their presence known.

Clerics and druids of Solonor pray for their spells whenever the moon is highest in the sky during the day. Solonor's faithful generally eschew frivolous celebrations, considering them unnecessary distractions to the tasks at hand. Once per lunar month, under the soft light of the full moon, the Great Archer's faithful assemble to give thanks for the skills Solonor has taught and the bounty thus provided. Hunters sacrifice hunting trophies that cannot otherwise be employed, and unbroken arrows engraved with the symbol of Solonor are fired into the sky to poke holes in the firmament and allow the light of Solonor's teachings to shine forth on his people (these arrows are never fired in a direction that would cause them to fall where they might hurt someone, including straight up). Each Shieldmeet, known to the Fair Folk as the Day of Corellon's Peace, the followers of Solonor assemble to compete in great archery meets. The winner of such contests are said to receive Keen-Eye's blessing. Many clerics and druids multiclass as arcane archers or rangers.

History/Relationships: Like others of the elven pantheon, Solonor reports to Corellon and gets on well with the rest of the Seldarine. Other allies include benevolent nature deities and Silvanus. His greatest foes are Malar and Talos, followed closely by Lolth.

Dogma: Walk in harmony with nature and oppose the efforts of

Symbols by Renick Woods and Corey Macourek

those who would disturb her delicate balance. Preserve the wild places from excessive encroachment, and work with those who would settle the land to preserve the beauty that first attracted them. Hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper. Like an arrow in flight, it is difficult to arrest the consequences of an action. Choose your targets carefully, for an ill-considered action can have a long-reaching impact.

Gnome Pantheon

Referred to as the Lords of the Golden Hills, the gnome pantheon is led by Garl Glittergold.

Baervan Wildwanderer

The Masked Leaf
Intermediate Gnome Deity

Symbol:	Raccoon's face
Home Plane:	The Golden Hills
Alignment:	Neutral good
Portfolio:	Travel, nature, forest gnomes
Worshipers:	Druids, forest gnomes, rangers, rock gnomes, tricksters
Cleric Alignments:	CG, LG, NG
Domains:	Animal, Gnome, Good, Plant, Travel
Favored Weapon:	"Whisperleaf" (halfspear)

Baervan Wildwanderer (*bay*-ur-van *wild*-wan-der-er) is gentle, good-natured, and mischievous, and his penchant for good-natured mischief rivals Garl Glittergold himself. Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. The Masked Leaf's tricks are much more pointed than typical of the Forgotten Folk, and if Baervan wants to send someone a message, he does so in the form of a joke. Baervan is the patron of the forest gnomes, rare and secretive kin of rock gnomes.

The church of Baervan is loosely organized and consists mostly of regional sects, each of which is fairly independent. Members of Baervan's clergy are found mostly in outdoor gnome communities in the great forests of Faerûn, particularly forest gnome villages. Individual clerics often wander far afield, typically accompanied by a raccoon (or dire raccoon) companion. All members of the Masked Leaf's clergy are concerned with the protection of nature (and the gnomes who dwell in harmony with it), and they are actively involved in driving off evil creatures.

Clerics and druids of Baervan pray for their spells each day whenever the moon is highest in the sky. Baervan's clergy gather monthly in sylvan glens under the light of the full moon to dance, hurl acorns at each other, and offer up magical trinkets or other treasures to the deity. If a follower has been unable to acquire a magical gift over the course of the last three tendays, a knickknack of some value temporarily given magic by means of some cantrip or orison (often a *light* spell) is commonly offered. Many clerics and druids multiclass as rangers.

History/Relationships: Baervan tends to keep to himself, except for the company of Chiktikka Fastpaws, a sentient giant raccoon who is always getting him into trouble. He works closely with the nonevil gnome deities, particularly Segojan Earthcaller, for both gods are strongly concerned with the natural world. Traditionally, their portfolios are loosely divided between forest animals and plants on Baervan's part, and burrowing ani-



Gnome Pantheon

Illustration by Mark Smylie

mals on Segojan's part. He is friendly with other good animal and nature deities, as well as mischievous or exuberant ones such as Brandobaris, Clangeddin Silverbeard, and Gwaeron. He has few foes aside from Urdlen, although the Beastlord has earned the gnome deity's ire for his hunting of forest gnomes.

Dogma: The great forests of the outdoors await those Forgotten Folk daring enough to venture forth from their burrows. Wander the great woodlands in search of excitement and sylvan sites of incredible beauty. Defend and protect the creatures of the forest and the woodlands in which they reside. Be ever curious, and follow life wherever it may lead.



Symbol of Baravar Cloakshadow

Baravar Cloakshadow

The Sly One, Master of Illusion, Lord in Disguise
Lesser Gnome Deity

Symbol:	Cloak and dagger
Home Plane:	The Golden Hills
Alignment:	Neutral good
Portfolio:	Illusions, deception, traps, wards
Worshipers:	Adventurers, deceivers, gnomes, illusionists, rogues, thieves
Cleric Alignments:	CG, LG, NG
Domains:	Gnome, Good, Illusion, Protection, Trickery
Favored Weapon:	"Nightmare" (dagger)

Baravar Cloakshadow (*bair*-uh-vahr *clohk*-sha-doh) is a crafty, vengeful deity who specializes in deceptions. He is unforgiving of any creature who threatens his charges, and he feels no compunction against acting against those who have earned his enmity. Although he shares Garl's love of a good practical joke, Baravar's jests and tricks may cause no little discomfort to the victims. He is also a thief and enjoys using illusions to confuse creatures before robbing them. Often, Baravar steals out of boredom as much as for any other reason. The Sly One sends celestial agents to harass goblinoids from a distance even before the gnomes are threatened: "Do unto them before they have a chance to do unto you" is a philosophy he often acts upon. His level of vigilance and layers of illusion have led many to believe that he is verging on paranoia. Much of his time recently has been spent working on a master illusion spell that would prevent a gnome from ever being detected unless he or she wanted to.

The church of Baravar is only loosely organized, for the veil of secrecy that surrounds it also shields its members to some degree from one another. Baravar's clergy is deeply involved in experimenting with and refining the art of creating illusions. A sizable fraction of the clergy are adventurers, charged with tracking down and acquiring new spells and magic items that allow the creation and control of effects from the school of illusion. Other clerics work as researchers, ever-refining their magical craft. Clerics of Baravar are generally sneaky, smart gnomes, and they serve their communities as spies and investigative agents and by teaching skills such as disguise, camouflage, and hiding.

Clerics of Baravar pray for their spells at dusk, as the cover of night begins to conceal their activities. The clergy of Baravar venerates the Sly One in a monthly ritual known as the Cloaking. Although these rituals are always observed on the night of the new moon, the exact location and nature of the ceremony varies every time. The Cloaking is often held in public places, and attendees consider it a point of honor that outsiders never detect such assemblies. This practice has led to a common joke among the Forgotten Folk that any unexplained gathering of two or more gnomes must be "another meeting of the Illusory." Baravar's clerics make offerings to their god by creating illusions of items they saw, heard, or otherwise sensed. The greater the realism of such deceptions, the more the deity is pleased. Most clerics multiclass as illusionists, and many multiclass as rogues.

History/Relationships: Baravar is closely allied with the other nonevil gods of the gnome pantheon, and, despite his somewhat vengeful nature, he follows Garl's lead in emphasizing trickery over strength. Other allies include Azuth, Brandobaris, Clangeddin Silverbeard, Erevan Ilesere, Mystra, Sehanine Moonbow, Tymora, and Vergadain. Baravar has a genuine antipathy for deities of many goblinoid races, particularly the deities of the goblin and kobold pantheons, and, unlike the other gnome gods, he is none too restrained about expressing this. Baravar and Leira were once closely allied, and the apparent death of the Lady of Mists at the hands of Cyric has earned the Dark Sun Baravar's eternal enmity. Other foes include Abbathor, Mask, and of course Urdlen.

Dogma: The world is a dangerous place, and the only sure defense is to cloak oneself in the shadows under a web of deception. Strive to master the art of illusion and the game of deceit for therein lies security. Trust no one that has not proven trustworthy to your satisfaction. In war, use the crafts of illusion and camouflage to make sure your side wins. Devote yourself to your art and those you love with equal fervor, for one must have a reason to live beyond mere survival.

Callarduran Smoothhands

Deep Brother, Master of Stone, Lord of Deepearth
Intermediate Gnome Deity

Symbol:	Gold ring with star symbol
Home Plane:	The Golden Hills
Alignment:	Neutral
Portfolio:	Stone, the Underdark, mining, the svirfneblin
Worshipers:	Fighters, gemcutters, hermits, jewelers, illusionists, opponents of drow, svirfneblin
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Cavern, Craft, Earth, Gnome
Favored Weapon:	"Spiderbane" (battleaxe)

Callarduran Smoothhands (*kal*-ur-duhr-an *smooth*-hands) is by nature solitary and thoughtful, and he rarely consorts even with other gnome gods. He is a benign but secretive deity, caring only for his own people and their defense against drow and the other dangers of the Underdark. He intercedes to defend his followers from such dangers, and his appearance is heralded by a loud humming which can be heard through solid rock. Largely ignored by the other gnome subraces, the Deep Brother is venerated primarily by the svirfneblin as their patron deity, with a strong emphasis on his protective aspect and his oversight of the all-encompassing earth and the treasures to be found within.



Symbol of Callarduran Smoothhands

The church of Callarduran is tightly organized, sharing information between clans and cities alike and coordinating their people's collective against the omnipresent dangers of their homeland, particularly the drow. Callarduran's clergy is ever vigilant against the very real threat of drow incursions into the territories of the deep gnomes. Many lead small war bands against the drow in the hopes of

Symbols by Robert Raper and Renick Woods

hunting them down before they inevitably turn against nearby svirfneblin enclaves. The Deep Brother's clerics are teachers of magic, particularly that of the school of illusion, and work within their communities to spread such knowledge among all the deep gnomes.

Clerics and druids of Callarduran pray for their spells at twilight when the sun (figuratively) sinks into the earth. The followers of Callarduran assemble at twilight on Midsummer Day and at midnight on Midwinter Night to venerate the deity in twin ceremonies known as the Festivals of the Ruby and the Star, respectively. The Festival of the Ruby marks Callarduran's hiding of rubies and other gems in the depths of the earth for the deep gnomes to find, a story symbolized in svirfneblin mythology by tales of the Great Red Ruby (the setting sun) sinking into the earth. The Festival of the Star celebrates the continued protection the Deep Brother provides to the descendants of the svirfneblin who followed him into the Deepearth. The holy day is marked by deep gnomes who assemble on the shore of a subterranean lake or pool to observe an annual event when small patches of a specially bred species of phosphorescent fungi in the cavern roof light up like stars, creating an illusion of the night sky reflected in the waters below. For deep gnomes this event reaffirms their ancestral ties with the surface world and reassures them that they have not been abandoned in the hostile environment deep beneath the surface of the earth. Many clerics multiclass as fighters or illusionists. They turn rather than rebuke undead.



Symbol of Flandal Steelskin

History/Relationships: Callarduran is allied with the other gnome gods except Urdlen, although he rarely takes time to speak to any of them. He has a similar amiable but remote alliance with other nonevil Underdark deities such as Eilistraee, Shevarash, Dumathoin, and Geb, although his primary interest is the protection of the svirfneblin. He despises the drow and is always battling with the evil deities of that race and other foul Underdark deities.

Dogma: Callarduran led his chosen people into the deepest depths of the earth so that they might discover the joyous beauty of rubies and other gems. Beware the dangers of Deepearth, and guard against evil races such as the drow who employ any means necessary to seize what is not rightfully theirs. Protect and serve your community. Celebrate the beauty of minerals and gems and understand their value in craft, art, and magic.

flandal steelskin

Master of Metal, the Great Steelsmith
Intermediate Gnome Deity

Symbol:	Flaming hammer
Home Plane:	The Golden Hills
Alignment:	Neutral good
Portfolio:	Mining, physical fitness, smithing, metalworking
Worshipers:	Artisans, fighters, gnomes, miners, smiths
Cleric Alignments:	CG, LG, NG
Domains:	Craft, Gnome, Good, Metal
Favored Weapon:	"Rhondang" (warhammer)

Flandal Steelskin (*flan*-dahl *steel*-skin) is a true master artisan. He is ever-demanding of his own work and strives tirelessly to increase his skill. He is also a patient tutor, and only lazy and indifferent crafters draw his ire. The Master of Metal is often found traveling with one or two of the other gnome deities in search of new ores and veins of metal to use in his forges. When Flandal is not traveling, he can be found in his workshop, planning or making a new magical weapon. He is no stranger to battle, trusting in the products of his forges to see him to victory. Although *Rhondang*, his magical warhammer, is capable of conversing with all fire-using creatures, its language proficiency in no way means that Flandal is friendly toward those beings, though the deity is prone to talk first before attacking. On rare occasions, Flandal instructs gnomes in some very tricky smithing process or guides them to untapped metal ores. He may also mediate disputes between gnomes and fire-dwelling creatures.

Not unlike a guild of artisans, the church of Flandal allows its members a great deal of individual freedom, serving primarily as a forum for improving their skills and exchanging ideas. Members of Flandal's clergy are peerless miners and smiths. They continuously hone their skills in underground environments, seeking an intuitive understanding of their natural environment. Many serve as teachers, instructing other gnomes in the art of detecting likely veins of ore, unsafe environments, and the presence of hostile creatures. Clerics of the Master of Metal oversee the safety of gnome miners and inspect the output of gnome smithies. Nearly all members of the clergy are considered master smiths when working with one or more types of metal, and they produce fantastic weapons and suits of armor whose quality rivals that of clerics of Moradin. Flandal's clerics are expected to undergo regular strength and stamina training, a practice that keeps them physically fit for mining, smithing, or battle, as needed.

Symbol by Corey Macourek

Clerics of Flandal pray for their spells at noon, when the forge of the world is at its brightest and hottest. Members of Flandal's clergy assemble annually on Midsummer's Day in great gatherings to celebrate the holy day known as the High Forge. The faithful gather in the morning to make offerings of forged metal weapons to the deity and offer praises to him through rhythmic, percussive hammer hymns culminating at midday in a brief period of utter silence. In the afternoon and evening, the participants exchange ideas and new techniques and exhibit the finest of their wares, and by evening the gathering is overwhelmed by merchants seeking to acquire new trade goods. Many clerics multiclass as fighters.

History/Relationships: Flandal has excellent relations with the other gnome deities, with the notable exception of Urdlen. In particular, Flandal gets on well with Segojan Earthcaller, for both are responsible for overseeing the safety of gnome miners. Flandal is also closely allied with Gond and many of the good-aligned deities of the dwarven pantheon, particularly Clangeddin Silverbeard, Dumathoin, and Vergadain, and he shares a particularly strong bond with Moradin. Other allies include Cyrrollalee, Geb, Grumbar, Kossuth, and Urogalan. Like all the gnome deities, Flandal opposes the efforts of the various humanoid deities, particularly the kobold pantheon, but his role in combating them is more indirect, as he primary focuses on sharing secrets of forging armor and weapons with the Forgotten Folk so that they can defend themselves.

Dogma: The treasures of life are buried within Flandal's embrace, and only hard labor, dedication, and great craftsmanship, as taught by the Master of Metals, can reveal that hidden beauty. Dig mines, extract ores, and forge suits of armor, weapons, and other items of metal. Strive to refine known techniques, invent new processes, and stay physically fit.

Gaerdal Ironhand

The Stern, Shield of the Golden Hills
Lesser Gnome Deity

Symbol:	Iron Band
Home Plane:	The Golden Hills
Alignment:	Lawful good
Portfolio:	Vigilance, combat, martial defense
Worshipers:	Administrators, fighters, judges, monks, paladins, soldiers, warriors
Cleric Alignments:	LG, LN, NG
Domains:	Gnome, Good, Law, Protection, War
Favored Weapon:	"Hammersong" (warhammer)

Gaerdal Ironhand (*gair*-dahl *eye*-urn-hand) is the most dwarflike deity of the gnome pantheon, rarely smiling and fiercely intense, and the only gnome deity who could be considered stern. Gaerdal takes his duties as protector of gnome burrows very seriously, at the cost of sacrificing a playful spirit. The Shield of the Golden Hills has no use for tricks, jokes, or deceits, and he remains unsmiling at gnome tales and pranks. The other gnome deities say he chuckles in private, but this is deeply uncertain. Gaerdal often assists gnomes in preparation for battle.

The church of Gaerdal is organized in a strict military hierarchy. Gaerdal's clerics are as close to being a warrior caste as one could find among gnomes, and their numbers are fairly small. They are rather moralizing, much less given to levity than most gnomes, and may often be administrators, judges, and the like. Their role as protectors is of major importance to both their religious teachings and the safety of the communities in which they dwell. Although temples of the Shield of the Golden Hills are rare, Gaerdal's clerics usually erect small statues of Gaerdal at the major entrances to gnome settlements to remind other gnomes of their daily duties. The closest most members of Gaerdal's clergy get to actively seeking enjoyment is their perennial and self-assumed task of making life difficult for the followers of Baravar and, to a lesser extent, Baervan and Garl.



Symbol of Gaerdal Ironhand

Clerics of Gaerdal pray for their spells at dawn, marking the beginning of a new day. The followers of Gaerdal refer to tendays as Tenhammers, a name referring to the marking of the passage of each day by striking a great hammer against a metal shield, for such is the typical length of service for guard duty for members of this faith. The tenth day of every ten Tenhammers is a holy day of the faith, known to gnomes everywhere as the Great Clang. On such days the cult of Gaerdal assembles to pay homage to the god through battle hymns and rhythmic chants. Most clerics multiclass as divine champions or fighters.

History/Relationships: Gaerdal has generally good relations with the rest of the gnome pantheon, with the notable exception of Urdlen, but his stern nature keeps him somewhat aloof from the mischievous antics of the other gods of the Forgotten Folk. In particular, he is somewhat hostile to Baravar, disliking deceitfulness, and to a lesser extent Baervan, disliking foolish pranks and other jests, and may work to thwart their plans if he learns of them. In times of danger for the Forgotten Folk, however, Gaerdal works smoothly and easily with all the nonevil gnome gods. Among other pantheons, Gaerdal is closest in temperament with Helm, Torm, Gorm Gulthyn, and Clangeddin Silverbeard. The Shield of the Golden Hills is ever vigilant against Urdlen's insidious attacks, and he regularly battles with the gods of the kobold and goblin pantheons.

Dogma: The best defense is unswerving vigilance. Serve Gaerdal with absolute dedication and devotion. Defend and protect gnome communities against all invaders both obvious and hidden. Never cease to hone the skills of war, and take the opportunity of relative peace to pass such talents on to gnomes at large.

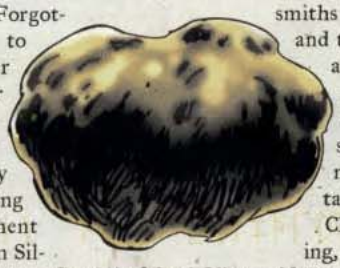
Garl Glittergold

The Joker, the Watchful Protector, the Sparkling Wit
Greater Gnome Deity

Symbol:	Gold nugget
Home Plane:	The Golden Hills
Alignment:	Lawful good
Portfolio:	Protection, humor, trickery, gem cutting, gnomes
Worshipers:	Adventurers, bards, defending soldiers, gemcutters, gnomes, illusionists, jewelers, miners, rogues, smiths
Cleric Alignments:	LG, LN, NG
Domains:	Craft, Gnome, Good, Law, Protection, Trickery
Favored Weapon:	"Arumdina" (battleaxe)

Garl Glittergold (*garl gliht*-ter-gold) is a gentle and approachable deity, one who values quick thinking and a clear head more than almost anything else and who rarely stays in one location for very long. Though physical prowess and spiritual might are important, nothing is more crucial than keeping it all in perspective. Garl watches over cooperation among gnomes at all times. He prefers trickery, illusion, and wiles to direct physical confrontation, although if forced to fight he is hardly weak. Garl often steals evil weapons and magic intended for malefic ends and then disposes of them. He is also a mischievous trickster, said to have the largest collection of jokes in the multiverse. The Watchful Protector is ever alert to threats to the Forgotten Folk and watches directly over their affairs. If such threats cannot be forestalled, Garl vigorously defends against them as needed and appropriate. Although his military prowess usually emphasizes defense, the deity shows himself as a grim and determined warleader when his people are physically threatened.

The church of Garl is quite prominent in gnome society, although fairly loosely organized for a lawfully inclined faith. Garl's clerics serve their communities as artisans, educators, entertainers, mediators, and protectors. Even those who wander in search of adventure serve this function, for their exploits are incorporated into the oral tradition of the Forgotten Folk and related for generations thereafter. In their teaching of the young, members of the Joker's clergy combine a very earthy practicality with a streak of humor that keeps their young charges entertained and their learning all the better for that. Many also work as smiths (particularly goldsmiths), miners, and gem cutters, and they are expected to contribute to the best of their ability, regardless of their seniority. The clergy maintains a careful vigilance toward hostile races, especially kobolds, and watches over the collective strength of the Forgotten Folk. Finally, the clergy must maintain a good archive of jokes, jests, and tales.



Symbol of Garl Glittergold

Clerics of Garl pray for their spells early in the morning, shortly after the sun rises. The Communion of Laughter is celebrated on the 13th of each month through a variety of activities that last the entire day.

Symbols by Robert Raper and Corey Macourek

Although the ordering varies from temple to temple and there are many variations thereof, the Joker's rituals include a period of prayer and quiet contemplation, dancing atop the central dais, the sharing of communal meals, storytelling to the accompaniment of visual displays of magic, and joke-telling contests that last late into the night. Individuals offer a bit of gold (or other precious metals, if gold is not available) to the deity, even if it is just a handful of gold dust, and the money so collected is used by the temple in its entirety to the collective benefit of the community. Many clerics multiclass as rogues or illusionists.



Symbol of Segojan Earthcaller

History/Relationships: Garl is on excellent terms with the rest of the gnome pantheon, with the notable exception of Urdlen. Garl's boon companion is Arumdina the Justifier, a great intelligent two-headed battle-axe, commonly referred to as female, who serves him as both weapon and friend. The Joker is often found in the company of other deities of other pantheons of similar perspective. The various deities worshiped by humanoids and creatures of the Underdark are often the target of Garl's jests, and he usually leaves them helpless and humbled, a victim of self-inflicted folly. As a result, despite his ever-optimistic hope that they might learn a lesson about overweening pride and pomposity, the Joker has garnered many enemies from among their ranks, particularly among the kobold pantheon. Notable among the Joker's exploits is the story of how he pretended to be caught by Kurtulmak (the chief kobold deity) before escaping as he collapsed the kobold deity's cavern upon the scaly rat's head.

Dogma: While life may sometimes be hard, it is important to keep a sense of humor and always welcome opportunities for laughter and delight. Communities are forged through the cooperation and communal spirit of a group of individuals who work and play together. The strength of a community is the cooperation that binds individuals into more than the sum of their contributions. A great prank can lighten hard times and make good ones shine. Never take yourself too seriously, lest you lose touch with those you protect and care for. Do not fear change or the unorthodox—therein lies the future. Above all, do what works.

Segojan Earthcaller

Earthfriend, Lord of the Burrow

Intermediate Gnome Deity

Symbol:	Glowing gemstone
Home Plane:	The Golden Hills
Alignment:	Neutral good
Portfolio:	Earth, nature, the dead
Worshipers:	Druids, elemental archons (earth), fighters, gnomes, illusionists, merchants, miners
Cleric Alignments:	CG, LG, NG
Domains:	Cavern, Earth, Gnome, Good
Favored Weapon:	"Earthcaller" [crystalline rod] (heavy mace)

Segojan Earthcaller (*seh*-goe-jann *urth*-cahl-ur) is an earthy and pragmatic deity who always communicates in a direct and straightforward fashion. Although he attempts to defuse and avoid conflicts if possible, the Earthfriend is a fierce opponent if he or his followers are attacked, particularly when he or his followers are threatened in their den. The Lord of the Burrow only intercedes directly when gnomes who dwell within the earth are threatened, usually in situations when interactions between rock gnomes, deep gnomes, and other races who inhabit the Underdark are brought into conjunction. Segojan is seen as the patron of rock gnomes.

The church of Segojan is very prominent in rock gnome communities and acts in a quite organized fashion, working closely with the clergies of other gnome gods. In conjunction with the clergy of Baervan Wildwanderer, they work to preserve and protect the natural world, particularly the diverse ecology found beneath the surface. In conjunction with the clergy of Flandal Steelskin, Segojan's faithful supervise mining operations and oversee the safety and protection of gnome miners. In conjunction with the followers of Callarduran Smoothhands, they work to forge ties between gnomes who dwell on or directly beneath the surface and the deep gnomes of the Underdark. Segojan's clerics go further than others in actively seeking to watch over boundaries with the territory of Underdark races and tunnels deeper underground than gnomes usually explore. Rock gnome clerics, who form the core of Segojan's clergy, often serve as emissaries on behalf of surface communities of gnomes to their deep kinfolk, and many seek to establish and maintain trading routes between the two subraces. In accordance with their deity's supervision of the dead, whose mortal forms are interred in his domain, clerics of Segojan preside over most funeral rituals for the Forgotten Folk in addition to their other duties.

Symbol by Renick Woods

Clerics and druids of Segojan pray for their spells at dawn in preparation for the day to come. Segojan is venerated at quarterly holy days that mark the first day of each new season. His faithful gather in plainly adorned earthen dens and offer forth gemstones, both worked and unworked, in honor of the treasures of the earth that the Lord of Burrows provides. Such treasures are then placed in small holes dug previously by badgers before covering them with dirt. Segojan is said to employ small burrowing animals to move the jewels elsewhere for gnomes to discover anew. Despite great amounts of excavation, none of the buried offerings have ever been found again in the immediate vicinity of where they were placed. Many clerics and druids multiclass as elemental archons (see Chapter 4), fighters, or illusionists.

History/Relationships: With the notable exception of Urdlen, Segojan is closely allied with the rest of the gnome pantheon, for his areas of control overlap with them. He once held other portfolios but has passed them on to the rest of the gnome deities over time as they gained experience. Among other gods, Segojan is most closely allied with other gods of nature and the earth, and, to a lesser extent, death. He is an ardent foe of the kobold gods, and often battles the various other humanoid deities as well. Other enemies include Abbathor and Cyric. The ancient enmity between Urdlen and the gnome pantheon unfolds in large part in the endless battles between Earthfriend and the Crawler Below, for, of all the gnome gods, Segojan's area of concern is most directly threatened by Urdlen's campaign of bloody terror and destruction. Much more than the other members of the gnome pantheon, Segojan and Urdlen are engaged in an ongoing and brutal war of attrition.

Dogma: The earth is the heart and soul of the Forgotten Folk. From its nurturing embrace spring forth the children of Garl, on its surface and amid its tunnels and caves they dwell in life, and beneath its silent shroud they rest in death. Preserve and protect the natural world that lies beneath the roots of those who dwell on the surface. Dig burrows, tunnel, and explore, for the Badger welcomes all gnomes into his domain. Ware the evil that ensnares those blinded by the avarice and destructive impulses of the Crawler Below, and the Lord of the Burrow shall protect those who dwell in his demesne and live in harmony with his teachings.

Urdlen

The Crawler Below
Intermediate Gnome Deity

Symbol:	White mole
Home Plane:	The Golden Hills
Alignment:	Chaotic evil
Portfolio:	Greed, bloodlust, evil, hatred, uncontrolled impulse, spriggans
Worshipers:	Assassins, blackguards, gnomes, rogues, spriggans
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Earth, Evil, Gnome, Hatred
Favored Weapon:	Great claw (claw bracer)

Urdlen (*urd*-len) crushes life without regard. There is nothing it does not want to spoil or destroy. The Crawler Below is a genderless, half-mad, blindly destructive impulse. No one can predict where it will strike next or what its plans are to further the cause of evil among the Forgotten Folk. The nature of its plans to bring evil into the hearts of gnomes are not understood even by the other gnome deities. It is said that Urdlen lusts for precious metals, jewels, and the blood of any humanoid.

The church of Urdlen is secretive in the extreme, a murderous cult within the communities it infiltrates or a lurking threat outside the margins of society. From their subterranean warrens, Urdlen's clerics wage an unending war on communities of the Forgotten Folk, particularly the clergies of the other gnome deities. When not hunting other creatures, members of the clergy work to steal objects of value, particularly gems and works of art, and then destroy or deface them. They generally share their lord's love for evil and deadly pranks directed against all creatures, including gnomes.



Symbol of Urdlen

Clerics of Urdlen pray for their spells at midnight, when the world is buried in darkness. In a regular ritual known as the Feeding, Urdlen's clerics appease their deity by pouring the blood of the creatures they kill into the ground and burying it. Jewels and valuable metal goods are also sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. On Midwinter Night, followers of the Crawler Below gather in subterranean caverns to offer blood sacrifices to the deity in an effort to appease its wrath. If Urdlen is displeased by the volume of blood or the value of the despoiled goods offered on the Night of Blood, it may appear and slay all the assembled worshipers in an orgy of unbridled destruction. Many clerics multiclass as assassins, blackguards, divine seekers, or rogues.

History/Relationships: Urdlen's place in the gnome pantheon is unquestioned, though the deity is greatly feared and reviled by nearly all the Forgotten Folk. Urdlen hates all the other gods of the gnomes with a passion, and it has garnered the enmity of the dwarven and halfling deities as well. Other enemies include the kobold gods and Grumbar.

Dogma: Succumb to the bloodlust. Hate, covet, crush, despoil, and kill. Revel and exult in orgies of death and destruction. That which is living or created by life must be murdered or destroyed. The strong survive and the weak are their cattle. Propitiate the Crawler Below so it does not come for you.



Symbol of Arvoreen

Symbols by Corey Macourek and Robert Raper

Halfling pantheon

The deity Yondalla rules the pantheon of the halfling peoples, and the group takes its collective name from her: Yondalla's Children.

Arvoreen

The Defender, the Wary Sword
Intermediate Halfling Deity

Symbol:	Two crossed short swords
Home Plane:	Green Fields
Alignment:	Lawful good
Portfolio:	Defense, war, vigilance, halfling warriors, duty
Worshipers:	Halflings, fighters, paladins, rangers, soldiers, warriors
Cleric Alignments:	LG, LN, NG
Domains:	Good, Halfling, Law, Protection, War
Favored Weapon:	"Aegisheart" (short sword)

When a general rides to the battlefront, rarely does he count halflings among his most valuable assets. The inherent wanderlust of the hin grants them little patience for the long marches and dull waiting between battles that characterizes most warfare. However, when invaders threaten a halfling community, residents send prayers to Arvoreen (*arr*-voh-reen), whose worshipers follow a doctrine of guardianship, stern defense, and aggressive watchfulness. Arvoreen remains ever aware of dangers facing halfling communities, but prefers a reactive rather than proactive agenda. When an enemy strikes, his halfling servants strike back with precision and decisiveness thanks to reconnaissance missions into enemy territory and a strict, almost unhalflinglike regimen of martial training. This philosophy makes him popular with like-minded strongheart halflings, and while lightfoot halflings appreciate his protection, few rush to enter his clergy.

Though their serious outlook and intolerance for jokes and frivolity makes them unpopular in times of peace, all turn with respect to Arvoreen's clergy when the community is threatened. They believe that most of the problems faced by the community are the result of courting enemies by mixing with other cultures (particularly humans), granting them allies among the few isolationist halflings. Clerics spend their days constructing fortifications, signaling systems, beacons and traps that further protect halfling enclaves. They patrol the community, sniffing out possible threats from within, as well as without. Many organize local militias and instruct young halflings in bladecraft (particularly as related to the short sword). Arvoreen's temples usually resemble easily defensible keeps or redoubts, and serve as a final fall-back position if enemies breech the community's outer defenses.

Clerics of the Wary Sword pray for spells at dawn, usually before patrolling the enclave's perimeter in search of nighttime enemy incursions. If time permits, the faithful gather at a makeshift field altar prior to an important battle to ask for the blessings of Arvoreen and intone the sacred melody of the Battle Hymn of the Keepers, a living oral record of halfling triumphs in recent centuries. The Festival of the Moon brings with it another ceremony important to Arvoreen's faith—the Ceremony of Remembrance. On this holy day, Arvoreen's followers gather to remember the names of fallen comrades who gave their lives to protect

the community. Most of Arvoreen's clerics multiclass as fighters, with those who protect rural communities commonly multiclassing as rangers. An elite order of Arvoreen's followers known as Trueswords travel from community to community spreading word on the movements of local enemies and passing on advancements in the defensive arts.

History/Relationships: Of the halfling gods, Arvoreen is most closely aligned with Yondalla, Cyrrollalee, and Urogalan. He disapproves of the more capricious members of the pantheon, such as Brandobaris. Evil deities, especially the patrons of goblinoids, incite Arvoreen to great wrath. He opposes Bane, Cyric, and the Deities of Fury.

Dogma: Vigilance against attack protects the community. Prepare an active defense, drill continuously, and leave nothing to chance. Put down danger before allowing it a chance to rear its head. Seek out allies, no matter how unorthodox. Stealing from other halflings or allies is never acceptable, but thieving is not dishonorable when employed against enemies to better the odds in later combat.

Brandobaris

Master of Stealth, the Irrepressible Scamp
Lesser Halfling Deity

Symbol:	Halfling's footprint
Home Plane:	Green Fields
Alignment:	Neutral
Portfolio:	Stealth, thievery, adventuring, halfling rogues
Worshipers:	Adventurers, bards, halflings, risk takers, rogues
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Halfling, Luck, Travel, Trickery
Favored Weapon:	"Escape" (dagger)



Symbol of Brandobaris

Brandobaris (*bran*-doc-*bair*-iss) is the tall races' misapprehensions of the entire halfling race given divine form. A constantly scheming, meddling, curious, short-attention-spanned rapscallion as interested in the contents of a man's purse as he is in the contents of his character, Brandobaris nonetheless makes few enemies, as his wit, charm, good looks, and ability to work on the fly get him out of trouble in the few adventures that do go wrong. A rumored romantic dalliance with Tymora may be responsible for Brandobaris's legendary luck, which plays a central role in the countless tales of daring-do traded from halfling to halfling like currency at waystations across Faerûn. Such tales tell of Brandobaris tricking dragons, escaping from the clutches of devilish hordes with bags full of treasure, and even sneaking into Myrkul's Bone Citadel to rescue the souls of ten thousand slain innocents, leaving in return a vase of flowers and a box of erotically shaped chocolate candies. Predictably, lightfoot halflings adore him.

The Church of Misadventure, as Brandobaris's "organized" religion is known, teems with adventuresome troublemakers who usually emerge from some dangerous endeavor better off than when they entered it. Though most halflings (particularly children) love stories of their exploits, most prefer that such events occur as far away from their communities as possible. Many strongheart communities discourage his worship, and the reclusive ghostwise view Brandobaris and his cult as a perversion of the civilized world. Hands of Misadventure, as clerics of Brandobaris are known, engage in difficult, dangerous pursuits such as adventuring, always valuing the story of a given success far more than the physical treasure such a success might bring with it. Though Hands frequently engage in confidence schemes or larceny, they do so for the thrill, with monetary rewards simply garnishing the pleasure that comes from mastering one's (albeit occasionally illegal) craft. The Church of Misadventure has no temples—in essence, whenever a story is told of Brandobaris's courage, services are in session.

Symbol by Renick Woods



Arvoreen *Brandobaris* *Cyrrollalee* *Sheela Peryroyl* *Urogalan* *Yondalla*

Halfling Pantheon

Illustration by Vince Locke

Hands of Misadventure pick one time of day or night to consistently pray for spells (those who prefer public displays of bravado usually choose to pray during the day, with the sneakier, more subtle Hands electing to pray under the light of the moon). The Hands have few formal ceremonies, but on the night of a new moon, followers are expected to hide one or more stolen items from the previous month's take in the best hiding place they can find, a ritual known as Brandobaris's Tithe. As might be expected, multiclassing as rogues is enormously popular among the clergy, and auspicians (see Chapter 4) are not uncommon. They turn rather than rebuke undead.



Symbol of Cyrrollalee

History/Relationships: Brandobaris gets on well with most of his pantheon. He especially enjoys the attention and ministrations of his paramour, Tymora, though the terms of their relationship are perhaps best described as casual. His sense of fun and obsession with putting himself in danger earns him respect and companionship from the likes of Garl Glittergold, Baervan Wildwanderer, Erevan Ilesere, and Vergadain. He respects Mask as a fellow miscreant of unsurpassed skill, but the Shadowlord's cruel streak keeps them from true friendship. Brandobaris's exploits have earned him the enmity of Beshaba and Urdlen. He has no love for Abbathor, who he views as in it only for the money. For his part, Abbathor thinks Brandobaris a base cad worthy of little consideration.

Dogma: Seek excitement and danger wherever your feet take you, for risk-taking leads to life's greatest rewards. Lust for the thrill, not for the treasure, for greed obscures the true prize of the experience. At the end of the day, the halfling with the wildest tale is the most honored in the eyes of the Irrepressible Scamp.

Symbol by Corey Macourek

Cyrrollalee

The Hand of Fellowship, the Hearthkeeper
Intermediate Halfling Deity

Symbol:	Open door
Home Plane:	Green Fields
Alignment:	Lawful good
Portfolio:	Friendship, trust, the hearth, hospitality, crafts
Worshipers:	Artisans, cooks, guards, halflings, hosts, innkeepers
Cleric Alignments:	LG, LN, NG
Domains:	Family, Good, Halfling, Law
Favored Weapon:	"Camaradestave" [quarterstaff] (club)

For more than a millennia, Cyrrollalee (*seer*-oh-*lah*-lee) busied herself with overseeing the mundane minutia of the stewardship of halflings' homes. She encouraged camaraderie among her subjects, always with an eye toward ensuring the safety of each halfling's individual dwelling. Of late, however, she has expanded her view of home from the literal to the metaphorical. Scholars long have said that the hin are a race on the rise, a youthful species waiting for a cultural and political blossoming. Cyrrollalee agrees, believing that the time of the halfling is now, and that in order for the hin to ascend to their rightful place of honor and respect, the race needs new homelands beyond the borders of Luiren. Cyrrollalee, naturally, would ward such a homeland, and her clerics lead evangelical missions across Faerûn, searching for a suitable location for this homeland and urging all halflings to join the call. The open door of Cyrrollalee's holy symbol has transcended its original meaning as the entrance to a single halfling's comfortable home to represent the open door inviting hin from across Faerûn to walk the path of their race's glorious future.

Cyrrollalee's change in perspective has swelled the ranks of her faithful and catapulted her from a docile deity whom all halflings nominally honored to a symbol of hin pride, a rallying point for those halflings seeking a better place for themselves and their race. Her clerics, known as homefellows, lead halfling communities, set examples for good-hearted clean living by being exemplars of friendship and good will, and establish temples that serve both as places of introspection and as homes away from home, with ample guest rooms and fully stocked kitchens. Though the bulk of the modern clergy concerns itself with the search for suitable halfling homelands, homefellows advocate the cultivation of strong, respectful relationships with other goodly races. Because their searches so often send them to distant lands, lightfoot halflings, with their pervasive wanderlust, vastly outnumber other hin subraces in Cyrrollalee's clergy.

Homefellows pray for spells in the morning, as they welcome the sun of a new day. Within the last year, many clerics have left their homes to lead the search. Those who remain rooted in their communities (usually, but not always, older halflings for whom travel and exploration bring great physical danger) are known as hearthtenders, and are universally respected as an integral part of halfling society. The church recognizes no official holidays, but Cyrrollalee herself has deemed the forthcoming Day of Discovery as a universal day of celebration for all hin. None know when the new land will be discovered, but nearly all believe it will happen in their lifetime. The hin homeland they seek is not a racial origin point (indeed, spotty archeological evidence supports several claims at such a place), but a location at which all branches of the hin race can come together in harmony and mutual advancement. The church has hence suffered some hits to its credibility in Luiren, whose residents believe they are living in just such a locale. Given that the search continues, however, Cyrrollalee must disagree. Her clerics rarely multiclass.

History/Relationships: Cyrrollalee enjoys cordial relationships with her entire pantheon, as well as with nearly every other kindhearted deity of Toril. As such she sometimes acts as ambassador for Yondalla's Children when disagreements arise with other pantheons. She harbors slight disappointment toward Brandobaris, feeling that his frivolous pursuits and adventures distract the halfling people from achieving their full potential. Any god who would stand in the way of the destiny of the hin ranks among her sworn enemies. Happily for her, most of Toril's malevolent deities have either not noticed her recent epiphany or have chosen to ignore it altogether.

Dogma: Be generous in friendship, and welcome all friends into your home and trust. Never betray the trust of a host, break an oath, or violate the sanctity of another's home. The Day of Discovery approaches, when all hin rally around a new home based upon dignity, companionship, and love.

Sheela Peryroyl

Green Sister, Watchful Mother
Intermediate Halfling Deity

Symbol:	Daisy
Home Plane:	Green Fields
Alignment:	Neutral
Portfolio:	Nature, agriculture, weather, song, dance, beauty, romantic love
Worshipers:	Bards, druids, farmers, gardeners, halflings, rangers
Cleric Alignments:	CN, N, NE, NG, LN

Domains: Air, Charm, Halfling, Plant
Favored Weapon: "Oakthorn" (sickle)

The distant, somewhat aloof Sheela Peryroyl (*shee*-lah *pair*-re-roil) plays an important role in the culture of ghostwise halflings, representing the balance between the tamed earth of agricultural civilization and the verdant growth of the wild. Sometimes worshiped by agrarian lightfoot halflings, the bulk of Sheela's worshipers dwell under the leafy canopies of secluded forests such as the Chondalwood. Among civilized halflings, Sheela represents balance related to the harvest, for not only does she oversee the dutiful toil of the fields, but also the joyful celebration when work is finished. Patron of song, dance, and romance, halflings send prayers to Sheela Peryroyl during courtship, galas, and weddings. Ghostwise halflings honor Sheela as the providing force of the natural world, making her a more important figure than even Yondalla in their obscure culture.



Symbol of Sheela Peryroyl

Constructed of stone and dirt, curtains of fine vines, and carefully balanced rocks and living plants, Sheela's open-roofed temples appear to be woven from the earth itself. Animals roam freely among patches of wildflowers, gardens, and weeds. Those used to the structured rooms of "civilized" regions often find the growth and life here chaotic and disconcerting, but Sheela's clerics and druids, known collectively as Green Children, insist there are patterns in the wilderness, and that these patterns maintain a delicate balance. In the farmlands, Green Children mediate disputes between growers, sanctify marriages, free harvests from natural or unnatural blights, and protect the community from animals and beasts driven to violence by wounds or hunger. In return, they ensure that communities treat the wilderness with respect, that homesteads never encroach too far into natural habitats. The ghostwise consider Green Children the voice of Sheela Peryroyl, and defer to them as the guardians of culture and protectors of the wild fastness.

Green Children pray for spells at dawn. Every month, several of Sheela's faithful convene with their counterparts in neighboring communities to organize moonlight festivals known as Gatherings. All residents of the community are expected to attend and pitch in by bringing some bounty of the most recent harvest, either taken straight from the fields in the warm months or dug from the root cellar during winter. The sites of these Gatherings rotate monthly through local halfling communities, strengthening neighborly bonds. Many of Sheela's clerics and druids multiclass as rangers. They turn rather than rebuke undead.

History/Relationships: Sheela counts all her pantheon as allies, but is closest to the inscrutable Urogalan, appreciating his aspect as Lord of the Earth. All Toril's nonevil nature deities value her as a cool mind and level-headed thinker capable of disarming tense diplomatic issues with forthright honesty and warming smiles. Such qualities make her the perfect "celestial mediator" when tensions flare between such worthies as Silvanus and Waukeen. This role has transcended to the mortal realm, where even some non-halflings give honor to Sheela Peryroyl before entering a pact or important negotiation.

Dogma: Living in harmony with nature requires a careful balance between the wild and the tame, the feral and the tended. The need to preserve wild growth is equal to the need to take in the harvest. While nature can be adapted, it should be evolved, never forced; work within the framework of what already exists.

urogalan

He Who Must Be, Lord of the Earth, the Black Hound
Halfling Demigod
Symbol: Silhouette of a dog's head
Home Plane: Green Fields
Alignment: Lawful neutral
Portfolio: Earth, death, protection of the dead
Worshipers: Genealogists, grave diggers, halflings
Cleric Alignments: LE, LG, LN
Domains: Earth, Halfling, Law, Protection Repose
Favored Weapon: "Doomthresher" [double-headed flail] (any flail)

Urogalan (*urr*-roh-*gah*-lan) protects the souls of the halfling dead and acts as Yondalla's advisor and divine judge. Sages claim that the Nurturing Matriarch values his word over that of all others. Urogalan limits his interest in the material world to the space below the surface, an environment foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of the Green Fields.



Symbol of Urogalan

Urogalan's clerics preside over the internment of the dead and tend to halfling graves. Aside from their grim duties, they keep records, archive genealogies, and note the important deeds of those that have died. They are called upon to bless new constructions and dig sites, and it is a tradition for a cleric of Urogalan to speak a prayer before the first meal eaten in a new building.

Urogalan's clerics, known as grimwardens, pray for spells in the morning. Grimwardens celebrate nights of the full moon as "Earthrisings," a time when followers of the Lord of the Earth gather with the relatives of halflings who perished in the last month for a special ceremony within a natural earth basin. Participants give offerings to the deity, softly chanting funeral dirges and elegies to the percussive pounding of bare feet while making slow rotations around the central stone. Clerics of Urogalan share so many rituals and beliefs with the dwarven deity Dumathoin that they often are welcomed as brothers in temples dedicated to the Keeper of Secrets under the Mountain. Grimwardens seldom multiclass. They turn rather than rebuke undead.

History/Relationships: Urogalan finds little comfort in the company of his pantheon, keeping up cordial relations but maintaining a certain emotional distance. As his detached, somber mien is as off-putting to the other halfling gods as their frivolity and merry-making is to Urogalan, the arrangement works well for both parties. He finds some companionship with other earthlords such as Grumbar, Callarduran Smoothhands, Dumathoin, and Flandal Steelskin, but is most at home when visiting the Crystal Spire and discussing the nature of death with the likes of Jergal and Kelemvor. The time requirements of stewardship over the dead tax even those worthies, however, and such visits are rare. Urogalan has no time for deities who include necromancy and undead among their portfolios, treating them as sworn enemies.

Dogma: Earth is the giver and receiver of life, providing shelter, food, and wealth to those whose toes embrace it. The sacred soil is to be revered as the mantle of Those Who Have Been and the shelter of Those Who Will Be. The thanatopsis of He Who Must Be reveals that death is to be embraced as a natural end, thus giving honor to the life that was.

Symbols by Robert Raper and Renick Woods

Yondalla

The Protector and Provider, the Nurturing Matriarch, the Blessed One

Greater Halfling Deity

Symbol:	Cornucopia on a shield
Home Plane:	Green Fields
Alignment:	Lawful good
Portfolio:	Protection, bounty, halflings, children, security, leadership, wisdom, creation, family, tradition
Worshipers:	Children, halflings, leaders, paladins, parents
Cleric Alignments:	LG, LN, NG
Domains:	Family, Good, Halfling, Law, Protection
Favored Weapon:	"Hornblade" (short sword)

Yondalla (yon-*dah*-lah) created the halfling race in her own image, and it is due to her charming personality, friendly demeanor, curiosity, loyalty, and sense of mischief that halflings are among the best-tempered of the goodly races. As the matriarch of the halfling pantheon (and indeed the entire race), all halflings revere the Blessed One. Even those few who have rejected the traditional values of the hin respect Yondalla for her guidance of the race as a whole. Yondalla serves as an example to all her people, espousing harmony among halflings, good relations with other races, and strong defense when faced with the affronts of enemies. It is Yondalla's wish that all her children are safe and prosperous, treat each other well, and live interesting, full lives. Yondalla is forgiving, slow to anger, and kind, but when her charges become threatened she acts with bravery and ferocity that has gained the respect of even her most warlike godly contemporaries. Yondalla knows that her race represents a truly good creation, and does anything within the boundaries of honor to nurture and protect it.

Symbol by Sam Wood

Perhaps surprisingly, Yondalla's clerics build few temples. Worship of the Nurturing Matriarch is so ingrained into nearly every aspect of halfling society that the hin treat the idea of specific services to their goddess once a tenday with bemused dismissal. This isn't to suggest halflings have a theocratic culture, but rather that Yondalla (and by extension, her clergy) presents through her actions (as interpreted through stories taught to all halflings in their youth) the values a halfling should embrace to live life to its fullest and to benefit the community, namely: acceptance, community, love, gaiety, curiosity, loyalty, diplomacy, tradition, and a well-developed sense of mischief. The fact that many members of the clergy double as community leaders reinforces the influence of Yondalla's credo upon halfling society.



Symbol of Yondalla

Clerics of the Protector and Provider pray for spells in the morning. Though organized common rituals and celebrations are rare, most halfling communities hold periodic gatherings in which clerics of the Blessed One minister to the public. Even nonhalflings are invited to take part in the festivals that follow these congregations, which often involve a tour through the local enclave that gives village elders the opportunity to share locale lore with the youngfolk and visitors, strengthening the sense of community. Clerics offer even secular guidance to their communities, often acting in important governmental roles. Clerics of Yondalla rarely multiclass, though some few with a militant bent decide to become paladins.

History/Relationships: Over the millennia, Yondalla has cultivated strong relationships with Garl Glittergold, Corellon Larethian, and Moradin, and generally can count on their support for her positions. Though her love for her halfling subjects knows few limits, she holds even greater admiration for her fellow members of the halfling pantheon, sometimes known as Yondalla's Children. Though the Blessed One is content to ignore those evil deities who do not threaten her "families" (mortal or divine), she holds deep grudges against certain evil deities who have crossed her in the past. Such beings include Bane, Cyric, Talona, Talos, and the Deities of Fury.

Dogma: Those who seek to live in accordance with the way of the Provider will be blessed with a cornucopia of riches. Although violence should never be welcomed, the Protector's aegis extends to those willing to fiercely defend their home and community. Lead through example, knowing the activities of those you lead so you can shoulder their burden if need be. Treasure your family, for your parents gave you life and your children are your future. Care for the aged and the weak, for you never know when you may be one of the strong laid low.

Mulhorandi pantheon

When the Imaskari stole thousands of people from another world to be their slaves, the prisoners brought their faith, and their deities, the Mulhorandi pantheon, with them.

Anhur

General of the Gods, Champion of Physical Prowess, the Falcon of War

Lesser Mulhorandi Deity

Symbol:	Hawk-headed falchion bound with a cord
Home Plane:	Heliopolis
Alignment:	Chaotic good
Portfolio:	War, conflict, physical prowess, thunder, rain
Worshipers:	Druids, fighters, monks, rangers, soldiers, warriors
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Good, Strength, Storm, War
Favored Weapon:	"Warhawk" (falchion)

Anhur (*an*-her) embodies both the raw fury and the strategic generalship of war. He is a fierce deity, but one not quick to pass judgment on others. Unlike other war deities, Anhur is a force for good and fights only against evil. He is slow to anger, for his wisdom is legendary, but his wrath is inescapable once earned. Anhur never lets his guard down and is constantly on the alert. He never stops moving, and his eyes never stop scanning the horizon. Unlike much of the rest of the Mulhorandi pantheon, Anhur appreciates the humor of mortals and does not necessarily find their presence tiresome. He has a hearty laugh and an ever-present smile when not engaged in combat. A shadow of guilt haunts the eyes of the General of the Gods, as he never forgives himself for earlier failures to defend Mulhorand, particularly against the Red Wizards.

The church of Anhur is organized into a strict hierarchy and run with martial efficiency. Clerics of Anhur spend their morning hours practicing their martial skills. Afternoons are spent drilling Mulhorand's legions. Evenings are spent repairing weapons and armor or studying war strategies. Anhur expects his clergy to develop and execute unorthodox and daring plans to regain Mulhorand's former glory. Much of his clergy's time is spent pursuing fantastic plans and countering the machinations of the clerics of Horus-Re.

Clerics and druids of Anhur pray for their spells at dawn, in anticipation of the day's battles. The month of Tarsakh is referred to in Mulhorand as the Time of Storms, and Anhur is said to walk the bor-

ders of Mulhorand during this time seeking out interlopers to drive off. The clergy of Anhur celebrates this time by engaging in a month-long tournament of nonlethal combats. The winner of the combat is known as the Champion of Anhur for the following year. The month-long tournament concludes on Greengrass with a festival known as the Sharpening of the Sword. On the rare occasions when Mulhorand has gone to war, major campaigns typically begin on or soon after this date. The Remembrance Ritual is celebrated on Highharvestide. This somber festival is a day of self-reflection and a time to remember fallen comrades. It concludes on a joyous note with a litany of martial hymns thanking Anhur for military successes in the past year. Finally, the clergy of Anhur have numerous holy days commemorating one major battle or another. Though these commemorative celebrations are largely ignored outside the clergy, the citadels of Anhur are sites of good-spirited revelry during these festivals, and they sponsor many competitive sporting events on such days. Most clerics and druids multiclass as divine champions or fighters.



Symbol of Anhur

History/Relationships: Although nominally allied with Pharaoh of the Gods, Anhur's aggressive advocacy of change often clashes with Horus-Re's desire for eternity and perpetual order. After absorbing the portfolios of Ramman, the former Untheric deity of weather, Anhur has come into increasing conflict with Isis, but in other respects the two are close allies. He cooperates closely with Nephthys, particularly in opposing the machinations of Thay, and has an on-again-off-again relationship with Bast (Sharess), although their alliance is fundamentally sound. Anhur's long-standing enemy is Set, but his activities during the Time of Troubles earned him the enmity of Sekolah (the sahuagin shark deity) and Hoar. Given Mulhorand's war with Unther and its interest in expansion, Anhur is likely to come into conflict with Tempus eventually.



Symbol of Geb

Dogma: Protect Mulhorand, for she is your mother. Fall upon her enemies as you would any who had done ill to your own mother. Show bravery and valor in combat, and protect your brothers and sisters in arms. Follow the wise advice of your commander as you would that of your parents, but take no actions that serve an ill cause. If your commander asks that you do ill, refuse; your actions will be vindicated by a council of at least three of your peers. Protect the people of Mulhorand and the property of the church of Anhur, for it is your home you defend with the fury of a lioness defending her cubs. Beware the wiles of Set, for his spies are everywhere, and his actions turn brother upon sister and parent upon child; his taint poisons the waters of the land of your heart. Defend against the fierce storms that sweep down from the north, for they are the work of crimson magic. Carry the peace and prosperity of Mulhorand westward and shepherd the people of Unther during their time of need.



Symbol of Hathor

Geb (*gheb*) was once a curious and quick-tempered deity, but he has mellowed since his birth and now takes a more even-tempered, safe, and cautious approach to life. He speaks with a deep bass voice and emphasizes his words by striking the ground with the base of his staff, creating minor tremors with each stroke. He is jovial and appreciates humor both subtle and broad. He rarely engages in emotional displays, although his eyes burn hotter when he discovers a precious gem or rich vein of ore or when he is angry.

The church of Geb is loosely organized and politically weak compared to Mulhorand's other temples. The clergy of Geb spend their days side by side with miners digging tunnels, with prospectors panning for gold, and with blacksmiths forging weapons and armor. At least once per year, clerics must search out a new vein of ore or precious stones. Senior clerics often go to the cities and seek funding from the clergy of Nephthys to excavate new mines and quarries.

Clerics of Geb pray for their spells at midnight, when the sky is like the roof of a great cavern dotted with gems. Each evening, a cleric of Geb must locate one precious stone or mineral and bury it in the dirt while speaking evening prayers. The following morning, the cleric must excavate the gem and offer it up to Geb while repeating morning prayers. These twin ceremonies, known collectively as the Hidden Gift and the Bountiful Joy, celebrate Geb's bequest to the world and the discovery of the earth's precious secrets. The first of Mirtul is celebrated in a festival known as the Unwrapping. Mountains streams fill with the runoff of alpine snow around this time, often exposing new caves and veins to mine. The last day of Nightal, known as the Day of Drawing Down, is a solemn ceremony marking the death of those died in the depths of the earth and mountains during the year. The entrance of at least one abandoned mine shaft is collapsed each year to commemorate the occasion. Many clerics multiclass as elemental archons (see Chapter 4) or fighters. They turn rather than rebuke undead.

History/Relationships: One of the oldest deities of Mulhorand, Geb is the father of Isis, Set, Osiris, and Nephthys. Geb has long since been overshadowed by his progeny, but he is allied still to all but Set. He has alliances outside the Mulhorand pantheon as well, including Flandal Steelskin, Grumbar, and Moradin. The conflict between Horus-Re and Anhur has saddened him, and many feel that Geb may transfer his power to another deity and return to his beloved wife Nut, whom he left behind thousands of years ago in order to come to Toril and save his people.

Dogma: Know the earth. Explore its beauties and reveal its hidden secrets, but do so in such a way as to highlight their fundamental mysteries, not merely to exploit their monetary value. Protect those who work in the earth with respect and punish those who ravish it of its treasures without regard. Become one with the earth, and you will know Geb, who abides in it. Geb will lead you to inner peace through steadfast knowledge and lend you the strength of the living rock to defend and protect in your time of need.

Geb

King of the Riches Under the Earth, Father Under the Skies and Sands
Lesser Mulhorandi Deity

Symbol:	A mountain
Home Plane:	Heliopolis
Alignment:	Neutral
Portfolio:	The earth, miners, mines, mineral resources
Worshipers:	Elemental archons (earth), fighters, miners and smiths
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Cavern, Craft, Earth, Protection
Favored Weapon:	"Stonemantle" (quarterstaff)

Hathor

The Nurturing Mother
Lesser Mulhorandi Deity

Symbol:	Horned cow's head wearing a lunar disk
Home Plane:	Heliopolis
Alignment:	Neutral good
Portfolio:	Motherhood, folk music, dance, the moon, fate
Worshipers:	Bards, dancers, mothers
Cleric Alignments:	CG, LG, NG
Domains:	Family, Fate, Good, Moon
Favored Weapon:	Long cow horns (short sword)

Symbols by Renick Woods, Corey Macourek and Robert Raper

Hathor (*haa*-thor) is known for her soft speech, which is like receiving comforting words following a raging argument, words that seem gentler because they dispel anger and sadness. Her laughter is like the joy of an infant, and all babies are precious to her. Hathor's very presence brightens her surroundings and brings peace and contentment to those in the shadow of her presence. Hathor never utters a harsh word, shows impatience, or loses her smile. She speaks earnestly and humbly except when performing one of her dances or a song, when she is wildly exuberant.



Symbol of Horus-Re

The church of Hathor is loosely organized, eschewing the trappings of theocratic power common to Mulhorand's other temples. Hathor has no interest in politics, and few of her clerics seek temporal power—a rarity in Mulhorand. Instead, her servants seek to nurse the sick, aid the poor, and protect all children. Clerics of Hathor wander Mulhorand dispensing aid to the poor and downtrodden. They donate much of their money directly to those who need it most and many live solely on the charity of those they aid. Almost all her clerics are female.

Clerics of Hathor pray for their spells at whenever the moon is highest in the sky during the day or night. Clerics of Hathor follow a lunar calendar of 30-day months that does not include the standard special days of the Calendar of Harptos. They have a cycle of prayers corresponding to each day in a month that repeats with each full moon. On the day of the first full moon after Greengrass, the clergy of Hathor celebrates a holy day known as the Birthing. Clerics try to time their pregnancies so they may give birth near this holy day. All clerics of Hathor are required to unveil a new song, dance, or poem at this time, if they are not in the final stages of pregnancy or the mother of a newborn. Midsummer's Eve is known as the Celebration of the Moon to clerics of the faith, who spend the day in joyous revelry and uplifting hymns. Her clerics sometimes multiclass as bards.

History/Relationships: Hathor's relationship with the other deities of the Mulhorand is a servile one, with the exception of Set and Sebek, whom she dislikes. Many of the Mulhorandi deities look down on her, with the exception of Osiris, Isis, and Nephthys, who appreciate her kindness. Hathor's role overlaps that of Isis in some respects, but Hathor is seen as a mother and Isis as a wife. She misses the rest of her celestial family and, like lonely Geb, may abandon her power in Faerûn to return to them.

Dogma: Help all who turn to you for aid, be they slave or free, high born or low born, for all Mulhorand's children are equal in Hathor's eyes. Provide sustenance for the hungry, healing for the hurt, health for the diseased, and protection for the endangered. Act humbly, for pride and haughty words come not from the heart of the Nurturing Mother. Treat those in your care as royalty, for so shall you be cared for in the peaceful garden of the Quiet One in the afterlife. Be joyful and spread happiness with your words and deeds. Dance and let your heart be light, for goodness and mercy shall be yours in this life and the next.

Symbol by Renick Woods

Horus-Re

Lord of the Sun, Master of Vengeance, Pharaoh of the Gods
Greater Mulhorandi Deity

Symbol:	Hawk's head in pharaoh's crown surrounded by a solar circle
Home Plane:	Heliopolis
Alignment:	Lawful good
Portfolio:	The sun, vengeance, rulership, kings, life
Worshipers:	Administrators, judges, nobles, paladins
Cleric Alignments:	LG, LN, NG
Domains:	Good, Law, Nobility, Retribution, Sun
Favored Weapon:	An ankh (khopesh)



Mulhorandi Pantheon

Illustration by Ben Templesmith

Horus-Re (*bore*-us *ray*) is a confident deity who believes strongly in the Mulhorandi concept of *maat* (justice, honor, order, and righteousness). More than a code of chivalry, maat is the natural state of the universe and all things are expected to conform to it. Only by doing so can the citizens of Mulhorand be at peace with the gods and live a happy life. Horus-Re believes that Mulhorand is eternal, and to promote eternity, one must deny change, so Horus-Re tries to discourage change.

The church of Horus-Re is strictly organized, and the church hierarchy is tightly intertwined with Mulhorand's governing institutions. Clerics of Horus-Re are precepts (provincial governors and rulers of cities) and administrators; they control vast tracts of land and thousands of slaves. Mulhorand's most powerful government position after the pharaoh is the vizier, a position traditionally held by the highest-ranking cleric of Horus-Re. Before the Time of Troubles, the clergy of Horus-Re was so busy governing and engaging in political infighting that they had very little time for actual religion. Since the Time of Troubles, the pharaoh of Mulhorand has tried to reorient this highly politicized culture toward greater religious fervor in order to spread the faith and increase the number of Horus-Re's worshipers in Faerûn. His efforts are meeting with some success, but are somewhat confusing to many Mulhorandi who are, after all, used to living with centuries of little change. These efforts are directed hand-in-hand with efforts to expand Mulhorand's sphere of influence into Unther and lands that have drifted away since the height of the last empire.

Clerics of Horus-Re pray for their spells at highsun, the most important ceremony of the day, when Horus-Re shines brightly over all Mulhorand. Immediately prior to noon, most of the inhabitants of Mulhorand gather in front of the numerous balconies protruding from the Sun Lord's temples. The clerics of Horus-Re then deliver a daily sermon known as the Zenith Aspirant. In addition, each sunrise they greet the return of their lord with a set of welcoming prayers known as the Greeting of the Lord. In the evening the clergy of Horus-Re pledge to guard Mulhorand through the nighttime hours in a private ceremony known as the Girding of the Guard involving the girding of ceremonial weapons. The most important annual holiday is Midsummer's Day when all the clerics of Horus-Re gather in his temples to sing his praises. Unlike most of the rest of the year, this is truly a day of religious devotion and to celebrate it almost the entire government of Mulhorand shuts down. Solar eclipses are considered a reaffirmation of Horus-Re's eternal rulership. Many clerics multiclass as divine champions, divine disciples, or paladins.



Symbol of Isis

History/Relationships: Horus-Re was once Horus, a hot-headed deity who frequently clashed with Set. After the death of Ra during the Orcgate Wars, Horus became Horus-Re, chief deity of the Mulhorand pantheon. In so doing, Horus-Re has become not unlike Ra in personality, and little remains of the original personality of Horus. Although all the Mulhorandi deities in principle answer to Horus-Re, only Isis, Osiris, and Thoth could be truly considered his allies. Ironically, Horus-Re is troubled by the actions of his cousin, Anhur, an aggressive advocate of change and conflict, and usually contradicts or opposes the positions Anhur takes, often ordering his clergy to take active countering measures. Horus-Re's greatest foe is Set. Lathander, another sun-related deity, has a sympathetic interest in Horus-Re, for he remembers Horus-Re's old personality, which was much like his own.

Dogma: Goodness, honor, and order are the natural state, and that which leads to evil, treachery, and chaos is by rights unnatural and the enemy. Lead Mulhorand by example, and let your deeds speak your intentions. Goodness and harmony come from living within maat rather than fighting it. Laws exist to bring prosperity to those under them. The pharaoh and the church of Horus-Re rule with Horus-Re's guidance and set laws as guidelines for honorable action within Mulhorand's tradition. Make no hasty changes or decisions, as their consequences are always suspect and may undermine the steadfast rule of eternity. Protect the weak and avenge all wrongs. Smite traitors with righteous vengeance.

Isis

Bountiful Lady, Lady of Rivers, Mistress of Enchantment
Intermediate Mulhorandi Deity

Symbol:	Ankh and star on a lunar disk
Home Plane:	Heliopolis
Alignment:	Neutral good
Portfolio:	Weather, rivers, agriculture, love, marriage, good magic
Worshipers:	Arcane spellcasters, druids, lovers, mothers
Cleric Alignments:	CG, LG, NG
Domains:	Family, Good, Magic, Storm, Water
Favored Weapon:	An ankh and star (punching dagger)

Isis (*eye*-sys) is a woman of even temper and great dedication. She is a regal and noble deity who is eager to share the knowledge of the gods with humanity and often goes to great lengths to introduce her worshipers to new concepts and ideas. In many cases, these new ideas take the form of magical spells. Isis often finds the antics of mortals amusing, but she is a kind, understanding goddess who cares greatly for her worshipers and the peoples of Unther and Mulhorand.

The church of Isis is hierarchically organized so as to ensure orderly planting and reaping of the harvest. Clerics of Isis spend their days overseeing the agricultural production of the nation's farms, particularly during planting time. Isis's high clerics use weather control spells to ensure a bountiful harvest. Members of her clergy also administer most marriage ceremonies in Mulhorand and Unther, work as matchmakers for those in search of a mate, serve as go-betweens for lovers, and counsel young mothers on raising their children. They often fashion small charms for those whose deeds have won the goddess's favor and magic items to serve good causes or lighten the burden of the common people.

Clerics and druids of Isis pray for their spells at just before the first morning meal. The two most sacred days for the clergy of Isis are Greengrass and Highharvestide. During the first festival, the clergy of Isis give thanks to the goddess for her aid in the planting, and during the second they give thanks to both Isis and Osiris for their help with the harvest. Both days are occasions for joyous celebration and wild revels, and all who participate in farming join in them along with the clergy. Clerics and druids of Isis have numerous daily rituals as well. They celebrate the Shift in the Winds each time the weather changes for the better and utter quiet thanks to the goddess. Every time they cross a river, they must drink deeply and give thanks for the goddess's bounty. Finally, they must bless each meal given by the goddess's bounty before partaking of a single bite. Most clerics of Isis eventually multiclass as wizards, while her druids sometimes multiclass as sorcerers.

History/Relationships: Isis is the daughter of Geb, the wife of Osiris, the sister of Thoth, and the mother of Horus, making her one of the most influential deities of the Mulhorandi pantheon. She is allied with Sharess, and the nonevil Mulhorandi deities. She is still saddened by the long-ago change in Horus that occurred thousands of years ago, and sometimes shares her grief with Chauntea, her agricultural counterpart in the Faerûnian pantheon.

Dogma: Encourage love, affection, and marriage in the citizens

Symbol by Corey Macourek

of Mulhorand. Sow the seeds of happiness, family, and food wherever you go and provide wise counsel for those in need. Use your magic to benefit of the people of Mulhorand and never to harm them, particularly by shaping the weather to serve the populace and creating magic items for the benefit of all. Protect the heroes of Mulhorand and those who are in love.

Nephthys

Guardian of Wealth and Commerce, Protector of the Dead, the Avenging Mother

Intermediate Mulhorandi Deity

Symbol:	A golden offering bowl topped by an Ankh
Home Plane:	Heliopolis
Alignment:	Chaotic good
Portfolio:	Wealth, trade, protector of children and the dead
Worshipers:	Merchants, money-changers, tax collectors, rogues
Cleric Alignments:	CG, CN, NG
Domains:	Chaos, Good, Protection, Trade
Favored Weapon:	An ankh trailing a golden mist (whip)

Symbol by Robert Raper





Symbol of Nephthys

Nephthys (*nef*-thiss) is a somewhat greedy deity who takes an interest in the accumulation of wealth by her followers. She tends to favor those of her followers who are well off. Her temperament is mercurial, and she is very haughty and somewhat vain. She focuses on wealth and status more than charity and good works, but the truly selfish among her worshipers often find the capricious hand of fate turning against them. Nephthys has little patience for the foibles of mortals and can often be quite impatient and unforgiving. However, she is also devoted and utterly loyal to those who hold her dearest in their hearts and those within her charge.

The church of Nephthys is run like a powerful, profitable, merchant consortium. Clerics of Nephthys spend their days managing the economy of Mulhorand. They are engaged in countless political squabbles with the clerics of Horus-Re, Anhur, and Isis over the financing of various projects, the distributions of the profits of others, and the management of human resources (slaves) so as to best serve the economic interests of Mulhorand. They serve in some instances as tax collectors and as money-changers. They provide advice to the noble class about investments and bless children brought to them (for which they expect a donation). Any child whom they bless is under the protection of the church until she reaches adulthood, and her injury is avenged by the church. The church of Nephthys is involved in the burial rites of every noble or member of the middle class. The clergy are primarily responsible for the safeguarding of goods the deceased wish to bring to the afterlife. They also serve as executors of the will and testament of the deceased, if any.

Clerics of Nephthys pray for their spells at noon, when the golden orb of the sun is high in the sky. The clergy of Nephthys celebrate few holy days in their calendar. The Feast of the Moon is known as the Feast of the Silver Coin to the faithful of Nephthys. In a somber, but elaborate, day-long rite, they give thanks to Nephthys for her beneficence and tithe to the church. The greater the wealth they contribute to the church during this ceremony, the higher the personal status they accrue within the church. Nephthys's clerics are also responsible for conveying the prepared body to the burial chamber, setting the defensive wards, and sealing the crypt to prevent tomb robbers from gaining entrance in a grand ceremony known as the Passage Onward. Clerics of Nephthys

Illustration by Ben Templesmith



Mulhorandi Pantheon

rarely multiclass, but those that do are usually rogues.

History/Relationships: Daughter of Geb and long-forgotten Nut, Nephthys was once married to Set. She left him over the murder of Osiris and helped her sister Isis to resurrect the dead deity. She has few friends even among her own pantheon. Waukeen guards against her encroachment upon the portfolio of wealth now that Mulhorand is expanding again, while Mask is interested in her riches.

Dogma: Accumulate great volumes of wealth, but do not hold money above your devotion to the goddess. Protect the tombs and the remains of the dead, and smite those who would rob those who have gone to the afterlife or desecrate their tombs. Avenge the deaths of those Mulhorandi killed by the Red Wizards of Thay. Be faithful to your husband and encourage faithfulness in others. Protect worshipers of the goddess, and diligently root out and destroy evil, especially the actions of Set.



Symbol of Osiris

osiris

Lord of Nature, Judge of the Dead, Reaper of the Harvest
Intermediate Mulhorandi Deity

Symbol:	White crown of Mulhorand over a crossed crook and flail
Home Plane:	Heliopolis
Alignment:	Lawful good
Portfolio:	Vegetation, death, the dead, justice, harvest
Worshipers:	Attorneys, druids, embalmers, judges, paladins, rangers, seekers of rightful vengeance
Cleric Alignments:	LG, LN, NG
Domains:	Good, Law, Plant, Repose, Retribution
Favored Weapon:	"Just Reward" (light flail or heavy flail)

Osiris (oh-*sigh*-ris) has a powerful and commanding presence, yet those whose hearts are pure and true are very comfortable in his company. His stern demeanor is cracked only by the antics of playful children, who have been known to make him smile and laugh in delight, and his wife, Isis, whom he loves passionately. However, when confronted by those who violate the principles of *maat* (justice, honor, order, and righteousness), particularly by despoiling the resting places of the dead, his anger is terrible and his wrath unstoppable.

Clerics and druids of Osiris pray for their spells at dusk, when the day's activities are judged. The two most important holy days in the church of Osiris are Highharvestide and Midwinter. The former is a (relatively) joyous celebration of Osiris's bounty in which all the citizens of Mulhorand are invited to join. The latter is a solemn, private day during which the sanctity of every burial crypt in Mulhorand is renewed or reinforced so that the dead may continue to rest easy. The Passing to Eternal Contentment and Justice is a sacred ceremony performed during the preparation and burial of the dead. There are three versions of the ceremony—High, Middle, and Low Passing—that are employed during funerals for the royal family, the nobles, and the commoners, respectively. Many clerics multiclass as paladins, and both clerics and druids sometimes multiclass as rangers.

History/Relationships: Osiris is the son of Geb and long-forgotten Nut. He was slain by Set during a power struggle to succeed Ra in the aftermath of the Orc-gate Wars. He was brought back to life by his wife Isis and Nephthys when they mummified his body, giving him eternal life and making him the deity of death. Osiris and Set are now bitter enemies, but Osiris gladly acceded to the leadership of Horus-Re when Ra chose Horus to succeed him. Osiris also despises and works against Mask. He is friendly with Kelemvor, for they have similar ideas about death and the undead.

Dogma: Goodness, honor, and order are the natural state, and that which leads to evil, treachery, and chaos is by rights unnatural and unlawful. Goodness and harmony come from living within maat rather than fighting it. An organized approach brings the most good for all. Laws exist to bring prosperity to those under them. The pharaoh and his representatives set laws as guidelines for honorable action within Mulhorand's tradition. Those guidelines must be applied with honor; when honor is lacking in their application, the fair judgment of Osiris is the law. The justice of Osiris is a lack of partiality. Be not angered without justice. Great is justice when it is even-handed; in the eyes of truth, a slave and the pharaoh are as one.

sebek

Lord of Crocodiles, the Smiling Death
Mulhorandi Demigod

Symbol:	Crocodile head wearing a horned and plumed headdress
Home Plane:	Heliopolis
Alignment:	Neutral evil
Portfolio:	River hazards, crocodiles, werecrocodiles, wetlands
Worshipers:	Druids, inhabitants of crocodile-infested areas, rangers, werecrocodiles
Cleric Alignments:	CN, LN, NE
Domains:	Animal, Evil, Scalykind, Water
Favored Weapon:	"The Sorrowful Spear" (longspear, shortspear, or halfspear)

Sebek (*seh*-beck) is second only to Set in evil in the pantheon of Mulhorand. He is strong, but also cruel and capricious. He enjoys eating people, but can be swayed by piteous begging (if it is accompanied by the promise of bigger meals). He enjoys cruel humor and mean-spirited pranks. He loathes genuine displays of heartfelt emotion and is said to have a heart of ice. The Lord of Crocodiles has a strong streak of insecurity toward his status in the Mulhorandi pantheon, a fact that has been exploited by daring mortals in the past.

The church of Sebek is loosely organized, its hierarchy little more than a constantly changing pecking order. Werecrocodile clerics spend their days bullying their fellows, hunting, luring humans to their doom, and designing fantastic schemes to seize power in Mulhorand, Unther, and Chessenta.

Clerics and druids of Sebek pray for their spells at dusk, when the hot sun fades and the time for hunting draws nigh. Villagers seeking to ward off the attack of crocodiles hope to appease Sebek by the monthly sacrifice of animals (and occasionally sentient creatures) outside shrines located deep in the swamp. The remains of the sacrifice are left within the shrine for the crocodiles. Many a worshiper has failed to leave quickly enough after making a sacrifice and fallen prey to the jaws of the crocodiles attracted to the site. Many clerics and druids multiclass as fighters, and most attempt to become werecrocodiles.



Symbol of Sebek

History/Relationships: Sebek is the poor relation of the Mulhorandi pantheon, effectively an outcast. Although he is not formally banished, he is simply

Symbols by Renick Woods and Corey Macourek

ignored. Most of the Mulhorandi deities view Sebek with condescending scorn, and the Lord of Crocodiles returns their antipathy. Sebek has worked with Set in the past, but the Brother of Serpents treats Sebek with contempt and uses him only as a temporary ally of convenience. Even Malar harasses Sebek, angry at this foreign deity holding even a tiny part of the portfolio of lycanthropes.

Dogma: Hunt or be hunted. Kill intruders in the swamps, weed out the weak, terrify human commoners and weaklings into propitiating Sebek, dominate your fellows, and eventually turn the world into one vast swamp. Seek recognition for your acts in the name of the deity, for he is a powerful deity to be feared. You will be amply rewarded with choice prey, wealth, and territory when Sebek finally assumes the role within the pantheon that he deserves.

Set

Defiler of the Dead, Lord of Carrion, Father of Jackals

Intermediate Mulhorandi Deity

Symbol:	Coiled cobra
Home Plane:	Heliopolis
Alignment:	Lawful evil
Portfolio:	The desert, destruction, drought, night, rot, snakes, hate, betrayal, evil magic, ambition, poison, murder
Worshipers:	Assassins, blackguards, brigands, criminals, rogues, thieves, tomb robbers, wizards
Cleric Alignments:	LE, LN, NE
Domains:	Air, Darkness, Evil, Hatred, Law, Magic, Scalykind
Favored Weapon:	"The Spear of Darkness" (longspear, halfspear, or shortspear)



Symbol of Set

Symbols by Robert Raper

Set (*set*) is the jealous personification of evil. A cold and calculating deity, he always acts against the interests of the Mulan and the Mulhorandi pantheon. The Father of Jackals is always looking for ways to recruit new followers and disrupt the churches of the other Mulhorandi deities. Despite his loathsome nature, Set takes good care of his followers and does not willingly betray or abandon his people, as he finds it practical to maintain their loyalty. Set can be quite gracious and charming when first encountered, but he reveals his true colors very quickly. He revels in his evilness and makes no excuses for his cruelty or his evil actions. He never laughs except when relishing another creature's pain, and the sound of his laughter is said to be that of creature's final death scream. Mortals are simply useful tools that can be destroyed or cared for, as appropriate, in Set's view.

The church of Set is ordered by a strict hierarchy answering directly to the deity. Clerics of Set are charged to undermine and overthrow the theocracy of Mulhorand, and spend their days executing ruthless and subtle plans to achieve their goals. Only the eternal vigilance of the other deities and their faithful keeps the majority of these plans from succeeding. Clerics of Set often oversee the activities of thieves, assassins, and other evil beings, even if they venerate Mask. Many brigands and tomb robbers worship Set and use these activities to finance their plans as well as mock and denigrate the deities and beliefs of other faiths and deities. The clergy of Set heads several orders of assassins. Such clerics are not allowed to betray members of the order and must always work to promote the "brotherhood of evil."

Clerics of Set pray for their spells at night, whenever the land is darkest. They have no formal holy days. Rather, they perform their important ceremonies and sacrifices every time they achieve a major victory in the name of Set. When a supplicant seeks to join the brotherhood of evil as a full-fledged member, he must undergo the Test of Venom. This ceremony involves the supplicant walking through a pit of poisonous snakes or scorpions. Aspiring clerics who survive the ceremony are admitted into the clergy. Particularly infuriating to the clergy of Osiris and Nephthys is the reconsecration ceremony performed by grave robbers who serve in Set's clergy. This ceremony involves the complete defilement of a burial chamber, the creation of an unholy altar to Set, the looting of the crypt's treasure, and the animation of the bodies as undead. Many clerics and druids multiclass as assassins, blackguards, divine disciples, divine seekers, rogues, or wizards.

History/Relationships: Set, brother of Osiris, is the most evil deity worshiped in Mulhorand. The son of Geb and long-forgotten Nut, his birth was horrific, for he tore himself free from his mother's womb and sprang upon the world as a foul and hideous thing. He challenged the authority of Osiris for the leadership of the gods upon the death of Ra during the Orcgate Wars, slew Osiris (who was later brought back to life by Isis) through trickery, and was then defeated by Horus-Re and cast him out. Now Set schemes against all the Mulhorandi, with the exception of Sebek, whom he exploits. His only ally is Tiamat, for both gods have found common cause in undermining the power of the other deities of the Old Empires. His recent excursions outside Mulhorand have attracted the attention of Bane, Cyric, and Talos, all wanting to steal his power.

Dogma: The ends justify the means, and life is a struggle to be won by the powerful and the ruthless. Loyalty to one's comrades is admirable as long as it advances the cause of Set, and in the end, when Set accedes to his rightful throne, those that have served him well will be justly rewarded. Destroy the clergies of Horus-Re and Osiris, thus accelerating Set's establishment at his rightful place as god-king of Mulhorand, and spread the cult of Set throughout the world. Sacrifice both wealth and sentients to Set.

Thoth

Lord of Magic, Scribe of the Gods, the Keeper of Knowledge

Intermediate Mulhorandi Deity

Symbol:	Ankh above an ibis head
Home Plane:	Heliopolis
Alignment:	Neutral
Portfolio:	Neutral magic, scribes, knowledge, invention, secrets
Worshipers:	Loremasters, scribes, those who craft magic items, wizards
Cleric Alignments:	CN, N, NE, NG, LN
Domains:	Crafts, Knowledge, Magic, Rune, Spell
Favored Weapon:	"Knowledge Keeper" (quarterstaff)

Thoth (*thoth*) is one of the oldest deities of the Mulhorandi pantheon, and he is also one of the most vigorous and creative. He is very intellectual and rarely displays great shows of emotion except when engaged in a heated academic debate. He speaks in clipped, efficient phrases, and is an elitist toward those he considers "uncultured barbarians" (a category that includes most foreigners). He has been given credit for the creation of many of Mulhorand's unique magic items and its experiments with technology, which have caused significant, but gradual cultural changes over the centuries.

The church of Thoth is organized in a strict hierarchy, although individuals are free to pursue almost any course of inquiry. Thothians spend several hours each morning studying. They spend most

afternoons researching magic, serving as scribes, clerks, or librarians for the church or the state, or teaching the young. Particularly pious young clerics often spend their evenings assisting the poor and unschooled as scribes and tutors. Traditionally, the contents of any message written by a scribe of Thoth is held in strictest confidence as a religious trust between the scribe and the person who dictated the message. Scribes do not typically deliver messages; that is a job for messengers.



Symbol of Thoth

Clerics of Thoth pray for their spells at dawn, prior to a new day of invention and discovery. The clergy of Thoth inscribe their deity's symbol at the top of each page of papyrus before writing anything else on that page. Prior to undertaking any major task requiring engineering, writing, or magical skill, Thoth's faithful draw the symbol of Thoth on the backs of their hands and over their hearts. In general, the clergy of Thoth put less emphasis on excessive pageantry and ceremony than most other clergy of Mulhorand; they regard most of it as a waste of valuable time. During the winter and summer solstices, clerics of Thoth are required to fast for an entire day and then immerse in an icy bath. The Ceremony of Introspection, as this is known, symbolizes their desire for true understanding and their reemergence into the world with a clear head and invigorated heart. Many clerics multiclass as arcane devotees, loremasters, or wizards. They turn rather than rebuke undead.

History/Relationships: Thoth is one of the oldest deities of the Mulhorandi pantheon, second only to Ra (now dead) and Geb. He is allied with Horus-Re, Isis, and Osiris, and works to oppose Set. In recent years, he has forged contacts with likeminded gods of the Faerûnian pantheon as well, including Azuth, Deneir, Gond, Oghma, Mystra, and Savras.



Symbol of Bahgtru

Dogma: Learn all you can and help to spread wisdom throughout the world. Research magic, protect the secrets of Thoth, and spread magic throughout Mulhorand. Explore new invention and better ways of doing things, pushing the limits of engineering, architecture, and magic item construction. Protect Mulhorand from the traitorous Red Wizards of Thay and undermine their efforts at every possible turn. Use weaponry as little as possible, for magic is your weapon.

Orc Pantheon

Evil beings worship evil powers; witness the drow and their deities as an example. The orc pantheon represents another such group of deities, not as sophisticated perhaps, but powerful protectors and advocates for their people nonetheless.

Bahgtru

The Strong, the Leg Breaker, the Son of Gruumsh

Lesser Orc Deity

Symbol:	Broken thighbone
Home Plane:	Nishrek
Alignment:	Chaotic evil
Portfolio:	Loyalty, stupidity, brute strength
Worshipers:	Barbarians, followers, orcs, physically strong beings, warriors, wrestlers
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Evil, Orc, Strength
Favored Weapon:	"Crunch" (spiked gauntlet)

Bahgtru (*bog*-true) is an awesomely stupid god of incredible might, who scorns all arms and armaments or workings of magic and values only physical strength. He is said to challenge and battle all manner of archetypal beasts and roam the planes tearing the landscape asunder.

The church of Bahgtru is largely subservient to the temple of Gruumsh, not unlike the relation between the son and the father. Bahgtru's clergy are often the strongest members of the tribe, leading the elite males of the tribe who serve as bodyguards for the chieftain. The Son of Gruumsh insists his clerics remain unquestioningly loyal to the chieftain of the tribe until he is defeated in a challenge of physical prowess or slain. They engage in near constant physical training, and subject the young males of the tribe to endless training as well to improve their strength and thus the overall strength of the tribe. For Bahgtru's faithful, loyalty extends only to the clan, and thus rivalries between clans are to be encouraged, for doing so strengthens the orc race as a whole.

Clerics and adepts of Bahgtru pray for their spells at dusk, when the Leg Breaker tears the sun from the sky. Each month, when the moon is full, Bahgtru's followers gather for a Festival of Strength, during which many challenges drawing on physical prowess are held. Some challenges are lethal, an inevitable winnowing of the weak. Many clerics multiclass as barbarians, even in fairly civilized tribes, although some multiclass as fighters or warriors.

History/Relationships: Bahgtru is the son of Gruumsh and Luthic. He is said to have killed the first behir, breaking each of its legs in the process and earning him his moniker. Bahgtru is feared by the other orc gods for his incredible strength, yet they call on him for assistance when they have need. Ilneval secretly resents Gruumsh's stupid, but loyal, son, for he dares not challenge the One-Eyed God while Bahgtru remains loyal to him. Bahgtru is implacably opposed to the goblinoid deities, although he attacks them only when Gruumsh permits. He also hates the Seldarine and other sylvan deities, whose physical weakness he scorns. While Bahgtru respects the might of the dwarven gods, he still wishes to crush their skulls. Bahgtru also opposes the most obvious plots of deities of deception, including Baravar Cloakshadow, Cyric, and Mask.

Dogma: The mighty shall crush the weak, thus strengthening the tribe. Scorn the shields of weakness and rely only on your physical prowess, for strength is enduring. Think not crafty thoughts, for they undermine the strength of the tribe. Loyalty to your leader is all that is required of you.

Gruumsh

He Who Never Sleeps, the One-Eyed God, He Who Watches

Greater Orc Deity

Symbol:	Unwinking eye
Home Plane:	Nishrek
Alignment:	Chaotic evil
Portfolio:	Orcs, conquest, survival, strength, territory
Worshipers:	Fighters, orcs
Cleric Alignments:	CE, CN, NE
Domains:	Cavern, Chaos, Evil, Hatred, Orc, Strength, War
Favored Weapon:	"The Bloodspear" [longspear] (longspear or shortspear)

Gruumsh (*groomsh*) is the driven and aggressive leader of the orc pantheon. Constantly battling other deities for the things he feels were stolen from him at the dawn of creation, he drives the orcs of the world to follow his example and conquer and slay their enemies.

His great spear is covered in the blood of elves and his ever-burning torch is reflected in his one remaining eye.

Gruumsh's church relates the legends of the orcs from generation to generation and spreads the worship of Gruumsh through fear, inspiration, and an iron hand. The church takes an active role in the clan leadership, undermining a secular leader that opposes its goals. They are also responsible for the elimination of the sick, weak, lame, or unfit members of the tribe, regardless of age or status. Like most of the orc pantheon, his church is extremely patriarchal. Nonclerics are never allowed to say the deity's name and may refer to him only by title.

Clerics and adepts of Gruumsh prepare their spells in the dark of night. Their holy days are the times of the new moon and anniversaries of great battles against elves, dwarves, or other orc tribes. Those in wild areas tend to multiclass as barbarians, while those living near or in civilization commonly multiclass as fighters. Particularly zealous clerics pluck out their left eye as a sign of devotion.

History/Relationships: Gruumsh is said to have lost an eye in a battle with Corellon Larethian, although the orcs' version holds that he always had one eye. Orc myths tell that when the races of the world drew lots for the land, there were none left for Gruumsh, but he took his spear and smote the earth to create caves, blighted glades, and badlands for his people to dwell. He holds absolute authority over his pantheon and considers no non-orc his ally. He particularly hates the elven and dwarven deities.

Dogma: Seek unceasing war against your enemies, and kill or enslave those that oppose you. Acquire territory and living space. Destroy elves, their homes, and their lands. Crush the dwarves and take their deep caves for your own. Be strong, and be prepared to show your strength at any moment. Showing weakness is the key to an early death. Those that are too weak to fight for your tribe should be put to the spear. The greatest gift that He Who Watches gave to the orcs was the ability to survive where the weaker races would die. Build your strength in these lands and use them to overrun your enemies.

Symbol by Sam Wood



Symbol of Gruumsh

Ilneval

The Horde Leader, the War Maker, the Lieutenant of Gruumsh

Lesser Orc Deity

Symbol:	Bloodied longsword
Home Plane:	Nishrek
Alignment:	Neutral evil
Portfolio:	War, combat, overwhelming numbers, strategy
Worshipers:	Barbarians, fighters, orcs
Cleric Alignments:	CN, LN, NE
Domains:	Destruction, Evil, Orc, Planning, War
Favored Weapon:	"Foe Smiter" (longsword)

Ilneval (*ill*-nev-all) is the daring war leader, always leading the charge into battle with nothing but victory and destruction on his mind. Before a battle commences, however, he carefully plans his strategy so as to maximize his chances of winning and inflicting terrible damage. Ilneval is more cunning than Bahgtru and nearly as strong. His bravery inspires great loyalty among his followers, yet he does not transfer that loyalty to his own superior. The War Maker brooks no challenge to his position, systematically destroying any potential rival. Ilneval is seen as the patron of powerful orc crossbreeds, particularly orc-ogres (orogs) and tanarukks.

Illustration by Michael Dubisch



Orc Pantheon

The church of Ilneval occupies a prominent position in orc tribal life, second only to the church of Gruumsh, and they work in concert to oppress other faiths in order to ensure that position remains unchallenged. Many members of the clergy are officers in tribal armies, answering only to their chieftain. Although the church of Gruumsh is responsible for issuing the call to summon a horde, it falls to the temple of Ilneval to marshal the fractious tribes into a horde united against a common foe.

Clerics and adepts of Ilneval pray for their spells at dusk in preparation for the night's battles. The church of Ilneval observes few holy days, other than token obeisance to those honoring Gruumsh in a calculated display of loyalty to the One-Eyed God, for Ilneval is not interested in remembering past victories but plotting new ones to come. The most sacred celebration of the year is held annually at Greengrass, when Ilneval's clerics assemble hordes of orc warriors to swoop down on civilized lands in an orgy of destruction and violence. Many clerics multiclass as fighters. Only adepts of the most primitive tribes multiclass as barbarians.



Symbol of Ilneval

History/Relationships: Ilneval serves Gruumsh as battle lieutenant, commanding the One-Eye God's armies when his master does not wish to do so himself. The Crafty Warrior has destroyed one or two orc demigods before, and he secretly works to undermine Bahgtru as well. Gruumsh does not trust his self-serving lieutenant for good reason, but Ilneval remains loyal enough while the One-Eye God and Bahgtru remain on the same side. Ilneval loathes both Shargaas and Yurtrus, for their underhanded approach smells of cowardice. However, the War Maker is smart enough to use their talents effectively in battle with the gods of other pantheons. Despite his differences with the other orc gods, Ilneval loathes the goblinoid gods, the dwarven gods, the elven gods, and all the other traditional enemies of the orc pantheon and would never betray his race.

Dogma: Strength is as much a function of the mind as one's body. Train hard and think craftily in preparation for war, for all life is an endless battle. Unite your tribe into a raging storm, for there is great strength in numbers if all can work in concert. Once the time for combat is nigh, however, charge into the fray undaunted and let the blood fly where it may. Only through personal courage do you prove yourself fit for the mantle of leadership.



Symbol of Luthic

Luthic

The Cave Mother, the Blood Moon Witch
Lesser Orc Deity

Symbol:	Orc rune for home
Home Plane:	Nishrek
Alignment:	Neutral evil
Portfolio:	Caves, orc females, home, wisdom, fertility, healing, servitude
Worshipers:	Monks, orc females, runecasters
Cleric Alignments:	CN, LN, NE
Domains:	Cavern, Earth, Evil, Family, Healing, Orc
Favored Weapon:	A hand with long claws (claw bracer)

Luthic (*looth*-ick) has a strong affinity for the earth on which her enduring strength is built. Although hardly kind, she tends to the injured with brusque efficiency and is the quiet bedrock on which the orc pantheon rests. The Cave Mother does not take kindly to those who abuse her name, inflicting wasting diseases on those who do. She has a nasty temper that can erupt at any time. Although outwardly servile to the male orc gods, she is cunning enough to manipulate Gruumsh and Bahgtru and through them often get her way.

The church of Luthic is prominent within most orc tribes, if only because it can claim the bulk of the female population as its worshipers, but outwardly weak in comparison to the other orc gods' clergies and is subservient to the clergy of Gruumsh. In truth, the church of Luthic forms the stable base of most tribes, ensuring that a steady stream of future orc warriors are born each year. Clerics of Luthic tend to the general health of the tribe, healing those injured in battle, ministering to the young and females in childbirth, and generally maintaining morale among the tribe. They also teach simple healing and herbalism to orcs, skills that enable orc warriors to survive many battles.

Clerics and adepts of Luthic pray for their spells each day whenever the moon is highest in the sky. Luthic's holy days are tied to the new moon, the symbol of orc fertility. The Feast of the Moon is celebrated by the Cave Mother's followers as the Coming of the Winter Cave, for most tribes must retreat to Luthic's domain during the winter months. Many young are conceived during this festival, ensuring another generation of warriors. A few clerics multiclass as runecasters, a form of magic learned from the giants that sometimes dwell alongside orc tribes. Rumors exist of a secret group of Luthicar monks existing within some tribes, attacking unarmed since they are denied the use of weapons by males.

History/Relationships: Luthic is the wife of Gruumsh and the mother of Bahgtru, although only the latter pays her heed. The Son of Gruumsh honors his mother's commands, even above Gruumsh, a small rebellion on the part of his otherwise loyal son that the One-Eye God tolerates only grudgingly. The other orc gods pay her only a modicum of respect and then only because she is the wife of Gruumsh, treatment she grudgingly accepts as her lot even if she detests it. Luthic harbors a deep enmity for the traditional enemies of the orc pantheon, including the goblinoid gods, the dwarven gods, and the elven gods.

Dogma: Life is sheltered within the earth from which it springs. Honor the wisdom of the Cave Mother, whose strength is the backbone of the horde and the root of valor in battle. Understand your position within the tribe and do your part to strengthen the tribe against all rivals. The cave is the sheltering embrace of the Mother of Bahgtru and the bastion of orc strength. Endure all hardships.

shargaas

The Night Lord, the Blade in the Darkness, the Stalker Below
Lesser Orc Deity

Symbol:	Skull on a red crescent moon
Home Plane:	Nishrek
Alignment:	Chaotic evil
Portfolio:	Night, thieves, stealth, darkness, the Underdark
Worshipers:	Assassins, blackguards, orcs, shadowdancers, thieves
Cleric Alignments:	CE, CN, NE
Domains:	Chaos, Darkness, Evil, Orc, Trickery
Favored Weapon:	"Nightblade" (short sword)

Shargaas (*shar*-gas) is a dark and brooding deity of terrifying cruelty and evil. More cunning than even Ilneval, his scheming is cold and

Symbols by Robert Raper and Renick Woods

calculated. His hatred of non-orcs is rooted in a basic hatred of life itself, and he views even orcs as little more than killing tools to be eventually discarded. He is thought to lurk in the depths of the earth, deep beneath the caves of most surface-dwelling orcs, and is considered the patron of orc tribes that dwell in the Underdark.

The church of Shargaas is secretive in nature, its adherents usually hiding their affiliation from the rest of their tribe. The temple is a powerful hidden force with most tribes, regularly culling the weak in order to strengthen tribe as a whole. Clerics of Shargaas can strike fear into even the most powerful orc chieftain, for they regularly eliminate leaders they perceive as cowardly or ineffectual with a sharp blade in the back in the darkness. The church of Shargaas also works on the margins of enemy battle groups, eliminating those who might raise the alarm or muster an effective defense against a burgeoning horde.



Symbol of Shargaas

Clerics of Shargaas pray for their spells at midnight, when the world is shrouded in darkness. The Night Lord's clergy gather under the darkness of each new moon to honor the Stalker Below in a grim ceremony known as the Chant in the Abiding Darkness. Supplicants are required to bring an object of great value to its prior owner to sacrifice to Shargaas, preferably the heart of some foe. The assembled faithful then begin chanting a series of ritualistic prayers to the Night Lord pledging to serve as his silent, deadly weapons. Many clerics multiclass as assassins, blackguards, divine seekers, rogues, or shadowdancers.

History/Relationships: The Night Lord's hatred of all life extends to a hatred of other deities as well. Nevertheless, he has found it prudent to ally himself with the other orc deities and manipulate them to serve his ends. Shargaas maintains a cold alliance with Yurtrus, in particular, counterbalancing the more militaristic Gruumsh, Bahgtru, and Ilneval. He also secretly reveals Ilneval's treacheries to Gruumsh as a way of cementing his own position within the pantheon and undermining the One-Eyed God's overly ambitious lieutenant. Shargaas has no allies outside the orc pantheon, but reserves his greatest hatred for the dwarf, gnome, and goblin deities.

Dogma: The darkness is cold and everlasting, but provides a dark mantle for the blade in the night. With silent stride and hidden hand, cull the weak from the tribe and eliminate all other races. Go down into the deep tunnels and wage war with those who dare abide in the demesne of Shargaas. Be alert for weakness in the eyes of the chieftain, for his mistakes may spell your own doom.

Symbols by Corey Macourek and Robert Raper

Yurtrus

White Hands, the Lord of Maggots, the Rotting One

Lesser Orc Deity

Symbol:	White hands on a dark background
Home Plane:	Nishrek
Alignment:	Neutral evil
Portfolio:	Death, disease
Worshipers:	Assassins, monks, orcs
Cleric Alignments:	CN, LN, NE
Domains:	Death, Destruction, Evil, Orc, Suffering
Favored Weapon:	Pale white hands (unarmed strike)

Yurtrus (*yer*-truss) is the embodiment of life-destructive principles, an ever-present terror to be feared and propitiated and dreaded by most orcs. Whereas Shargaas embodies the fear of what lurks below in the darkness, Yurtrus represents the ever-present threat of death and disease that orcs must live with on an ongoing basis. The Lord of Maggots does not speak or communicate in any fashion, although he sometimes seem receptive to properly respectful entreaties and sacrifices to spare a particular individual or tribe from the ravages of disease. He is depicted as an orc with rotting sore-covered flesh everywhere except his pale clawed hands.

Aside from the certain orders of monks, the church of Yurtrus is loosely organized, its clergy scattered across countless clans and tribes. Clerics of the Rotting One are rarely tribal leaders, but the terror in which their deity is held allows them a great deal of independence. Members of the clergy act as intermediaries between their tribe and Yurtrus, interceding with him whenever the tribe is ravaged by disease or plague. In addition, clerics of Yurtrus dispose of the bodies of the dead, whether they died of disease, in battle, or of old age (a rare event indeed). The church of Yurtrus is also conceded authority over tribal foodstores, determining whether meat is too rotted to eat or water is too tainted to drink. In this respect, some tribes have begun to venerate the Lord of Maggots as a deity of sustenance and health or rather the reverse of such and thus to be propitiated.



Symbol of Yurtrus

Clerics and adepts of Yurtrus pray for their spells at dusk in the dying of the day. The church of Yurtrus recognizes two major holy days. The first, known as the Ceremony of Contagion, is celebrated on Midsummer Night. On this day the deity's contagion is said to take root, sapping the world of life in a relentless spiral that leads inexorably to the winter and the death of the year. After a bloody ritual of sacrifice to spare the orcs from the ravages of plague, the clerics of Yurtrus venture forth, spreading disease and death across the world, particularly among other races. The second holy day, known as the Putrescent Death, is celebrated on Midwinter Eve. On this night, the clergy of Yurtrus recognize the death of the world, symbolized through the sacrifice of sentient beings of other races. Sacrifices are typically made to the Rotting Lord through the deliberate infection of a victim with a particularly horrible disease. Many clerics multiclass as assassins, divine disciples, or monks.

History/Relationships: By his very nature, Yurtrus is not prone to forming relationships. He gives his silent backing to Shargaas in the latter's efforts to subtly counterbalance the influence of the three orc war gods. The Rotting One is also thought to maintain some sort of relationship with other gods of death and disease, such as Talona, although it may be more of a rivalry than an alliance. Like the rest of the orc pantheon, Yurtrus loathes the gods of the dwarves, elves, and goblins, and opposes them at every opportunity.

Dogma: Death is inexorable and eventually claims all life. The ravages of plague are simply death claiming victims who have yet to fall in battle, leaving all creatures to simply choose the manner in which death will most likely strike. The touch of White Hands can be forestalled only by bowing down to the Rotting Lord and begging his mercy, but, in time, plague strikes all living things. Fear him, for death lurks in the shadowed corners of Luthic's cavern and it will inexorably come again.

Places of Worship

This chapter presents three detailed temples ready for use in your campaign. Each has a full set of maps, area descriptions, and statistics for important NPCs. The first of these temples, the Abbey of the Sword, is dedicated to Tempus the Foehammer. The second, the Wyvernstones of Hullack, is an outdoor area once sacred to Eldath, but now usurped and corrupted by the worshipers of Malar. The third temple, the Darkhouse of Saerloon, is a temple to Shar hidden within a lighthouse.

The Abbey of the Sword

The grim stone towers of the Abbey of the Sword rise among the trees of Cormanthor, just over five miles southwest of the town of Essembra and within the lands claimed by the folk of Battledale. Built from the shell of a shattered, ancient castle, the abbey is a squat, featureless stone fortress dedicated to Tempus, deity of war, and inhabited by equally grim followers of the Foehammer. The abbey houses a small army of Tempus-worshipers who actively defend Battledale, clashing with the drow of Cormanthor and other monsters on a regular basis.

In the immediate wake of the Time of Troubles, during a battle in Swords Creek, Eldan Ambrose, an Amnian cleric of Tempus, saw the Foehammer. Eldan tracked the first definitive sighting of the Foehammer in the Realms back to the hold of Belarus, a long-dead worshiper of Tempus. While standing within what was once the castle's great hall, Eldan received a vision from the Foehammer confirming the site as sacred to the Lord of Battles.

Eldan and his followers established the Abbey of the Sword and set about rebuilding the castle. As part of their renovations, they sank deep wells to reach a lake of cool, sweet water in the Underdark.

Over the next decade, the abbey's growing army of clerics and warriors established a strong alliance with Lord Ilmeth, War Chancellor of Battledale, and their neighboring Battledarrans. The alliance worked in concert to cleanse the surrounding Ghost Holds and the labyrinthine tunnels connecting them of their monstrous inhabitants.

During this period, the abbey's inhabitants discovered numerous *portals* beneath the abbey and set about guarding them. In the Year of the Unstrung Harp (1371 DR), a strong force of Vhaeraunian drow, the vanguard of the nomadic Auzkovyn clan, came through a previously unknown and unwatched *portal* and smashed past the abbey's defenders. Eldan Ambrose perished in the assault, devoured by a glabrezu after destroying the *portal*. Although Battledale was saved for the moment, the drow vanguard slipped away and later opened another *portal* somewhere in the forests north of Battledale, bringing the rest of their clan into Cormanthor.

The defenders of the Abbey of the Sword no longer have enough warriors to guard all the *portals* below, and no cleric of the faith has been found that can cast *true resurrection* to bring Ambrose back to life. Worse yet, members of House Jaelre, drow exiles from distant Menzoberranzan, have entered Cormanthor and have been attacking the Dales in an effort to distract people from their true agenda.

In addition to supplementing the strength of the local militia, the Abbey of the Sword serves Battledale and its neighbors in two important ways. First, the abbey produces well-made weapons and armor and sells them at reasonable prices to individual Dalesmen and the various militias of the region. Second, the abbey provides invaluable training to local militias, both by providing training at the abbey's facilities and by dispatching drilling instructors to communities in the region.

More than a dozen people visit each day; perhaps half follow Tempus. Warriors of all stripes make their way to the Abbey of the Sword, whether to honor the Lord of Battles or seek healing from his clerics. The gift of a battered shield or a dull blade is the most common form of offering, although coins to support the war effort are much appreciated. Locally, many Battledarrans venerate Tempus, although many honor him at small community shrines such as the one in Essembra rather than making their way out to the abbey. Low-ranking clerics from the abbey usually lead worship services at all the nearby shrines. The abbey's residents, organized in a strict military hierarchy under the command of the Priest-General, are primarily Dalesmen, although Sembians, Cormyrians, and those native to the Moonsea region or the Vast are not uncommon. Likewise, the residents are primarily human, although other races—

particularly dwarves and half-elves—are not unknown. Most of the inhabitants are fighters, clerics, or fighter/clerics of chaotic good or chaotic neutral alignment.

Tunnels beneath the Abbey lead into the Underdark, and the followers of the Lord of Battles are sorely pressed by the relentless tide of creatures coming up from the depths. Moreover, numerous *portals* lie scattered throughout the subterranean region beneath the abbey, and, as things currently stand, many remain unguarded. The current Priest-General is well aware that if the abbey falls to Underdark attacks, then Essembra and Battledale may fall in quick succession shortly thereafter. As such, he has sent out a desperate plea for adventurers to supplement the fighting strength of the Sword-Sworn.

Ceremonies

The most important fixed date of the Tempuran calendar is the Feast of the Moon, at which time the dead are honored by a recounting of their greatest deeds. The eves and anniversaries of great battles are also holy days of the church of Tempus, and as such vary from place to place.

At the Abbey of the Sword, two such battles are held above all others. One, of course, is the Battle of Ambrose's Fall, to be celebrated for the first time on the 7th day of Uktar, a few months hence. The valiant self-sacrifice of the abbey's founder is to be remembered with a recounting of his life and a reenactment of the battle in which he fell on the abbey's training field. Gorym hopes that a series of visions recounted by a prophetically inclined member of the Devout in which the Sword of Tempus shatters one of the *portals* beneath the abbey does indeed occur. (The vision will indeed occur. A manifestation similar in appearance to a *Mordenkainen's sword* will appear within the abbey hereafter on the anniversary of Ambrose's death and, if directed by the Priest-General of the abbey, attempt to shatter one of the *portals* as a *Mordenkainen's disjunction* spell. Only one such attempt is allowed each year.)

The other great battle celebrated at the Abbey of the Sword dates back to the 17th day of Flamerule in the Year of Shadows. At the Battle of Swords Creek, a few score Riders of Mistledale and allied Harpers defeated the thousands-strong Zhentilar army known as the Sword of the South thanks in large part to the sacrifice of Baergil, an old Rider of Mistledale and cleric of Tempus. Baergil found death in the summoning of a *ring of skulls* that spat rays of death from their eyes at the gathered horde of Zhents. The old Rider's valiant sacrifice prompted the appearance of the avatar of Tempus on the field of battle, and it was from this appearance that Eldan Ambrose later traced Tempus's trail back to the site of Belarus's ancient castle. At the Abbey of the Sword, Baergil's death is honored by placing a circle of skulls of fallen opponents around the altar of Tempus and by reciting the tale of that glorious victory.

Each day, the Song of Swords is sung at dawn in Tempus's honor in honor of the fallen. Then, during weapons practice, a cleric intones the names of the Valorous Fallen. The Priest-General then addresses the troops, setting them to their daily tasks. At sunset, a clear-voiced clergy member sings another battle hymn, a sermon is given, and then the faithful retire or take their place on the Night Vigil, murmuring quiet prayers to Tempus to keep themselves awake and alert.

Trail of Tempus's Weepings

Many valiant warriors sacrificed their lives in defense of this dale of battles, and many more shall undoubtedly fall in the eternal conflict to defend it, yet we endure. Some who do not live among us wonder, why do we, the faithful of Tempus, shed our blood so freely in defense of this land?

I answer that we hold this land sacred because it lies one step closer to the Halls of Tempus, a place where all who acquit themselves with valor hope to go and be rejoined with their shield-brothers when they finally fall in this endless battle we call life. Our Lord of Battles charges us to defend that which we hold dear, lest it be swept away, and so we fight, honorably and tirelessly, for our seat at his table.

Though the way is marked with crimson tears, we march undaunted, for valor blazes in us all. The Trail of Tempus's Weepings is but the path of life, and every day we advance another step.

Services

Many of the abbey's inhabitants are skilled weaponsmiths and armorers, capable of creating weapons and suits of armor made from steel of excellent quality. Moreover, the abbey also produces a fair number of such arms and armaments of masterwork quality.

Visitors to the abbey may purchase any type of simple or martial melee weapon made of steel or a masterwork quality longsword or battleaxe. Masterwork versions of other simple and martial melee weapons can be made upon request. Likewise, some exotic weapons are available on a case-by-case base, but rarely of masterwork quality. The abbey does not produce other types of weapons and hence does not sell those it has purchased.

Visitors may also purchase chain shirts, scale mail, chainmail, breastplates, splint mail, banded mail, half-plate, or full plate armor. Bucklers, small steel shields, large steel shields, and tower shields are also available. Extras, such as armor spikes, locked gauntlets, and shield spikes are available upon request. Masterwork versions of any of the above-listed armor types are also available upon request. The abbey does not produce other types of armor and hence does not sell those it has purchased.

Ingredients are grown in the abbey gardens for the brewing of potions of *cure light wounds, cure moderate wounds,* and *cure serious wounds,* and such are brewed regularly within the abbey walls. Although those in need are given healing promptly regardless of whether or not they can pay, adventurers seeking to prepare for inevitable battles in the days ahead are required to purchase such potions. Moreover, at most two such potions will be sold to any individual within a tenday period, as the abbey's inhabitants cannot afford to deplete their own stocks overmuch.

In all cases, prices are as given in the *Player's Handbook* and the *Dungeon Master's Guide.*

Hierarchy

As instituted by its Amnian founder, the Abbey of the Sword is run in strict military fashion under a clearly delineated hierarchy. The supreme commander of the Abbey of the Sword is the Priest-General, a position held for the past year in an acting capacity by Gorym Harndrekker.

Two companies report to the Priest-General: the warriors, known as the Sword-Sworn (War1), and the clerics, known as the Devout (Clr1). The First Sword is the commander of the Sword-Sworn and the anointed champion of the abbey. This position has been held for over seven years by Jarath Burlisk the Mantled, a holy warrior of the Lord of Battles and bearer of a famous name in the local region.

Each company is roughly fifty in number, but their numbers con-

tinue to slowly shrink in the face of unending battle in the depths and insufficient recruitment to cover their losses. Within each company, members are organized into five-person squads composed of two of the Sword-Sworn, two of the Devout, and a sergeant from one of the two groups. Both the Sword-Sworn and the Devout are dedicated followers of Tempus, willingly giving their lives in service to the Foehammer.

Acting Priest-General Gorym "Brightshield" Harndrekker: Male human Ftr2/Clr9/Dis1 of Tempus; CR 12; Medium-size humanoid; HD 2d10 plus 10d8; hp 56; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +11/+6 melee (1d8+2/×3, *+1 undead bane battleaxe*); SA Turn undead 11/day; SQ Divine emissary; AL CG; SV Fort +11, Ref +5, Will +12; Str 12, Dex 10, Con 10, Int 13, Wis 18, Cha 18.

Skills and Feats: Concentration +7, Craft (armorsmithing) +6, Craft (weaponmaking) +6, Diplomacy +9, Heal +9, Knowledge (history) +8, Knowledge (religion) +9, Spellcraft +9; Blind-Fight, Combat Casting, Craft Magic Arms and Armor, Divine Vigor, Expertise, Extra Turning, Lightning Reflexes, Sacred Spell, Weapon Focus (battleaxe).

Divine Emissary: Gorym can telepathically communicate with any outsider within 60 ft. who serves Tempus or is of chaotic good alignment.

Cleric Spells Prepared (6/6/6/5/5/3; base DC = 14 + spell level): 0—*create water, cure minor wounds, guidance, purify food and drink, resistance* (2); 1st—*command, detect evil, divine favor, endure elements*, remove fear, shield of faith;* 2nd—*bull's strength** (2), *consecrate, endurance, shield other*, zone of truth;* 3rd—*daylight, dispel magic, prayer, protection from elements*, searing light;* 4th—*dismissal, freedom of movement, greater magic weapon, restoration, spell immunity*;* 5th—*flame strike*, mark of justice, righteous might.*

*Domain spell. Deity: Tempus. Domains: Protection (*protective ward* 1/day), Strength (feat of strength 1/day), War (Martial Weapon Proficiency and Weapon Focus with battleaxe).

Possessions: +2 half-plate, +1 daylight large steel shield, "Spiritscourge" (+1 undead bane battleaxe).

A skilled fighter and master tactician in his youth, the twin effects of middle age and a nearly fatal encounter with a pack of wraiths have robbed Gorym of much of his physical prowess. Nevertheless, the Acting Priest-General is still eminently capable of wielding his favorite axe in combat and, in times of need, reclaiming his youthful vigor. Moreover, Gorym's mastery of tactics and battle strategy have only increased with the passage of years, leaving him well suited to direct the abbey's endless war in the depths and skirmishing in the surrounding forest.

Despite his rearguard role as military strategist, Gorym is always prepared for melee combat, and makes careful use of his spells and magic items to maximize his tactical advantage in any situation. When combat does ensue, however, the weight of his years has made him increasingly reliant on divine bursts of vigor and strength. In recent months, he has often lent the shield from which his moniker stems to leading members of the Sword-Sworn, for it is eminently useful in battles against the light-sensitive drow.

Despite recent setbacks, Gorym is firmly convinced of the importance of the abbey's work, believing its founding to have been the divine will of the Lord of Battles. He also believes that the abbey should work closely with its neighbors, particularly the inhabitants of Battledale, and regularly dispatches warriors and clerics under his command as emissaries in various capacities.

First Sword Jareth Burlisk the Mantled: Male human Ftr8/Chm5 of Tempus; CR 13; Medium-size humanoid; HD 13d10+39; hp 110; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +22/ +17/ +12 melee (2d6+13/17–20, *Shadowsunder*); or +21/ +16/ +11 melee (1d8+10/×3, *+1 battleaxe*); SA Smite infidel; SQ Divine wrath, *lay on hands*, sacred defense; AL CN; SV Fort +13, Ref +4, Will +4; Str 22, Dex 12, Con 16, Int 10, Wis 8, Cha 16.

Skills and Feats: Climb +9, Craft (armorsmithing) +4, Craft (weaponmaking) +4, Diplomacy +5, Jump +8, Knowledge (religion) +3, Listen +2, Ride (horse) +5, Spot +2, Swim +8; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Initiative, Iron Will, Leadership, Power Attack, Sunder, Weapon Focus (battleaxe), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Smite Infidel (Su): Twice per day, Jarath may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack. He adds +3 to his attack roll and deals 5 extra points of damage. Smiting a creature with the same patron deity has no effect but uses the ability for that day.

Divine Wrath: Once per day, Jarath can channel the power of Tempus into wrath as a free action, giving him a +3 bonus on attack and damage rolls and saving throws for 3 rounds. During this time, he also has damage reduction 5/–.

***Lay on Hands* (Sp)**: Jarath can heal wounds by touch as a standard action. Each day he can cure 8 hit points. Jarath can cure himself and can divide the curing among multiple recipients. He doesn't have to use it all at once.

Sacred Defense: Jarath gains a +2 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Possessions: +1 command full plate, mailed gauntlets of Aencar, "Shadowsunder" (+2 greatsword), +1 battleaxe, winged mask.

The senior Sword-Sworn of the Abbey of the Sword claims to be a direct descendent of Aencar Burlisk, who reigned briefly from Essembra several centuries ago as the Mantled King of the Dales. Few doubt that Jarath's bravery or passion matches that of his legendary ancestor, but many wish that the impulsive First Sword's courage was balanced by equal amounts of patience and wisdom. In battle, to honor of his fallen ancestor, Jarath always wears his *winged mask* and a crimson red mantle over his helm, completely covering his bald pate and battle-scarred features.

When fighting, Jarath prefers to wield *Shadowsunder*, but in tight spaces he hauls out his trusty battleaxe, claimed from the body of a Talassan holy warrior he slew many years ago, and grabs a large steel shield, if one is handy. After countless battles in the tunnels beneath the abbey, the First Sword has become well versed in using the powers of his *winged mask* to exploit drow sensitivity to light and to prevent them from escaping the reach of his blade via *levitation*. Jarath wields more magic than might normally be expected for an NPC of his level. This is due in large part to Jarath's status as First Sword, for both *Shadowsunder* and the suit

daylight special ability

Daylight: A suit of armor or a shield with this special ability glows with the brilliant light of a *daylight* spell for up to 30 minutes a day. A command word activates and deactivates the enchantment, and is usually inscribed on the inside of the armor or the back of the shield. Except when glowing, the armor or shield appears completely normal.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *daylight; Market Price:* +2,200 gp.

command special ability

Command: This armor or shield always appears brilliant and gleaming, no matter what the conditions and despite all attempts to paint over or obscure it. Coveted by military leaders of all sorts, this armor or shield carries a powerful aura that gives a +4 enhancement bonus to Charisma and a +2 morale bonus on Will saves to all allies within 30 feet.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *prayer; Market Price:* +60,000 gp.

of armor he wears were enchanted for the temple's champion by Priest-General Eldan Ambrose ere his death, and neither is Jarath's personal property.

Jarath takes his responsibilities as First Sword very seriously, to the point of trying to win every battle single-handedly, if need be. When not drilling his fellow Sword-Sworn and regional militia in battle techniques, he can usually be found praying to Tempus or battling invaders in the tunnels beneath the abbey. With good cause and great regret, the other leaders of the temple fully expect Jarath to die in battle some day when calling for a strategic retreat would have been a far better tactical decision.

Sergeant of the Devout (5): Male and female human Ftr1/Clr3 of Tempus; CR 4; Medium-size humanoid; HD 1d10+1 plus 3d8+3; hp 22; Init +2; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +7 melee (1d8+2/×3, masterwork battleaxe) or +3 ranged (1d8/19–20, light crossbow); SA Turn undead 5/day; AL CG; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +3, Craft (armorsmithing) or Craft (weaponmaking) +4, Heal +6, Knowledge (religion) +2, Spellcraft +2, Spot +8; Blind-Fight, Blooded, Divine Might, Power Attack, Weapon Focus (battleaxe).

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*guidance, mending, resistance, virtue;* 1st—*bless, magic weapon*, protection from evil, shield of faith;* 2nd—*bull's strength, resist elements, spiritual weapon**.

*Domain spell. Deity: Tempus. Domains: Protection (*protective ward* 1/day), War (Martial Weapon Proficiency and Weapon Focus with battleaxe).

Possessions: +1 full plate, +1 large steel shield, light crossbow, 20 bolts, masterwork battleaxe, *potion of darkvision* or *potion of endurance,* 14 pp, 4 gp.

The Devout (50): Male and female human Clr1.

winged mask

The edges of this full-face mask are made to resemble feathers or wings. The wearer can use the *fly* spell at will, but glows with white light (as a *light* spell) whenever this ability is used. A mask counts as a pair of lenses for limitations on wearing multiple items of the same type.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fly, light*; *Market Price:* 13,000 gp; *Weight:* 1 lb.

Sergeant of the Sword-Sworn (5): Male and female human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 30; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +9 melee (1d8+6/19–20, *+1 longsword* or 1d8+6/×3, *+1 battleaxe*) or +6 ranged (1d8/19–20, light crossbow); AL CG or CN; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +2, Craft (armorsmithing) or Craft (weaponmaking) +4, Jump +3, Knowledge (religion) +1, Swim +7; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (longsword or battleaxe), Weapon Specialization (longsword or battleaxe).

Possessions: Masterwork full plate, masterwork large steel shield, *+1 longsword* or *+1 battleaxe,* light crossbow, 20 bolts, *potion of cure moderate wounds* or *potion of endurance,* 144 gp.

The Sword-Sworn (50): Male and female human War1.

Initiation

Joining the ranks of the Devout or the Sword-Sworn is not to be taken lightly, but such is the abbey's need for additional troops that most clerics of the Lord of Battles and most warriors who are truly called to the service of Tempus are readily admitted into the ranks of the church's army. Aspirants are expected to prove themselves by accompanying a patrol into the surrounding forest or the tunnels beneath the abbey. Assuming the character demonstrates sufficient martial prowess, as determined by the sergeant leading the squad during the evaluation phase, initiation is as simple as swearing an oath to the Lord of Battles to serve loyally and die valiantly. Resigning from the ranks of the abbey faithful is also permitted, but those in possession of particularly sensitive tactical details might be held in a Tempuran safehouse (voluntarily or involuntarily), until such information they possess is no longer of value.

Allies and Enemies

The Abbey of the Sword is beset by enemies on all sides, yet its vital role in the continued survival of Battledale garners it support from some unexpected quarters. The drow that now inhabit Cormanthor are the chief opponents of the Foehammer's followers, as the two groups are engaged in near constant skirmishing in the surrounding forests. However, despite the enmity between the Auzkovyn clan and abbey's inhabitants, the drow of

mailed gauntlets of Aencar

Thought to have been crafted for the Mantled King during his days as a mercenary in Sembian employ, this pair of burnished steel gloves has been worn by various descendants of Aencar since the death of the King of the Dales. The *mailed gauntlets of Aencar* are equivalent to *gauntlets of ogre power*. Once per day, each gauntlet also has the power to make a magic melee weapon held act as if it were a *defending* weapon. Each use of this *defending* ability lasts 1 hour and only works as long as the weapon is held in hand (if it is dropped, thrown, handed to another creature, or removed from the character's hand, the effect ends). Both gauntlets must be worn to have any effect.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *bull's strength, shield* or *shield of faith*; *Market Price:* 26,302 gp; *Weight:* 2 lb.

House Jaelre pose a much more immediate danger to the Abbey of the Sword, given their attacks on Battledale while they pursue their secret goals.

The Cult of the Dragon also works in opposition to the followers of Tempus, although open skirmishing between the two groups is rare. The Cult maintains a secret stronghold in the cellars of Aencar's Manor, the most famous of the Ghost Holds that line Rauthauvyr's Road. Given that the followers of Tempus have worked in concert for over a decade with the Lord's Men of Essembra to cleanse the Ghost Holds of their monstrous inhabitants, the leaders of the local Dragon Cult cell fear the inevitable discovery of the lair of Antharikkan, an albino young adult black dracolich, in caverns deep beneath the manor. (Antharikkan's presence is unknown to the folk of Battledale because he confines his depredations to the surrounding Underdark, spurning the burning rays of the sun that he hated in life.) As such, the Cult has been breeding monsters and releasing them into the surrounding forest and tunnels in hopes of sapping the strength of the abbey's defenders.

The Zhentarim also wish to undermine the Abbey of the Sword, as the Black Network has long sought to control the major trade routes in the region at the expense of their trading rivals. Battledale lies astride Rauthauvyr's Road, the major trading link between Sembia and Hillsfar, and leaders of the Black Network believe that the dale would be far more susceptible to manipulation if its War-Chancellor was not so vigorously backed by the Foehammer's followers. Of late, Zhentarim activities intended to undermine the abbey include sponsoring bandit gangs based in the nearby Ghost Holds, attacking caravans bringing raw materials to the abbey, and producing cheap copies of the abbey's legendary swords and armor in hopes of undermining their reputation and thus the interfering with the main source of income for the abbey's inhabitants.

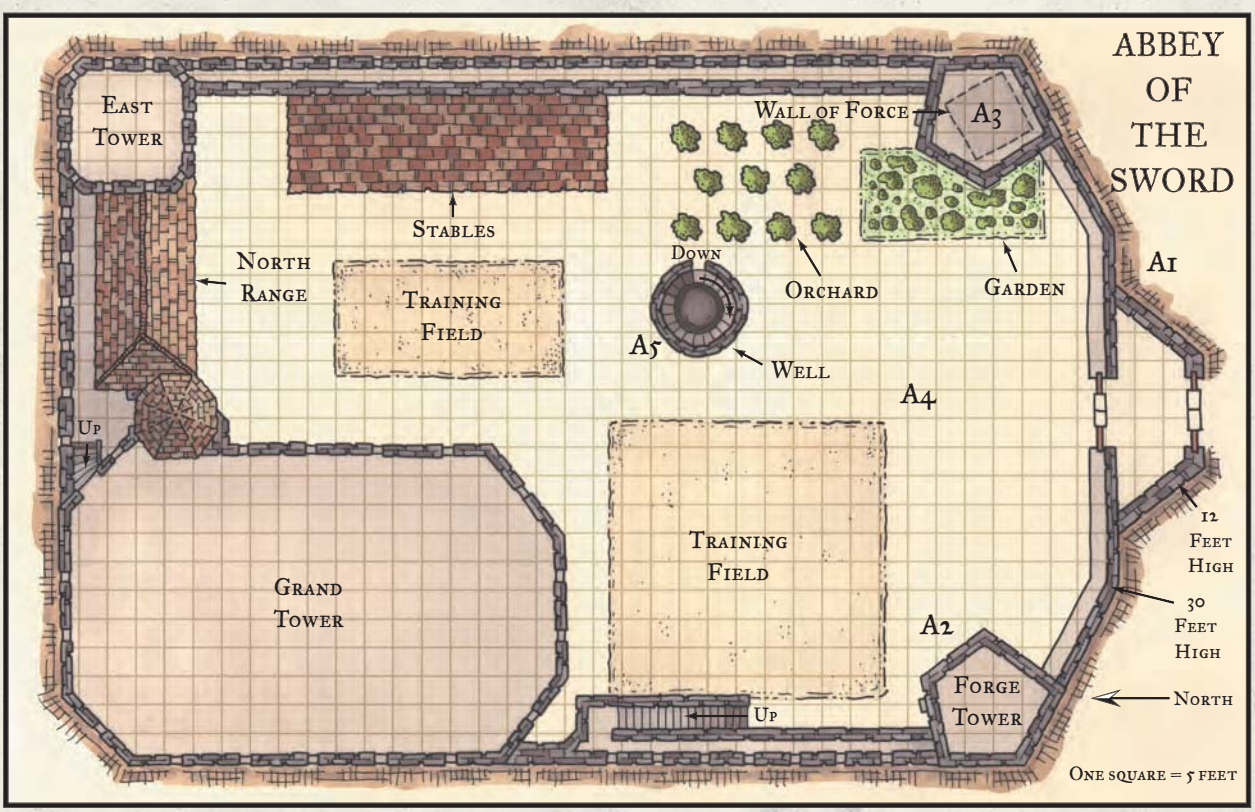
Despite their many foes, the followers of Tempus are backed by powerful allies as well. In addition to their alliance with the Lord's Men of Essembra, the Abbey of the Sword is strongly allied to the Abbey of the Golden Sheaf in neighboring Mistledale. Tempuran arms and armaments are regularly exchanged for food stores harvested by Chauntea's clerics, and both abbeys supply the other with missives concerning the latest activities of the drow. Likewise, the Harpers supply the abbey's leaders with reports of troop movements in the region in exchange for healing and shelter for Those Who Harp, as needed.

Map Key

As befits a former castle, the Abbey of the Sword is dominated by the Grand Tower, which was later expanded with the addition of the North Range and the wall and towers encircling the central courtyard. The Grand Tower and the North Range are off by half a flight of stairs, allowing them to use the same central staircase.

A1. Walls

The abbey's outer walls rise some 30 feet above the ground, wrapping around the inner courtyard. The walls are made of thick granite and surmounted by a parapet. The outer walls are adorned with lurking *glyphs of warding* and arrow traps. Guards patrol the walls constantly, day and night.



A2. Forge Tower

The southeast tower rises three floors above the ground. The interior floors are missing and have never been repaired, although the roof can still be reached by ladders from the southern and western parapets. A ballista sits atop the tower, manned by four guards, day and night. Within the tower lies the abbey forge, where inhabitants of the temple work on crafting and repairing arms and armor all day and night. The heat from this tower is intense, making guard duty atop it most unpleasant. Guard patrols visit this room infrequently.

A3. Garden Tower

The southwest tower also rises three floors above the ground. Trapdoors lead up between the floors, and doors enter the second floor from the south and east parapets. The first floor of this tower holds various gardening supplies and tools. The second floor is used for alchemical endeavors, including the preparation of an endless supply of *potions of cure light wounds*, *cure moderate wounds*, and *cure serious wounds*. Once completed, such potions are stored within the abbey and not kept here. The third floor serves as a greenhouse, where rare plants used in potion-making are grown. The roof of the Garden Tower has been partially replaced by a permanent *wall of force*, allowing nonnative plants to grow in the greenhouse below in these cooler climes. Despite the disquieting feeling of standing on air, guard duty at the ballista atop this tower is quite pleasant. Guard patrols visit the inner rooms infrequently.

A4. Inner Court

The Inner Court is overshadowed by the looming bulk of the Grand Tower and the North Range. Wooden stables with a pitched roof lie along the northern half of the east wall, capable of holding 14 heavy warhorses, and a small orchard lines the southern half of that wall. The base of the Garden Tower is encircled by gardens grown by the temple's inhabitants. The rest of the inner court serves as a training field. Normally, archery and marching drills are held along the western wall of the Inner Court, while combat instruction occurs between the stables and the Grand Tower.

A5. Great Well

The larger of the abbey's two wells open up into the center of the Inner Court. A 5-foot wall surrounds the well, and stone stairs circle down into the depths. At least a dozen guards keep watch over this *portal* to the Underdark at all times, for more than one monster has emerged from the depths in anger into the heart of the Abbey of the Sword.

T1. Kitchen

The abbey's kitchen is dominated by a great fireplace on the west wall flanked by a pair of bread ovens. Several wooden rooms along the eastern wall store the abbey's food supplies, and two large preparation tables stand in the middle of the room. A low, wide set of double duskwood doors used for bringing in supplies lead out of the southwest wall into the abbey courtyard. These are barred at night. A second well leads down to the subterranean lake below, although stairs line its walls. This well is guarded night and day against the possibility of a monster coming up from the depths by at least eight guards. During the day, prior to each meal, the kitchen is a bustle of activity as those on kitchen detail prepare to feed a small army.

T2. Central Staircase

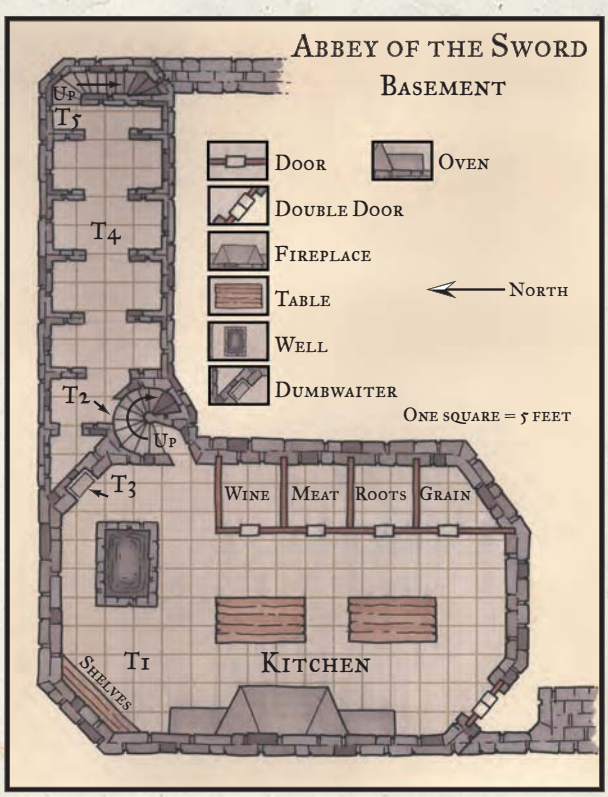
This spiral staircase runs up the center of the abbey, connecting the kitchen to the armory to the corner entrance. From there it winds past the lower hall, the first aboveground floor of the north range, the Hall of Battles (once the castle's great hall), the second floor of the north range, the battle pulpit, the third floor of the north range, the Priest-General's apartments, and on to the parapet of the north range. The central staircase is in almost constant use, morning, noon, and night, between guard patrols and various inhabitants making their way about the abbey. The door leading into the courtyard is made of stout duskwood and barred at night. Two guards are stationed here at all times.

T3. Dumbwaiter

This shaft leads up the northwestern wall of the Grand Tower, rebuilt to open into the North Range as well as the original structure. Just as the North Range is half a flight up from the Grand Tower, the dumbwaiter opens into the North Range several feet above where it opens into the Grand Tower on each floor. The dumbwaiter is used to ferry goods and armaments throughout the abbey. Guard patrols are well aware that it is a tempting avenue for interlopers to use to reach the upper floors.

T4. Armory

The armory lies in the basement of the north range, half a flight up from the kitchen. The roof of the armory is curved and supported by great stone arches. The followers of Tempus store all manner of weapons and armor here, wrapped in leather and carefully oiled. At



the far end of the armory, the East Stair leads up to the first above-ground floor of the North Range. Four guards are stationed in the armory at all times.

T5. East Stair

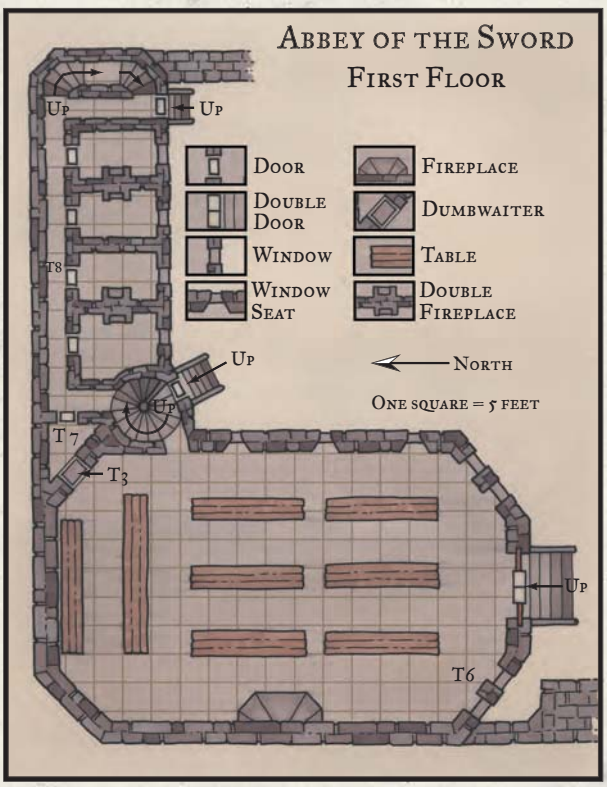
The East Stair is actually a series of stairs leading up the eastern wall of the North Range. Each set of steps leads up from north to south, ending in a small hallway that leads back north to the beginning of the next stair. This stair is less heavily trafficked than the central stair, but is busy most times of the day and night all the same.

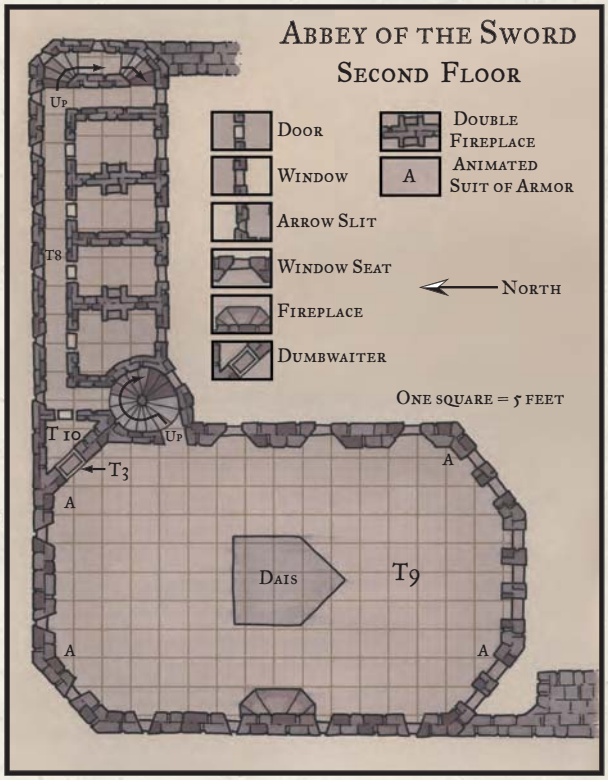
T6. Lower Hall

The Lower Hall of the Grand Tower now serves as the dining area for the abbey's inhabitants. Six great tables and a seventh head table fill the room, along with a great fireplace along the west wall and a service table along the north wall. Servers bring food up from the kitchens via a dumbwaiter in the northeastern wall. At the south end of the Lower Hall, twin duskwood doors lead down stone steps into the abbey courtyard. These doors are usually barred by a stout duskwood bar.

T7. Storeroom

Storerooms on the 1st and 3rd floors of the North Range contain miscellaneous tools used to maintain and clean the abbey, as well as stocks of healing potions brewed in the Garden Tower. A clear path leads from the door to the dumbwaiter. These rooms are usually locked, although passing guard patrols always have a key and check on goings-on within from time to time.





T8. Barracks

Three floors of bedchambers serving as barracks dominate the North Range. Each room holds at least four bunks and a small fireplace, as well as the gear of the Sword-Sworn or Devout stationed within when not in use. These rooms are largely empty during the day, except for those on the Night Vigil catching up on their sleep. At night, each room is filled with warriors and clerics dreaming of a chance for battle. Small groups of guards monitor the North Range at all hours.

T9. Hall of Battle

Once the great hall of the Grand Tower, this two-story chamber now serves as the Hall of Battles, the central shrine of Tempus at the abbey. A great stone fireplace dominates the western wall. At the northern end of the east wall, the battle pulpit looks out over the temple below. The walls are lined with nonmagical shields and weapons of the fallen. Although no name adorns any of the hanging armaments, every inhabitant of the abbey can recount their stories and name their last bearers.

At the center of the room rises a low shield-shaped dais, which serves as the altar of Tempus. Above the center of the dais floats the *Shield of Baergil* (*+2 large steel shield*), recovered from the Battle of Swords Creek. Levitating upside down through the divine will of the Foehammer, the shield holds a sword-shaped pattern of 20 red tears, teardrop-shaped, glossy crystals of blood-crimson hue also known as Tempus's Weepings. Unbeknownst to most outsiders, Eldan Ambrose did not follow the trail of the Lord of Battles back to the shattered castle of Belarus simply by following the avatar's footprints. The former Priest-General actually relied on a trail of bejeweled tears shed by Tempus as he walked toward the Battle of Swords where Baergil was preparing to sacrifice himself in order to defeat the Zhentarim Sword of the South army. Although consid-

ered sacred priceless relics by the Foehammer's followers, each red tear is worth 1,000 gp on the open market. The will of Tempus has attuned each gem to hold a single divine spell. If a person who holds Tempus as his patron smashes a gem during battle, the attuned spell is cast upon the bearer.

At least four clerics of the Lord of Battles are present in this room at all times.

Creatures (EL 14, plus clerics): Four suits of full plate armor stand at attention in this room, one in each of the four corners. Each is actually a helmed horror, instructed to defend the chamber from those who would profane the altar of Tempus.

Helmed Horror: CR 10; Medium-size construct; HD 13d10+0; hp 71; Init +1; Spd 30 ft., air walk 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (2d6+4/19–20, greatsword) or +10 ranged (1d10/19–20, heavy crossbow); SA Weapon power; SQ Air walk, construct traits, *feather fall, see invisibility,* spell immunities; AL N; SV Fort +4, Ref +5, Will +7; Str 16, Dex 13, Con –, Int –, Wis 16, Cha 12.

Weapon Power (Su): A helmed horror can give its edged weapon a magical power as a free action. The weapon's magical power operates only as long as it is in the helmed horror's grasp. The magical effect comes from the creature, not from the weapon itself. Weapon abilities function as the magic weapon special abilities of the same name as described in the *Dungeon Master's Guide*. Clockwise, beginning in the northwest corner, the powers of their swords are *flaming burst, frost, shocking burst,* and *thundering*.

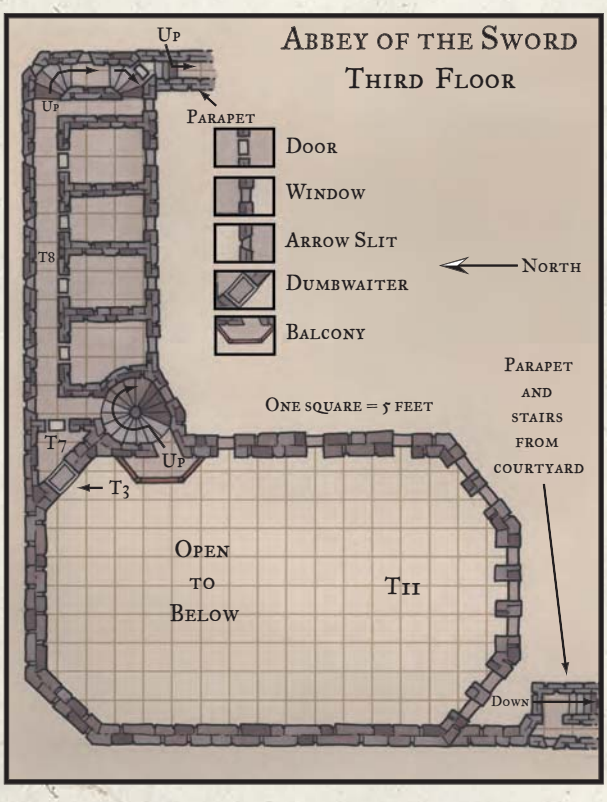
Air Walk (Ex): As the spell of the same name, usable only by the helmed horror itself.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

***Feather Fall* (Sp):** This ability functions like the spell of the same name but is usable only by the helmed horror itself.

See Invisibility (Su): Helmed horrors see invisible objects and beings naturally, as if they always benefited from the *see invisibility* spell.

Spell Immunities (Ex): These helmed horrors are immune to *fireball, ice storm, lightning bolt, and magic missile.*



T10. Vestry

This is the robing room for the temple's clerics and contains only nonmagical clerical vestments and service objects. It is usually unoccupied and locked, except immediately before and after services,

creatures from monsters of Faerûn

Some of the organizations presented in this book use monsters from *Monstrous Compendium: Monsters of Faerûn* as allies, slaves, or servants. If you do not have that book, you might want to substitute those monsters with an alternate creature from the *Monster Manual*. The following is a list of these creatures, a general description, and a creature from the *Monster Manual* that can be used as a substitute.

Aballin: Transparent ooze that resembles water and kills by enveloping and drowning opponents. Replacement: gray ooze.

Baelnorn: A good elven lich created to defend a sacred elven site. Replacement: good elf lich wizard with no fear ability, plus the ability to turn undead as a cleric of its character level.

Banedead: Intelligent undead with hideous claws and damage reduction, formed from worshipers of evil deities. Replacement: ghast.

Baneguard: Semi-intelligent skeletal undead that can cast *blink* and *magic missile*. Replacement: allip or ghast.

Banelar: Strong, poisonous, intelligent spellcasting humanoid-headed snakelike creature that can manipulate wands or rings with its facial tentacles. Replacement: dark naga.

Beholderkin, death kiss: A mutant beholder with blood-draining tentacles instead of eye rays. Replacement: rast advanced to 12 HD.

Beholderkin, gouger: Large beholder variant bred to kill normal beholders. Replacement: beholder.

Hairy Spider: Fine poisonous spider sometimes used by drow wizards as a familiar. Replacement: tiny monstrous spider.

Helmed Horror: Animated suit of full plate that can give its weapon a +1- or +2-equivalent magical property such as *flaming* or *shock*. Replacement: shield guardian.

Myrlochar: Outsider spiderlike creature that serves Lolth. Replacement: fiendish large monstrous spider.

Tanarukk: Planetouched demonic orcs bred in the dungeons under Hellgate Keep. Replacement: fiendish half-orc Bbn 4.

Yochlol: Tentacled ooze-outsider that serves Lolth and can take the form of a humanoid, spider, or gas cloud. Replacement: fiendish gray ooze or fiendish doppelganger.

although most passing guard patrols have a key and poke their heads in time and again.

T11. Battle Pulpit

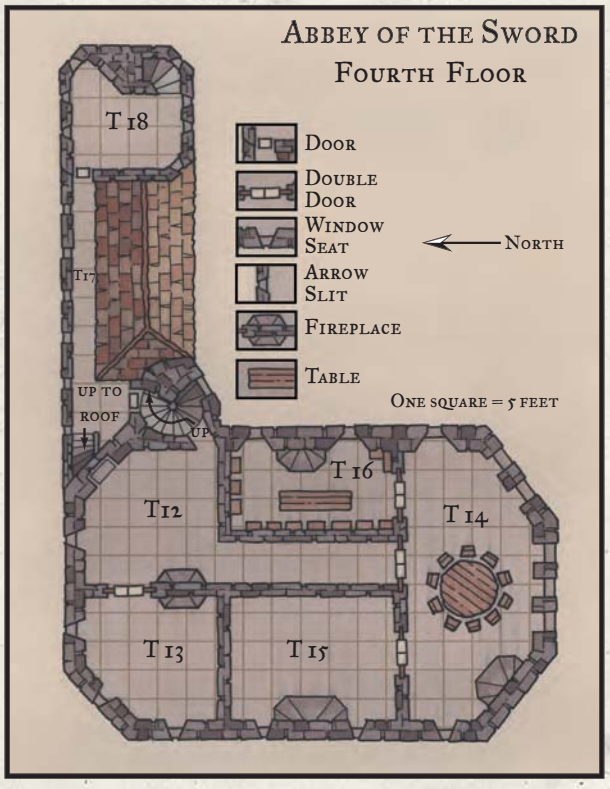
Once a minstrel's gallery, the Battle Pulpit extends out over the floor of the Hall of Battles. It now serves as a pulpit for the Cleric General when his is delivering a sermon or other address to the assembled troops below. When services are not being held, the Battle Pulpit doubles as a guard post for a pair of guards armed with crossbows and a ready store of bolts.

T12. Anteroom

This chamber once served as the anteroom leading to the quarters of Belarus and his family. It now serves as a teaching room, where the Devout retire to study the teachings of the deity. Faded tapestries of battles forgotten decorate the walls, and several small tables, surrounded by chairs, are scattered about the room. This room is rarely unoccupied during the day or evening hours. At night, it is usually occupied only by passing guard patrols.

T13. Chapel of Belarus

This small chamber once served as the private chapel of the Grand Tower's lord. It retains that original purpose, but also serves as a War Room in which the abbey's leaders meet in private to plot military strategy. The walls are lined with shields and melee weapons, many bearing the insignia of long-dead warriors. Prominently placed above on the south wall is the *Shield of Belarus* (*+1 moderate fortification large steel shield*), restored to a place of honor within the abbey after laying forgotten for many years in the shrine of Tempus in Saerloon. Two honor guards are posted within this chamber at all times.



T14. Briefing Room

Once the day chamber of the lord and lady of the castle, this chamber now serves as the Priest-General in much the same fashion. Gorym and his lieutenants receive a constant flow of briefings in this chamber, and guards are permanently stationed in the corners of this room. The room itself is hung with shields and weapons of fallen high-ranking clerics of Tempus. A large round table surrounded by chairs lies in the center of the room, covered with maps and various reports.

T15. Priest-General's Quarters

Once the private living quarters of Belarus, these rooms now serve the abbey's military commander and spiritual leader in much the same fashion. The walls are decorated with tapestries depicting battles now forgotten. A plain bed lies along the north wall, and a desk sits in the center of the room.

T16. War Library

Once the private living quarters of the lady of the castle, this chamber has been converted into a library. A great table lies at the center of the room, covered with furled maps. The walls are lined with books of military strategy and military history, one of the finest collections to be found within the Dalelands. Characters using it as a reference receive a +10 bonus on Knowledge (history) checks relating to warfare.

T17. North Range Roof

A narrow parapet runs along the northern edge of the North Range roof. A duskwood door (which can be barred) at the west end leads down into the central staircase, while another duskwood door (which can also be barred) at the east end leads into the Chapel of the Valorous Fallen. A small stone stair leads up to the roof of the Grand Tower. At least two guards are stationed here day and night.

The roof of the Grand Tower (not shown) is flat and ringed by parapet walls. At least four guards are stationed here day and night.

T18. Chapel of the Valorous Fallen

This quiet chamber is reached by the East Stair and by a door leading in from the North Range Roof. Inhabitants of the abbey come here when they wish to remember fallen comrades from battles past. The room itself holds only a simple stone block at the center of the room on which the faithful drip a single drop of blood before praying. No weapons are permitted here except in times of battle or when a patrol must pass through during its tour of duty. A wooden ladder on the south wall leads up to the roof of the East Tower, where 2 more guards are usually stationed. This chamber is often occupied by a single cleric or member of the Sword-Sworn at odd hours of the day.

U1. Lake of Tears

This small subterranean lake serves as the abbey's primary supply of fresh water. Over 50 feet deep in spots, the lake is fed by a deep freshwater spring and is filled with cool sweet water. The abbey's troops tell one another tales of treasure in its depths, but no real hint of such a treasure has ever been discovered.

Creature (EL 4): Unbeknownst to the inhabitants of the abbey, an aballin dwells in the depths of the lake, emerging from time to time to prey on a solitary passersby. As troops from the abbey



always travel in large groups, none have been attacked yet. However, solitary users of the *portal* nexus are rarely so lucky.

Aballin: CR 4; Large ooze; HD 3d10+6; hp 22; Init +1; Spd AC 10 (touch 10, flat-footed 9); Atk +6 melee (1d8+7, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Drown; SQ Blindsight, immunities, ooze traits, passive state, vulnerability to water-affecting spells; AL N; SV Fort +3, Ref +2, Will +0; Str 21, Dex 13, Con 14, Int –, Wis 9, Cha 6.

Drown: The first victim hit by the aballin's pseudopods must make an opposed grapple check with the aballin (the monster's bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see Water Dangers in the *Dungeon Master's Guide*). Because the aballin is composed of acid, not water, spells such as *water breathing* offer no help in surviving the effect of drowning in their fluids.

A trapped victim can attack the aballin or make additional grapple checks to escape its grasp. The character cannot cast a spell with a verbal component or use any other item or ability that requires speech. If other characters use edged weapons to attack the aballin while it is holding a victim, those attacks have a 25% chance of hitting the trapped character, and they have no effect on the aballin. While holding a victim, the aballin continues to attack with its pseudopods, dealing slam damage to other characters.

Blindsight (Ex): The creature maneuvers and fights as well as a sighted creature by using nonvisual senses. Invisibility and darkness are irrelevant, though the creature still can't discern ethereal beings. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability (60 feet).

Immunities (Ex): Aballins suffer no damage from energy attacks involving fire, cold, or electricity. Slashing or piercing weapon attacks have a 25% chance of striking a character trapped within the aballin, but they do no harm to the aballin itself. Only bludgeoning weapons can harm the creature.

Ooze Traits: Immune to poison, sleep, paralysis, stunning, polymorphing, and mind-influencing effects; not subject to critical hits or flanking; blind.

Passive State: In its passive state, an aballin cannot be harmed by any attacks that would not affect a normal pool of water.

Vulnerability to Water-Affecting Spells (Ex): A transmute water to dust spell forces an aballin to make a Fort save (standard DC for the spell) or perish. A *lower water* spell forces an aballin to release a trapped character if it fails a Fortitude save.

U2. Great Stair

The Great Stair winding down the Great Well ends here. This area serves as the base encampment for patrols into the surrounding tunnels. Two small boats rest on the shore of the Lake of Tears, primarily for use when rescuing someone or something that has fallen down the well shaft of the kitchen.

U3. Kitchen Well Shaft

The well shaft in the abbey's kitchen opens over the Lake of Tears at this location.

P1. Magic Portal

This two-way *portal* leads to a cavern on the flanks of Mount Helmibrar, north of the city of Waterdeep. A band of human adventurers calling themselves the Company of the Swift Scroll use it to ferry messages, treaties, and small items of value halfway across Faerûn in a trice. After several bloody clashes with the faithful of Tempus, the two groups reached an accommodation. The Company of the Swift Scroll limits its trips to twice monthly and donates one-third of its earnings to the abbey; in exchange, the followers of Tempus do not permit any other group to use the *portal*.

P2. Magic Portal

This two-way *portal* leads to a glade in the heart of the High Forest near the Star Mounts. A beholder and a pair of illithids infrequently and irregularly employed it. The eye tyrant does not appear to be working in concert with the mind flayers, yet the arrival of one always seems to occur just as the other departs. Despite repeated attempts to slay both the illithids and the beholder, the faithful of Tempus have been forced to concede the field of battle and let them pass into the depths of the Underdark.

P3. Magic Portal

This one-way *portal* leads from a dark alley in a cosmopolitan city known as Sigil on another plane. Details of its operation are unknown, but thought to involve some sort of key.

P4. Magic Portal

This two-way *portal* leads to a room with invisible walls and floor that hangs some 70 feet above the back streets of Irieabor. Part of the floor is missing and the chamber has one window, making it easy to exit by tumbling. The inhabitants of Irieabor, terrified by such arrivals, have taken to paying wizards handsomely for swiftly hurling *fireballs* up at anybody suddenly arriving above their heads.

Breaking In

Breaking in to the Abbey of the Sword is not an easy matter, for the vigilance of its defenders is unceasing. Numerous patrols stalk the surrounding woodlands, challenging all they meet, and the tunnels beneath the abbey are well guarded at strategic junctures, even if the total number of troops available are not sufficient to guard every *portal*. The Devout have enmeshed the entire fortification in a *hallow* spell that provides *aid* to all who venerate Tempus. Given the predilection of the drow for attacking after the sun's light has ebbed, nighttime defenses are even stronger than those mounted during the day. Although visitors are welcomed at the abbey, and allowed to stay for up to nine days at a time, they are watched continuously and not allowed to get near the abbey wells, armory, or kitchens, nor accompany the abbey's patrols.

If the abbey has a weakness, it is the desperate shortage of warriors. As such, infiltrators willing to join the ranks of the Sword-Sworn stand a reasonable chance of penetrating the abbey's defenses. A particularly cunning approach might be to first join the Lord's Men of Battledale, who are frequent visitors to the abbey, well regarded by the followers of Tempus, and yet are not subject to nearly as much scrutiny before admittance.

Adapting the Temple

Small abbeys such as the Abbey of the Sword lie scattered across Faerûn and are built by a variety of faiths. The followers of Tempus typically build their fortress-style abbeys in lightly defended regions lacking a powerful central authority where a church-sponsored army might be the only succor for the local inhabitants. The North, the western Heartlands, the Dalelands, the Moonsea region, the Vast, Thesk, rural Chondath, and even the Shaar are all likely locations for an abbey of Tempus worshipers. Simply replace the drow with some other local threat, such as. orcs for an abbey based at the foot of the Rauvin Mountains, and assume the abbey is simply the next such fortress along the Trail of Tempus's Weepings (see the Trail of Tears adventure hook below).

The Abbey of the Sword easily adapts to other faiths as well, particularly those of martial aspect. All the comments about other locales above apply to abbeys of other faiths as well. Simply update alignments, favored weapons, and dogma, and recast magic targeted specifically at the drow at whoever is the greatest regional threat. Then replace Tempus's Weeping with appropriate relics of the faith.

Azuth: Although abbeys dedicated to the Patron of Mages are rare outside Halruaa, they are occasionally founded in regions where the Art is wielded without restraint, engulfing the land in frequent magical battles. Other times they are placed atop *portals* from other worlds to guard against magical interlopers. Dedicated to the High One, the Abbey of the Wand becomes a place of battle magic, where *fireballs* and *lightning bolts* are regularly hurled. Replace the red tear relics with *Laeral's tears*, and the ranks of the Sword-Sworn with the lawfully aligned wizards and sorcerers of the Scroll-Sworn. Some of their commanders should be arcane devotees.

Bane: Servants of the Black Lord seek to extend the iron-fisted rule of their deity, and abbeys dedicated to the Lord of Darkness play a crucial role in expanding the tyranny of Bane. Dedicated to Black Lord, the Abbey of the Rod becomes an even grimmer locale, as the abbey's army is directed at enforcing the dictates of their dark prelate. The state of perpetual war that enmeshes the abbey's troops is the valiant cause of outlawed freedom fighters seeking to liberate their homeland. Replace Tempus's Weepings with ravenars, and include several blackguards among the commanders of the Sword-Sworn.

Tyr/Torm/Helm: Despite their differences in philosophy, abbeys of these gods serve much the same role as those founded by followers of Tempus. The hunger for combat is less, but the fervor of righteousness fuels as many battles in times of need. Dedicated in this fashion, the inhabitants of the Abbey of the Shield exert a much firmer hand in the affairs and governance of the local community. For all three gods, the Sword-Sworn should be paladins, and the red tears that are relics of the faith should be replaced with blue quartz (Tyr), fire agates (Helm), or garnets (Torm).

Getting the Players Involved

The Abbey of the Sword can serve a variety of functions in a campaign based in the Dalelands. As a bastion of strength in a region of rapidly increasing danger, the abbey can initially serve as a place to

In the Stacks

A sampling of titles found within the War Library:

A Warrior's View by Galgarr Thormspur, Marshal of Maligh
An Old Warrior's Way by Dathlance of Selgaunt
Ballads and Lore of One Dusty Road by Sharanralee
Battered Bones and Scattered Skulls: by Rauthglur Ormyndake
The Deepwalker Chronicles by Halgar "Deepwalker" Ankarkyn of Tethyr
Fallen Legacies by Khelben "Blackstaff" Arunsun
Folio of Brass by Tellar Moendath of Luskan
The Golden Age of Goblins by Artur Shurtmin, Loremaster of Berdusk
I Am Reminded: Memoirs of a Dragonslayer by Aernstag Oeblym of Starmantle
Imaskari Book of War by unknown; only exists in Common and dwarven translations, not original text.
None but the Undying: My Days by Alabaer Dree, Scourge of Undead
Of the Clans and Clashes of Shanatar by Bryth Tolar of Clan Ironhelm in Mirabar
One Warrior's Life by Azlundar, Lion of Neverwinter
Praise for the Fallen by Delder Morgablade, Sage of Telflamm
Raging Blades: A Tale of the North by Halvidon Maeraed, Bard of Elturel
The Red Book of a Thayvian Mage by Thaelrythyn of Thay
The Steel Princess's Field Guide by Her Royal Highness Princess Alusair
Tactics of the Purple Dragon by Nacacia Obarskyr of Cormyr
Treatise Against Blood-Metal by Fairin Icemantle
Twenty Winters a War Wizard by Estimyra of High Horn
Valorous and Vanquished by Glimmerdarth Gulprin, "The Gnome Sage"
Wanderings with Quill and Sword by Mirt the Moneylender
The Way of the Gods by Thaldeth Faerossdar
The Wizards' Armory: A Compendium by Khelben "Blackstaff" Arunsun
Yellow Stars Above My Grave by Indrikh Darsiir, "the Deathless Gnome"
Zelthor's Blade and How I Broke It by Haldegon Marpiir, Lord of Hardcastle

heal and regroup while the characters explore the nearby Ghost Holds or the surrounding forest. Later, the problems besetting the abbey may draw the characters into the political and mercantile intrigues of the region, set against the backdrop of ever-escalating warfare in the depths. And finally, the abbey's proximity to a nexus of hitherto unexplored *portals* enables powerful characters to range across much of Faerûn in search of adventure yet return time and again to their familiar stomping grounds.

A Traitor in the Midst

The departure of the Elven Court from Cormanthor has made Rauthauvyr's Road more dangerous rather than less. Attacks by opportunistic bandits, monsters, and drow have replaced elven watchfulness. Sembian authorities believe they can solve these problems by secretly establishing friendly trading relations with the new drow communities in Cormanthor.

Countess Mirabeta Selkirk, cousin of the current Overmaster of Sembia, recently acquired a leading interest in the Six Coffers Market trading house, which makes extensive use of Rauthauvyr's Road. In hopes of furthering her personal fortunes, she has gone one step further than the Council of Sembia and placed a spy within the ranks of the Abbey of the Sword. That spy has been reporting on military preparations and troop movements within the abbey and passing them on through a series of discrete intermediaries to the drow of House Jaelre, who continue to use attacks on Battledale to disguise their true intent (taking over the old elven *mythals*). In exchange for this information, House Jaelre has been discretely ensuring the safe passage of Six Coffers Market caravans along Rauthayvyr's Road.

Word of this betrayal has reached Miklos Selkirk, son of the Sembian Overmaster and frequent ambassador to the drow on behalf of the Council of Sembia. Miklos finds himself in a delicate position, as he does not wish to annoy the drow or publicly expose the extent of the Overmaster's dealings with the drow, yet he does not view the fall of Battledale (and thus the expansion of drow-held territory) as being in Sembia's long-term interest. Moreover, if Mirabeta's latest treachery is ever publicly unveiled, her actions will undermine Sembia's already shaky diplomatic and trade relations with its fellow dales and bring disgrace on the entire Selkirk family. As such, Miklos is in need of adventurers to discretely dispose of the spy without alerting the drow to his involvement and without alerting the followers of Tempus that there ever was a spy in their midst.

Demon in the Depths

Reverend Brother Derim Whiteshield of the Abbey of the Golden Sheaf in Mistledale has sent a secret missive to the Acting Priest-General of the Abbey of the Sword passing along unverified reports of a four-armed, dog-headed demon stalking the tunnels of the Underdark north of Battledale. As this demon matches the description of the one who killed and ate his predecessor, Gorym would like nothing better than to destroy the fiend so that Eldan Ambrose can be *resurrected* if that is what his spirit truly seeks as the war remains unwon. However, Eldan is concerned that such rumors might have been planted indirectly by the drow who have been raiding Battledale to draw out the abbey's forces on a wild goose chase. Moreover, he knows Jarath well enough to realize that the First Sword will probably charge into the depths accompanied by most of the abbey's troops as soon as he gets wind of this report, leaving those troops and the abbey as a whole dangerously exposed. As such, Eldan needs a small company of adventurers to come to the abbey in the guise of a would-be adjunct military unit. Eldan then plans to send the band into the tunnels beneath the abbey to "prove themselves," while secretly sending them out to hunt down the demon.

Trail of Tears

Gorym receives a vision revealing that Eldan only retraced one section of the Foehammer's trail after Tempus appeared in the Realms during the Time of Troubles. Apparently, the Lord of Battles actually manifested elsewhere in the Realms, and the Trail of Tempus's Weepings continues through one of the *portals* beneath the Abbey of the Sword. Unwilling to further deplete the abbey's already reduced ranks until he knows through which *portal* the Foehammer arrived, Gorym recruits the characters to explore beyond the *portals* known and unknown beneath the abbey in search of the next red tear. This hook could lead to the establishment of a series of abbeys dedicated to Tempus, each set along the Trail of Tears. One of those abbeys might be founded by a character who venerates Tempus.

The Darkhouse of Saerloon

Those who ply the seas off Sembia's southern coast know the treacherous approach to Saerloon as Umberlee's Gullet, an unforgiving bay filled with dozens of tiny islands and countless rocky outcroppings. Some historians claim that Saerloon (then called Chondathan) became Sembia's preeminent harbor only after a series of lighted buoys and a great island lighthouse were established during the reign of the merchant master Saer. These lights steered sea captains away from hidden shallows and guided navigators traveling at night. In times of war, the lights could be extinguished, allowing the bay's natural dangers to enhance the city's defensive strategies. The granite lighthouse, known as Hezemdell's Beacon, illuminated the harbor for more than a thousand years until a freak hurricane destroyed it during the Time of Troubles. With no lights to guide nocturnal voyagers, cash-pressed local merchants began referring to the following year as Shar's Reign. Even the most skilled diviners of Mystra's Tower of Mysteries could not have guessed how accurate a statement that was.

Lady Merelith of the Guard, merchant princess of Saerloon, established a new lighthouse in the Year of the Serpent (1359), ensuring safe passage merchants and travelers traveling between the City of Sculpted Devils and the Sea of Fallen Stars. Merelith appointed Zembrath Klun, a distant cousin from Westgate, keeper of the lighthouse. Few had heard of him before the announcement. Klun and a team of architects soon set to work returning lights to Saerloon's bay.

Built near the ruins of Hezemdell's Beacon on the rocky Mezeketh Isle, the new lighthouse more accurately functions as a light station, as several outbuildings support the lighted tower. Typical to the architectural style of Saerloon, the stone buildings feature remarkable statuary, with leering gargoyles and grinning fiends at every arch and corner. One of the few city officials who visited the island after the station's construction commented on these stone goblins in her report, noting that the curious, conspicuous carved smirks of the gargoyles suggested that the inanimate creatures held some secret about the place and its keeper. If that bureaucrat's casual observation had led to an investigation, the merchant lords of Saerloon might have put an end to what would become the most important edifice dedicated to the dark goddess Shar throughout Sembia. Now, more than a decade later, Zembrath Klun's lighthouse acts as a congregation point for worshipers of the Lady of Loss and an important foundation of an international transplanar initiative that could grant Shar's clergy an edge in the spiritual warfare raging across Faerûn.

The evil activities of the Darkhouse, as it is jokingly known by Klun and his compatriots, have managed to go unnoticed for more

than ten years. This is thanks in large part to the fact that Klun and his family serve the city ably in their capacity as lightwardens, communicating with their municipal superiors in Saerloon through an intermediary and keeping largely to themselves. A hired man tends to the sheep that seem to have free run of the island, and on the rare occasion that some emergency brings a boat to the beach on the island's west coast, visitors are treated warmly with offers of fresh food and warm beds in the keeper's station attached to the lighthouse.

Only those who traffic in Saerloon's darker industries of slave trade, drug trafficking, and paid murder hear tales that Klun is more than he appears and Mezeketh Isle holds a magical escape from the city for those who would swear allegiance to the Mistress of the Night over the slain corpse of an innocent sacrifice. To such villains, the Darkhouse provides shelter, healing, and ultimately escape through an unusual *portal* leading to a nexus hidden in the mysterious folds of the Plane of Shadow. This nexus, the Adumbral Calyx, is the home of the shade Volumvax, an ageless being who tires of maintaining his role as a shadow player in the political landscape of Faerûn and has hence opened *portals* to several cities throughout the continent. From this planar base Volumvax schemes against his enemies (just about everyone) and plots intrigues that benefit himself and Shar (in roughly that order).

But mistakes have been made. After a decade of flawless and undetected service to the church of Shar, Zembrath Klun has become careless. In an attempt to please Volumvax with new recruits to the Sharran cause, Klun has allowed into his confidence men he would have killed outright five years ago, and upon their return to Saerloon, these men speak drunken tales of a realm of indistinct patterns beyond the lighthouse tower. Finally, Volumvax's own arrogance has fed Klun's, and together the two have crossed enemies such as the Zhentarim and the Red Wizards of Thay. While Volumvax, the self-proclaimed "Lord Sciagraph," wishes to be a power player in Faerûn, the Zhents and Thayans *are* power players, and they didn't get that way by playing nice. The status quo is at an end. Either Volumvax will succeed in his bid for dominance, or he will fail. Perhaps the investigation of a band of adventurers will make the crucial difference.

ceremonies

Zembrath Klun maintains the secrecy necessary to his position; therefore, Mezeketh Isle sees few open celebrations to the Lady of Loss. The night of the Feast of the Moon, a Sharran high holy day known as the Rising of the Dark, probably represents the most significant threat to the secrecy of Klun's operation. On that night, nearly three dozen of Shar's faithful make their way from Saerloon to Mezeketh to engage in ceremonies held in the Adumbral Calyx.

In earlier years, supplicants sailed their own small boats to the island on this night, but after one such boat brought the criminal Meridian Gan to the isle in 1364 DR, Klun changed his policy. Earlier in the day, Gan attracted a band of bounty hunters in the pay of Saerloon's Guard, who followed him to the island. The pursuers had to be delayed by Klun's wife and children while the lightwarden traveled to the Calyx, killed Gan, brought him back to the island, and dumped him in the old cistern. Though he altered the body to look like a suicide and helped the bounty hunters search the island until the grisly discovery was made, the entire affair brought him perilously close to being discovered. Now, on the Rising of the Dark, all supplicants are brought to the island by Klun's boatman Rimrus aboard the *Chondathan Bride*.

Like all worshipers of Shar, Klun's family must perform one act of wickedness each tenday. Zembrath's frequent trips to the Adumbral Calyx give him plenty of chances to fill his quota. Lately, his wife and two children half-heartedly perform the required displays of evil ranging from abuse of one of the island's many sheep to gentle teasing of Flent, the station's dim-witted (and completely oblivious) shepherd. Klun feels disappointed that his family seems less concerned with their faith than he does but refuses to subject his wife and children to the horrors of Volumvax's realm. With his frequent trips to the city, Rimrus has no trouble indulging his most perverse desires upon the least fortunate members of Saerloon's lower class.

Any stranger showing up on the island's beach asking when the next unholy ritual to Shar will be practiced will be asked politely to leave. Saerloon's underworld knows that all contact must first be made with Rimrus. Those who do not arrive with his blessing (and, on their fist visit, with a sentient sacrifice) are turned away by Klun, who does a good job of bluffing his way out of compromising situations.

services

Aside from the crucial maintenance of the *continual flame* lighthouse and regular touring of the several dozen floating *continual flame* buoys that dot the approach to Saerloon, Zembrath Klun provides few services to the community and interacts rarely with the general public. Rimrus handles all contact with prospective supplicants. The underbelly of Saerloon society knows that Rimrus is a man with connections, and that he can be turned to for any number of illicit services.

Those who seek vengeance against an enemy often come to Rimrus, who spends most of his time at a dive called Feskum's in Saerloon's reeking, tenement-filled Dockside District (between the open Dolphin Market, the eastern wall, and the city docks). Vengeance seekers often ask the boatman to provide services from general humiliation to murder, and while he makes a big show of being offended when faced with the latter request, an offer of more than 2,000 gp (half paid in advance) usually suffices to catch his interest. Rimrus pockets a quarter of this fee, giving the rest to Klun. The lightwarden in turn takes 250 gp, bringing the rest of the money to the Calyx where it is donated to Volumvax's coffers. Thereafter, Lord Sciagraph designates one of his many agents (usually from one of the other cities attached to his realm) as the agent of vengeance. Such assassins rarely see any money for their services—being assigned a contract killing is a test of a supplicant's faith in Volumvax. Those who fail are in turn killed by another agent—the shade lord seldom runs short of novitiates in need of testing.

Temple Credo of the Darkhouse

When the moon's light is stricken from the night sky, Lord Volumvax will stand triumphant with the blood of Selûne on his hands. His is the foresight needed to plunge Toril into the Eternal Dark, when the bitterness and resentment of the world will manifest in shadowed darkness to swallow the benevolent and weak. Seek the refuge of the Adumbral Calyx and gather there with your brothers and sisters to spread the unholy influence of Shar throughout Faerûn. Tread quietly in the outside world, always wearing your "light face," the false identity that engenders trust in the foolish. Stand ever ready to slash the throat of even your most trusted ally if such is the order of Lord Sciagraph, for Volumvax is darkness incarnate, and speaks with the voice of the Mistress of the Night.

Most desperate folk who come to Rimrus don't seek vengeance. They're looking for escape—from the City Guard, from powerful adventurers, from Harpers, or from any of the other half-dozen secret societies that infest the City of Sculpted Devils. Over the years, word has spread that Rimrus knows a secret way out of the city, but on this point he claims ignorance, offering to buy his desperate visitor a drink to ease their troubled mind. During the talk that follows, the boatman probes his drinking partner for hints about their religion, sometimes dropping phrases about loss and vengeance straight from the litany of Shar. Those few who respond with recognition and acceptance of the ways of the Lady of Loss are taken into Rimrus's confidence. He tells them that he can provide an escape, but that they must provide a living sacrifice. He never mentions Mezeketh Isle in these transactions, instead instructing his charges to meet him at the following dusk aboard the *Chondathan Bride*.

On rare occasion, Rimrus sneaks Zembrath Klun's teenage daughter, Selice, to the city aboard the *Bride*. Selice allows the crude boatman to have his way with her in exchange for these trips, but the arrangement (at least for her) is totally devoid of passion. Once in the city, she abandons Rimrus for the company of a dark cadre of friends, most of whom are drawn from the ranks of the Night Knives, a disreputable association of thieves and cutthroats. Word has spread throughout this organization that Selice has mastered the manipulation of the Shadow Weave, and she occasionally invites a young friend to the island for an afternoon of play. What no one else on the island knows is that she spends most of this time hidden away in the barn's hayloft, teaching her friends how to pull the strings of the Shadow Weave. She charges nothing for such instruction, offering it only to those she has befriended while on the town. If she were to suspect that one of her friends was using her to get closer to her father, she wouldn't think twice about destroying the interloper.

Hierarchy

While Zembrath Klun nominally controls Mezeketh Isle, he and his family follow the orders of Volumvax, who rarely leaves the Adumbral Calyx. On the island, Klun is master of all things. On the Plane of Shadow, however, he is but one of many caretakers who ensure that Shar's cult maintains their secret means of traveling about Faerûn. Klun appreciates the importance of his position, and manages the affairs of the light station with aplomb and a great deal of pride. His family follows his orders without question, for they have seen the grisly aftermath of his arguments and respect his power and ruthlessness. He treats his wife and two children with an equal amount of affection, which is to say he regards them as somewhat more useful than the tongueless, slow-witted shepherd, Flent. Though he openly regards Rimrus as his inferior, Klun appreciates his dedication to Shar and his willingness to get his hands dirty to protect the island's secrets.

Zembrath Klun: Male human Rog6/Clr3/Nightcloak8 of Shar; CR 17; Medium-size humanoid; HD 6d6+6 plus 11d8+11; hp 87; Init +5; Spd 30 ft.; AC 20 (touch 15, flat-footed 20); Atk +15/+10/+5 melee (1d6+4/18–20, *+1 rapier*); or +20/+15/+10 ranged (1d4+4 plus 1d6 cold/×3 plus 2d10 cold, *+2 returning icy burst chakram*); SA Rebuke undead 5/day, sneak attack +3d6; SQ Darkness spells, disk of night, evasion, eyes of Shar, mind of Shar, shadow talk, Shar's caress, traps, *true lies*, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +14, Ref +15, Will +16; Str 14, Dex 21, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Bluff +14, Climb +11, Concentration +9, Diplomacy +13, Escape Artist +14, Forgery +11, Gather Information +11, Heal +8, Hide +14, Innuendo +12, Intimidate +4, Knowledge (arcana) +5, Knowledge (religion) +8, Move Silently +14, Perform +6, Profession (light warder) +5, Read Lips +11, Search +11, Sense Motive +8, Spellcraft +8, Spot +10; Blind-Fight, Exotic Weapon Proficiency (chakram), Insidious Magic, Iron Will, Pernicious Magic, Quick Draw, Shadow Weave Magic, Spell Focus (Enchantment), Weapon Focus (chakram).

Darkness Spells: Zembrath can pray for and receive any Darkness domain spell as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level on the Darkness domain list.

Disk of Night (Su): Any chakram that Zembrath uses is treated as if it were a *+2 returning chakram*. If it remains out of his possession for more than 1 round, it reverts to its original abilities. If the chakram has additional abilities (such as *frost*), these remain in force. If the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

Eyes of Shar (Ex): Zembrath's eyes are totally black. He has darkvision to a range of 60 feet and can see through magical darkness to a range of 10 feet in the same black-and-white sight that darkvision provides.

Mind of Shar (Ex): Zembrath adds his Intelligence bonus to all his saving throws (included in the above stats).

Shadow Talk (Su): As a free action, Zembrath can communicate mystically through the shadows of the mind by whispering short messages to other worshipers of the Dark Goddess within 500 feet. All Sharrans or undead creatures in service to Shar hear the message as a whisper in their minds. An observer can attempt a Listen check (DC 15) to hear Zembrath's actual whispers if within 15 feet of him, with the difficulty class increasing by +5 for every additional 5 feet of distance.

Shar's Caress (Su): Zembrath can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily imbuing it with the unholy property. This ability lasts for 1 round each time it is used and can be invoked as a free action twice per tenday. Zembrath must decide to use this ability before the attack is made. If the attack misses, that use of the ability is wasted.

***True Lies* (Sp)**: Zembrath can reach into a creature's mind and instantly modify his or her memories as though through a *modify memory* spell cast by a 17th-level bard. He can use this ability twice per tenday.

Cleric Spells Prepared (6/7/5/5; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, detect poison, inflict minor wounds*** (2), *read magic;* 1st—*bane***, *command***, *doom***, *endure elements, obscuring mist**, *protection from good, sanctuary;* 2nd—*blindness/deafness*†, *enthrall***, *hold person***, *inflict moderate wounds, silence***;* 3rd—*blacklight*,***†, *contagion***, *deeper darkness***, *inflict serious wounds, prayer*.

*Domain spell. Deity: Shar. Domains: Darkness(Blind-Fight as a bonus feat), Evil (cast evil spells at +1 caster level).

**Base save DC = 12 + spell level.

†Caster level 10th.

Possessions: +2 studded leather armor, +2 returning icy burst chakram, +1 rapier, major cloak of displacement, 4 chakrams.

Zembrath Klun has served Shar since his childhood in the poorer districts of Westgate. After gaining some training in one of that city's ubiquitous thieves guilds, he joined passage on the caravel *Iolavai's Pride*. There, he fell in with an influential cleric of the Lady of Loss who exploited the boy's casual interest in Shar to instill in him a deeper and deeper sense of loyalty toward the goddess.

Now 44 years old with a wife and two children, Klun represents the rewards of a life spent in service to Shar. He's immensely proud of his position, and takes extra precautions to assure that his affairs on Mezeketh Isle remain undiscovered. He became greatly annoyed recently upon discovering that his son, Medar, had managed to access the Adumbral Calyx in secret, and has since banned the entire family from "fiddling with" the equipment in the lantern chamber.

A short, stocky man of a somewhat swarthy complexion, Klun far from resembles his alleged cousin, Saerloon's nominal leader Merelith (in fact the two are not related—Klun gained his lightwarden

status through bribes and magical coercion). His demeanor most resembles that of a nasty accountant—he often allows an obsession with details to block his view of larger issues. Once prone to extremely violent outbursts, he's improved his temper recently after a stern warning from Lord Sciagraph.

If faced with a threat to the security of his island, Klun prefers to rely upon his outstanding bluffing skills and, as a last resort, the *true lies* ability granted him by his status as a nightcloak of Shar.

Thalis Klun: Female human Rog7/Shd3; CR 10; Medium-size humanoid; HD 7d6+7 plus 3d6+3; hp 45; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 18); Atk +10/+5 melee (1d6+3/18–20, *+2 rapier*); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, hide in plain sight, shadow illusion, summon shadow, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +4, Ref +11, Will +4; Str 12, Dex 16, Con 13, Int 15, Wis 12, Cha 14.

Skills and Feats: Balance +13, Bluff +15, Climb +11, Diplomacy +17, Escape Artist +16, Gather Information +12, Hide +16, Innuendo +11, Intimidate +4, Listen +14, Move Silently +13, Perform +12, Search +14, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility.

Darkvision (Su): Thalis can see in the dark as though in normal daylight.

Hide in Plain Sight (Su): Thalis can use the Hide skill even while being observed, as long as she is within 10 feet of some sort of shadow. She does not require an actual object to hide behind.

***Shadow Illusion* (Sp)**: Once per day, Thalis can create visual illusions from surrounding shadows as the arcane spell *silent image*.

***Summon Shadow* (Sp)**: Thalis can summon a shadow companion (see *Monster Manual* for a shadow's statistics). Its alignment is chaotic neutral, and it cannot be turned, rebuked, or commanded by any third party. If the shadow is destroyed or Thalis dismisses it, Thalis must make a Fort saving throw (DC 15) or lose 600 XP. Success reduces the loss to 300 XP. A destroyed or dismissed shadow companion cannot be replaced for a year and a day. Thalis has not actually had a shadow companion for several years.

Possessions: +2 studded leather armor, +2 rapier, gloves of arrow snaring.

When Thalis Degaan met Zembrath Klun 22 years ago, he seemed adventurous, scandalous, and exciting—exactly the type of man she had read about in those books her mother tried so desperately to hide from her. She abandoned her friends in a Westgate street gang dedicated to Mask and married her dark, mysterious gentleman caller.

After the birth of their first child, Selice, Zembrath became violent. Had she not been his equal in physical combat, she would have been a constant victim of his frequent violent mood swings. More than once she was forced to use her shadowdancer ability to summon a shadow to protect her from the unwanted advances of her husband.

Ever since the family established itself on Mezeketh Isle, Thalis's life has been taken over by a supreme constant—boredom. She no longer loves Zembrath, finds Selice petulant, and has of late grown distant from her once-favored son, whom she no longer trusts. She's having a passionless affair with the handyman, Flent, mostly because she has nothing better to do, and because Zembrath hasn't touched her in ages and he forbids her from leaving the island. She's thirty-six, desperate, and within a month of abandoning her family and Mezeketh Island forever. Perhaps, she thinks to herself, she'll return to Westgate and rejoin her childhood companions in service to Mask. She thinks little of Shar or even religion in general, seeing one deity as good as any other.

Selice Klun: Female human Wiz5/Sha7; CR 12; Medium-size humanoid; HD 12d4+12; hp 42; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1/19–20, *dagger of venom*); or +6 ranged touch (by spell); SQ Darkvision 60 ft., low-light vision, shadow defense +2, shadow walk, shield of shadows, spell power +2; AL NE; SV Fort +4, Ref +4, Will +9; Str 10, Dex 13, Con 12, Int 19, Wis 11, Cha 16.

Skills and Feats: Alchemy +12, Bluff +13, Concentration +11, Diplomacy +5, Disguise +13, Hide +11, Intimidate +5, Knowledge (arcana) +17, Knowledge (planes) +12, Knowledge (religion) +12, Scry +12, Spellcraft +14; Combat Casting, Empower Spell, Extend Spell, Improved Initiative, Insidious Magic, Maximize Spell, Pernicious Magic, Quicken Spell, Scribe Scroll, Shadow Weave Magic, Silent Spell, Tenacious Magic.

Darkvision (Su): Selice can see in the dark as though permanently affected by a *darkvision* spell.

Low-Light Vision: Selice can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Shadow Defense: Add this value to Selice's saving throws against spells from the Enchantment, Illusion, and Necromancy schools, and spells with the darkness descriptor.

***Shadow Walk* (Sp)**: Selice can cast the *shadow walk* spell once per day.

Shield of Shadows (Su): Selice can create a mobile disk of purple-black force as a standard action. The shield of shadows has the effects of a *shield* spell and provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the *shield* spell, Selice can change the defensive direction of the shield of shadows as a free action once per round on her turn. She can see and react through the shield, so it does not provide cover or concealment to opponents. It lasts 7 rounds and need not be used all at once.

Wizard Spells Prepared (4/5/5/5/4/3/2; base DC = 14 + spell level): 0—*detect poison, ghost sound*, read magic, resistance;* 1st—*chill touch*, detect undead, mage armor, Nystul's undetectable aura*, sleep*;* 2nd—*blur, claws of darkness*, ghoul touch*, shadow mask*, shadow spray*;* 3rd—*dispel magic, halt undead*, hold person*, suggestion*, vampiric touch*;* 4th—*enervation*, minor globe of invulnerability, shadow conjuration*, solid fog;* 5th—*greater shadow conjuration*, nightmare, shadow evocation*;* 6th—*greater shadow evocation*, shades*.

Spellbook: 0—*arcane mark, daze*, detect magic, detect poison, disrupt undead*, ghost sound*, mage hand**, mending**, open/close**, prestidigitation, ray of frost, read magic, resistance;* 1st—*cause fear*, charm person*, chill touch*, detect undead, mage armor, Nystul's undetectable aura*, protection from good, shield, sleep*, true strike, unseen servant;* 2nd—*blur, claws of darkness*, darkness*, detect thoughts, ghoul touch*, invisibility*, minor image*, misdirection*, protection from arrows, see invisibility, shadow mask*, shadow spray*;* 3rd—*dispel magic, displacement*, halt undead*, hold person*, invisibility sphere*, nondetection, phantom steed, protection from elements, suggestion*, tongues, vampiric touch*;* 4th—*enervation*, Evard's black tentacles, improved invisibility*, minor globe of invulnerability, scrying, shadow conjuration*, solid fog;* 5th—*dominate person*, false vision*, greater shadow conjuration*, nightmare, seeming*, shadow evocation*;* 6th—*greater shadow evocation*, mislead*, shades*, veil.*

*Base save DC = 17 + spell level.

**Effective caster level 11.

Possessions: Bracers of armor +4, dagger of venom.

Eighteen years old and every bit as calculating and manipulative as Zembrath Klun, Selice is very much her father's daughter. A cold-hearted, bored teenager, she's taken to idolizing her father, whom she views as powerful (despite the fact that he regards her with no more interest than he regards one of Flent's sheep). She knows about the *portal* to the Calyx in the lantern chamber, and has convinced Rimrus to explain its workings to her (she prides herself on the fact that she can pretty much get the easily manipulated boatman to do

whatever she wants, whenever she wants it). Selice studied magic at Saerloon's Tower of Mysteries until expelled four years ago after a shameful accident in which a partner was killed in a botched summoning experiment.

Medar Klun (Gelugon Baatezu): hp 114; see *Monster Manual.*

Medar Klun was a bright, curious young nine-year-old boy with a mop of light brown hair and a ready smile. Savagely beaten by Zembrath as a young child, the cunning Medar learned to survive through craftiness and guile, and looked set to emerge the better for his unfortunate upbringing. Unfortunately, Medar Klun is dead.

About six months ago, while exploring the lighthouse's lantern chamber, Medar accidentally triggered the portal to the Adumbral Calyx, where he came to the attention of Volumvax. Enraged by the breach of security that allowed a child into his lair, Lord Sciagraph murdered the boy and sent a polymorphed gelugon named Areeziel in his stead to act as a spy on Mezeketh Isle. Should Klun allow another serious threat to the security of the Calyx, Areeziel has been ordered to kill him and take his place (as well as his form).

Rimrus: Male human Rog11; CR 11; Medium-size humanoid; HD 11d6; hp 38; Init +9; Spd 30 ft.; AC 24 (touch 16, flat-footed 24); Atk +15/+10 melee (1d6+2/18–20, *+1 rapier*); or +14/+9 ranged (1d4+2/19–20, *+1 throwing returning dagger*); SA Sneak attack +6d6; SQ Evasion, improved evasion, traps, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL NE; SV Fort +3, Ref +12, Will +5; Str 13, Dex 20, Con 11, Int 14, Wis 15, Cha 12.

Skills and Feats: Appraise +12, Balance +17, Bluff +15, Diplomacy +5, Disguise +11, Escape Artist +11, Gather Information +15, Hide +15, Innuendo +14, Intimidate +3, Jump +3, Listen +12, Move Silently +15, Open Lock +19, Pick Pocket +13, Sense Motive +12, Spot +12, Tumble +15, Use Magic Device +11; Improved Initiative, Point Blank Shot, Quick Draw, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: +1 studded leather, +2 buckler, amulet of natural armor +1, ring of protection +1, +1 rapier, +1 throwing and returning dagger, cloak of arachnida, gloves of Dexterity +2, rope of entanglement, vest of escape, potion of alter self, potion of darkvision, potion of haste.

The 29-year-old Rimrus was a sadistic young killer when he first crossed paths with Zembrath Klun years ago in Westgate. He's mellowed somewhat since then, channeling the bulk of his rage by quietly and efficiently dismembering streetwalkers in the Dock District—a crime that has gained some attention among the magistrates of Saerloon, who refer to the unknown killer as Jack Strumpet. Klun is completely oblivious of these activities, and the danger they pose to his operation on Mezeketh.

Rimrus serves as Klun's eyes and ears in Saerloon, recruiting agents for the Adumbral Calyx and keeping alert to any potential trouble. Rimrus doesn't particularly care about Shar, but he appreciates the opportunity to get paid to do someone's dirty work, and rests in the knowledge that, should he get into too much trouble, he can always skip town to the Plane of Shadow. He is the only one among Mezeketh's inhabitants allowed to enter the Calyx, and has on a few occasions even met Volumvax himself.

Flent (N male human Com3, Int 6, Handle Animal +6).

A slow, often confused handyman, the tongueless Flent is responsible for caring for the island's sheep population, shearing the animals and selling their wool, and generally doing whatever odd jobs require a strong back. He has an inkling that things are not as they should be on Mezeketh, but has yet to realize the island is a stronghold of evil. He fears the northern beach, and does what he can to ensure that his animals go nowhere near it.

Flent's inability to speak forces him to keep largely to himself (which is precisely why Zembrath Klun hired him in the first place). Several months ago, Thalis Klun initiated an affair with him, a secret he carefully (if somewhat clumsily) hides from his master. He doesn't trust Selice, and is downright afraid of Medar, sensing something truly evil beneath the surface of the boy.

Initiation

Those wishing to access the Adumbral Calyx must first contact Rimrus, who instructs them to bring a live captive to his ship. Once they have arrived on the isle, prisoners and supplicants are taken to the lighthouse and the main access point to the Plane of Shadow, found in the tower's lantern chamber. Upon a person's first visit to the Calyx, he or she is expected to take their prisoner to the Black Aljibar, a pool at the center of the shadow pocket. There, the petitioner slits the prisoner's throat, draining the blood into the dark well. When the prisoner has expired, the body is tossed into the Aljibar, where it is consumed by swirling shadowstuff.

Anyone unwilling to take the ceremony to its final conclusion is sacrificed, as well.

Allies and Enemies

The Darkhouse of Saerloon has little interaction with other temples in the region, and has only passing relations with the other Sharran institutions linked to the Adumbral Calyx. Zembrath Klun considers Azenath Zeshalla, the ranking Nightbringer in the Damaran city of Heliogabalus, as his greatest enemy within the Adumbral Calyx. (The Sharran cult there is connected to the Calyx, too, and both Klun and Zeshalla maneuver desperately for the position of Volumvax's "most favored.")

Map Key (Mezeketh Isle)

Situated about two miles southwest of Saerloon's harbor, the jagged rock of Mezeketh Isle breaks the surface of Umberlee's Gullet near the center of the channel, affording a good view of the entire harbor approach. The largest of several similar rocky outcroppings in the vicinity, Mezeketh stands out thanks to the knotty, green brush that dominates most of the island. The southern and western shores jut abruptly from the water, their cliffs reaching 30–40 feet high in some places. The rough north shore features the ruins of an ancient lighthouse as well as remnants of smashed hulls and debris, reminders of the lethality of the region. A rocky beach on Mezeketh's east shore marks the only safe approach. A large whitewashed wood and stone structure stands near the island's northwest corner—Zembrath Klun's home and lighthouse.

At its widest, the island runs about 1,500 feet from north to south, and 400 feet from east to west.

1. Beach

Depending upon the tides, Mezeketh's rocky eastern beach offers between 10–20 feet of shallow water before a deep dropoff. Rimrus's *Chondathan Bride* features a flat bottom, making it easy to row the boat to within a handful of feet from shore. The boat seats up to seven Medium-size humanoids.

Tangled, uninviting bushes form a natural wall between the beach and the inhabited section of the island, though a clear path near the center of the brush offers easy passage to the light station. Klun

rarely posts guards here unless expecting visitors (such as on the night of the Rising of the Dark ceremony).

2. Boathouse

This simple hut serves as a crude cover for the *Chondathan Bride*. When Rimrus takes the boat to the city, the structure is inhabited by little more than a handful of harmless spiders.

3. Gate

An iron gate about 4 feet tall blocks the path from the beach to the island proper. West of the gate, the crude path becomes a well-managed dirt road. The dense foliage rises about 3 feet high on either side of the gate—those wishing to avoid the gate by climbing through the bushes may do so, though anyone attempting this suffers a –10 circumstance penalty on Move Silently checks.

Opening the gate triggers an audible alarm in the master bedroom of the keeper's house (area 10). Though the noise cannot be heard from outside the house, it is loud enough to wake a sleeper. Tired of waking up in the middle of the night thanks to some wandering sheep, Klun recently instructed Flent to build a special latch near the top of the gate, making it impossible for animals to open it. Rimrus frequently comes and goes from the beach at night, but has taken to simply climbing over the gate so as not to annoy his patron.

4. New Cistern

Before Klun convinced a wizard associate to employ powerful excavating magic to dig him a well, the family used this cistern to gather rainwater for drinking and cooking. Ostensibly constructed to provide water to power the steam fog signal, the cistern sees little use for this purpose. Flent still makes use of the cistern, as his master will not allow him to use the family well to nurture common animals. The cistern runs about 25 feet deep, and usually remains about half full.

5. Oil House

After the confusion and catastrophe of the Time of Troubles, when magic became capricious and seemed to flaunt the rules that ordinarily governed it, the rulers of Saerloon mandated that the light station maintain a backup to its primary *continual flame* beacon. The light well in the lighthouse tower can be replaced with a powerful oil lantern, the fuel for which is kept in this small outbuilding. The door to this structure generally remains unlocked, as the building contains nothing more exciting than several shelves holding about eighty 5-gallon jugs of oil.

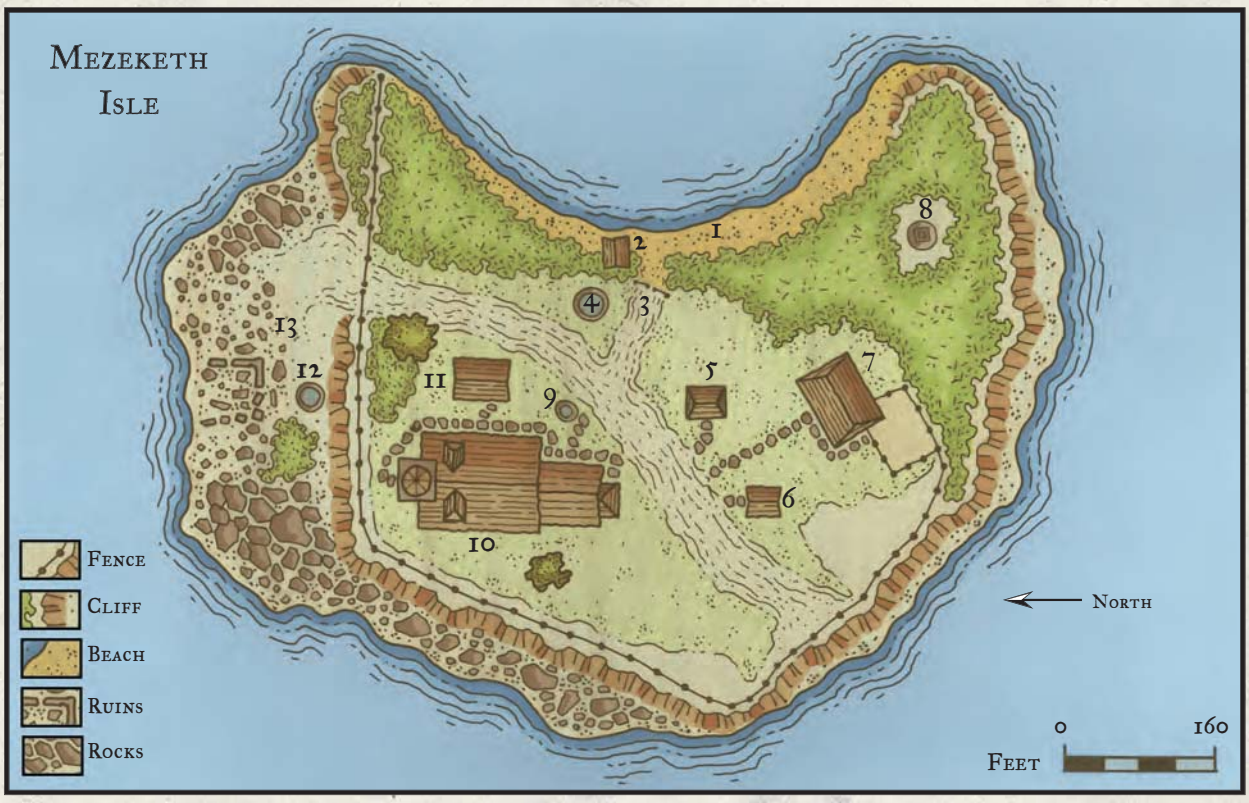
6. Privy

This small structure serves as the only sanitary privy on Mezeketh. Flent keeps it well cleaned, though the foul smell of the sheep pen nearby certainly does a lot to mask any man-made odors here.

7. Barn

A large, thatch-roofed structure primarily used in the maintenance of Mezeketh's sheep population, the barn contains feeding stalls, a shearing station, and numerous tools for random repair tasks and the like. The barn houses roughly 35 sheep, who spend most of their days wandering freely about the isle.

Flent sleeps here in a small room near the back of the barn, which he has tried (somewhat unsuccessfully) to enliven with crude wall



hangings fashioned from leftover wool. A broken loom dominates his quarters, which he sometimes uses in his lustful encounters with Thalis Klun.

Selice occasionally uses the barn's hayloft as a studio in which to practice and teach the manipulation of the Shadow Weave. Accordingly, anyone making a Spot check (DC 10) in the hayloft discovers discolored wood, burn marks in the floor, and a large green stain against the south wall (the result of a failed attempt by one of Selice's students to summon a minor fiend).

8. Ancient Menhir

An ancient, timeworn menhir stands within the thick brush near the island's southern coast. Heavily worn down due to age, the cracked 4-foot-tall obelisk looks much like any of the countless such structures found throughout Faerûn, except that it bears a curious inscription written in an ancient Jhaamdathan script. Klun discovered the stone pillar while planning for the light station in 1359, but as he had little interest in historical artifacts and didn't recognize the angular, scratchy words, he paid it scant attention.

Should a PC cast *comprehend languages* upon the inscription or attempt to use Decipher Script (DC 30), they discover the following text:

In those days, we three sought power, prestige, and eternal persistence.
The planes had opened to us, revealing their terrible secrets.
On the fields of fetid Rezamark, in the Lake of Boiling Mud, we took a step away from mortality.
Borem, patron of anger, breathes no more.
His indestructible heart is buried on this forlorn rock, where it must rest for eternity.
We shall keep watch over it forever.

PCs making successful Knowledge (religion) or bardic knowledge checks (DC 30) recognize the name Borem ("of the Lake of Boiling Mud") as one of a host of mysterious ancient deities often referred to as the "Lost Gods." According to certain occult traditions, at least one of these seven gods was slain by Bane, Bhaal, and Myrkul, as the trio quested for divinity.

Records differ on the exact location of the Lake of Boiling Mud, a geological feature purportedly tied to Borem's existence. The few scholars who know of such things generally agree that the lake no longer exists, but most believe it was found somewhere in the pre-Dale Reckoning kingdom of Jhaamdath (which could put it in Sembia's vicinity).

Digging 35 feet straight down from the menhir (through solid rock) reveals a small, perfectly spherical chamber. The warm, damp enclosure measures about 3 feet in diameter, and contains two important artifacts, the *Jathiman Dagger* and *Borem's Quagheart*. The iron dagger transfixes the heart, which beats with an aching slowness.

9. Well

This simple well provides drinking water for the island's human inhabitants.

10. Keeper's House/Lighthouse

The most imposing structure on Mezeketh Isle serves as both the main light tower and as the comfortable home of Zembrath Klun and his family. Constructed of stone with wooden roofing, the house features numerous gargoyles in the Saerloon style. The light tower stands five stories tall, and the light within blazes from just before dusk to just after dawn (though on occasion the light mysteriously winks out briefly, a cause of much grumbling among the captains who frequent the city's harbor). The rounded roof of the lighthouse resembles a small religious pagoda or pillared shrine.

Interior details can be found below.

11. Fog Signal Building

Darkness alone poses considerable difficulty to pilots seeking Saerloon's harbor, but the winter months often bring an extremely thick fog that makes a grave challenge out of even noticing the lighthouse's powerful beacon. For centuries, fog-shrouded nights accounted for the most confounding nautical losses. Seven years ago, however, Zembrath Klun entertained a disillusioned but brilliant young gnome from Lantan who had converted to Sharranism and who came to the island via the Adumbral Calyx.

Together, the two designed an elaborate fog signal, an achievement that brings warmth to the heart of the small part of Zembrath Klun that considers himself an honest light station keeper. The signal operates through gnome steam technology, using water gathered from the new cistern. The resulting din can be heard up to five miles away.

The signal, which resembles a jumble of tubes and gears connected to a large horn, is situated on small stone rollers, and can be pulled away from the wall on a successful Strength check (DC 18). The signal covers a man-sized trapdoor, which leads down a short tunnel that opens upon a secret chamber 15 feet below the surface of the island. The chamber holds a dozen small beds and footlockers, and is used whenever cultists must remain on the island for a prolonged period of time.

12. Old Cistern

This cistern, situated near the ruins of Hezemdell's Beacon, would hold little interest if not for the fact that Zembrath Klun used it as the dumping ground for the body of the criminal Meridian Gan several years ago. Though bounty hunters removed Gan's corpse from the spot shortly after its discovery, the criminal's spirit remains bound to the location, terrorizing any who approach the old cistern or the ruins of Hezemdell's Beacon.

Jathiman Dagger

Jathiman Dagger **(minor artifact)**: This simple iron blade, crafted from the literal self-sacrifice of thirty-nine members of the Netherese Cult of Jathiman, grants the wielder especial power over the fate of divine beings. Virulent haters of all things divine, the Jathimites believed that mortals could overthrow the gods through brute force, weaving powerful arcane magic into physical form through violent self-destruction.

After the creation of the *Jathiman Dagger*, Jergal himself saw to the destruction of the entire sect, trapping one hundred forty-nine members within a great coliseum and slowly imploding and then animating them as ghouls—forcing them to watch the fates of their friends with a mixture of horror and obscene hunger. After the grim feast, Jergal seized the weapon, eventually allowing it to fall into the hands of Bane long before he became a deity.

The *Jathiman Dagger* is a *+5 unholy dagger* that completely ignores any divine bonus to the Armor Class of a being attacked by it.

Caster Level: 20th; *Weight:* 1 lb.

Gan has gathered a fair amount of treasure in his years on the beach, including a shiny bar of silver (300 gp) that he places at the bottom of the 30-ft.-deep cistern to lure divers to the dark bottom. Alternately, he uses his *malevolence* ability to cause an investigator to "accidentally" fall into the cistern. He then uses the possessed character as a puppet, urging others to dive to his rescue. Rescuers become targets of Gan's *telekinesis* ability, which he may use as a free action. He pushes them farther underwater, hoping to drown them while continuing to play victim with the possessed character.

The only way to truly destroy Meridian Gan is to show him proof that Zembrath Klun has been killed.

Meridian Gan: Male human ghost Ftr11; CR 13; Medium-size undead (Incorporeal); HD 11d12; hp 71; Init +5; Spd fly 30 ft. (perfect); AC 24 (touch 14, flat-footed 23); Atk +17/+12/+7 melee (1d10+8/17–20, *+2 ghost touch bastard sword*); SA Horrific appearance, malevolence; SQ Incorporeal, manifestation, rejuvenation, telekinesis, turn resistance +4, undead traits; AL NE; SV Fort +7, Ref +4, Will +4; Str 17, Dex 13, Con –, Int 10, Wis 12, Cha 16.

Skills and Feats: Climb +12, Handle Animal +17, Hide +4, Listen +9, Ride (horse) +17, Search +8, Spot +9; Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Improved Initiative, Mobility, Point Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Horrific Appearance (Su): Any living creature within 60 feet that views Meridian must succeed at a Fort save (DC 23) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by Meridian's horrific appearance for one day.

Malevolence (Su): Once per round while ethereal, Meridian can merge his body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by an 11th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, Meridian's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to Meridian's malevolence for one day.

Incorporeal: Meridian can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms and has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile,* and attacks made with *ghost touch* weapons). He can pass through solid objects (bot not force effects) at will, and his attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally). Meridian also moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): When manifested, Meridian can strike with his bastard sword to affect creatures on both the Material and the Ethereal Planes. He can likewise be attacked by opponents on both planes.

Rejuvenation (Su): If destroyed, Meridian can return to his old haunts with a successful level check (1d20+11) against DC 16.

Telekinesis (Su): Meridian can use *telekinesis* once per round as a free action, as cast by a 12th-level sorcerer.

Turn Resistance (Ex): Meridian is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, he receives a bonus of +4.

Undead Traits: Meridian is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fort save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals him, and he is not at risk of death from massive damage, but is destroyed at 0 hit points or less. He has darkvision 60 ft. Meridian cannot be raised, and resurrection works only if he is willing.

Possessions: +2 full plate, +2 ghost touch bastard sword.

Borem's Quagheart

***Borem's Quagheart* (major artifact):** *Borem's Quagheart* is a wet, fleshy mass of brown skin and muscle that oozes with fetid mud and slime at the slightest touch. It beats slowly once every 30 seconds. The final remnant of the slain deity Borem of the Lake of Boiling Mud, the *Quagheart* grants a multitude of powers to its wielder, as long as it remains pierced by the *Jathiman Dagger* or some other bladed weapon of at least minor artifact status.

The possessor of *Borem's Quagheart* gains a +5 divine bonus to Armor Class and saving throws, and can breathe freely as if wearing a *necklace of adaptation.* He or she can walk on the surface of mud as a wearer of a *ring of water walking* strides upon water.

Should the dagger be removed from the *Heart,* the resulting hole begins to spew warm, stagnant muddy water as the geyser function of a *decanter of endless water.* The only way to plug the hole is to replace the weapon, which requires an alarmingly difficult Strength check (DC 30). Should the *Heart* be allowed to flow freely for thirty days, it effectively reforms the Lake of Burning Mud. Legends state that Borem himself will return to Toril if such should be allowed to occur, a mysterious development to which few scholars look forward with any degree of enthusiasm.

13. Ruined Lighthouse

Despite the rumors of treasure buried beneath the old lighthouse circulating Saerloon's taverns and inns, all that's left of the once-imposing Hezemdell's Beacon is a crumbling foundation about 3 feet tall at its highest point. Large piles of rubble here house a small family of four dire rats.

Dire Rats (4): 5 hp; see *Monster Manual.*

Map Key (Darkhouse of Saerloon)

1. Hallway

The main door opens to a fairly nondescript hallway. The southern wall holds a fireplace, and doors open on either side of the hall into the various rooms of the first floor. Stairs along the west wall lead up to the second floor.

2. Chamber of the Lightwardens

This room contains eight statues commemorating famous lightwardens who watched over the old (now ruined) lighthouse on the northern shore. Each holds a tallow-candle lantern. The tile floor is decorated with a mosaic pattern featuring a black circle with a purple band around it (the symbol of Shar, thought it's very stylized and difficult to see clearly unless one knows to look for it). Klun and his compatriots in the cult of Shar use this chamber for a variety of

dark ceremonies, usually basking the room in *deeper darkness* before doing so. A significant amount of dried blood is caked between the slim mosaic tiles, which can be discovered on a successful Search check (DC 20).

3. Storage Closet

This tiny closet contains dozens of candles for use in the lanterns of the statues in area 2. General carelessness has allowed seven black candles imprinted with the holy symbol of Shar to fall in with the regular tallow candles here.

4. Storage Room

This small room contains numerous disused items, from trunks of old clothes to gardening tools purchased by Thalis several years ago in an aborted attempt to pick up a new hobby. A false floor in the northwest corner hides a cache of religious items used in Sharran ceremonies—decanters, black robes, and ritualistic knives. A Search check (DC 15) reveals the trigger to open the false floor.

5. Washroom

This room is used by Thalis to clean clothes and take care of non-cooking chores. The woman of the house occasionally enlists Selice in these duties, a task that seems to become more and more difficult as the strong-willed teenager gets older and less interested in domestic affairs.

6. Dining Room

This fairly ostentatiously decorated chamber features a long table with several chairs as well as cabinets along the walls for holding silverware and plates.

7. Kitchen

Because the family spends so much time on the secluded island, they tend to store a great deal of food in this well-appointed kitchen. Both Thalis and Selice enjoy cooking, and the family menu strongly favors salted meats and dried vegetables. Flent does not dine with the family, and Rimrus generally takes his meals in the city.

8. Tower Entryway

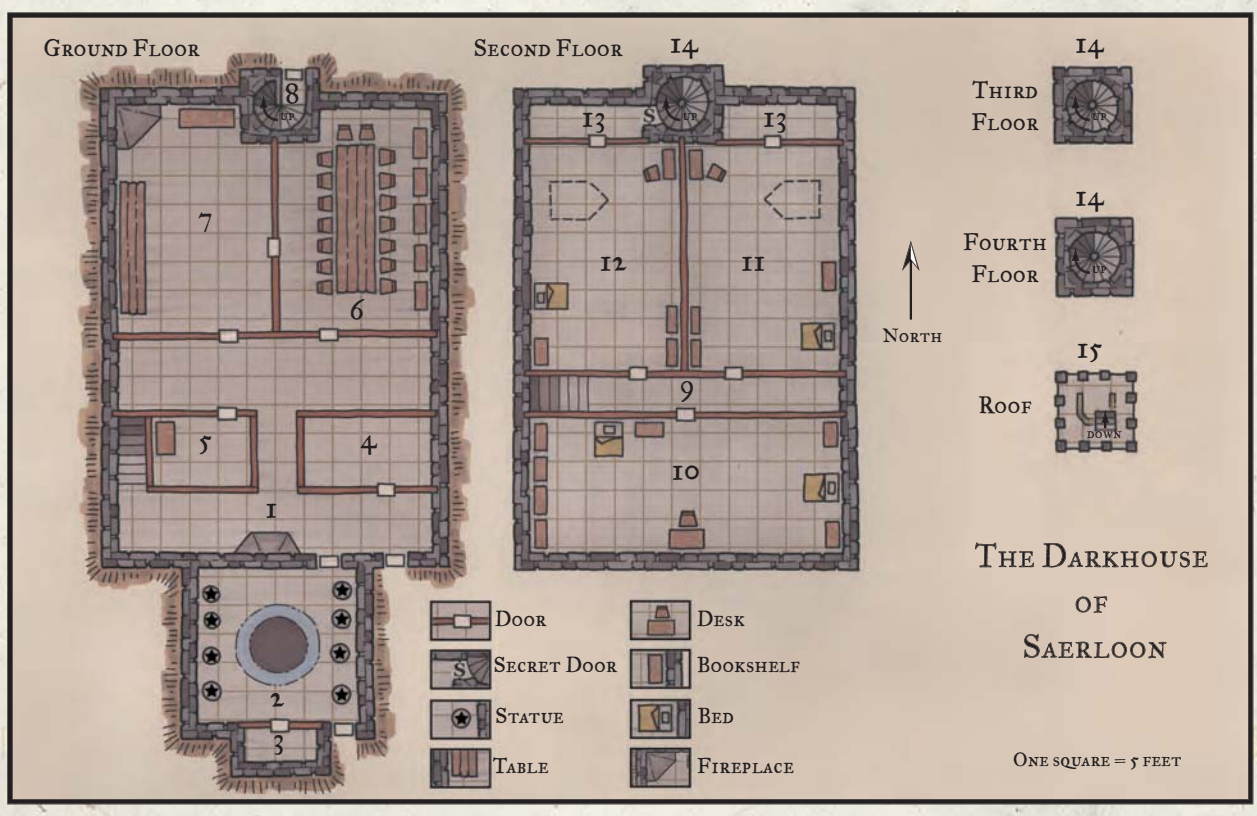
Spiral stairs leading up fill the cramped ground floor of the main lighthouse tower structure. The metal stairs give the appearance of fragility, but are actually quite stable.

9. Hallway

The plain upstairs hallway boasts a selection of tacky naval-theme paintings Rimrus picked up on a trip to one of the city's art markets. To speak plainly, Rimrus has terrible taste.

10. Master Bedroom

This large, comfortable room takes up most of the structure's second floor. Since Klun rarely leaves Mezeketh isle, he's invested



most of his cut of the cult's profits into improving his quarters. Imported drapes from Calimshan cover the southern windows, and the chamber's furniture bears the imprint of elven master woodcrafters. An impressive stone fireplace stands between the windows on the southern wall. Thalis prefers to keep the fire stoked whenever she's in the room, which is most of the time.

The Kluns have slept in separate beds since the birth of Medar nine years ago.

A fully stocked shelf teeming with well-read books along the west wall attests to the intense boredom of Goodwife Klun. Amid dozens of lewd romances and collections of salacious woodcuts can be found (Search check, DC 15) three works of interest to worshipers of Shar:

Plight of Sister Night resembles the trashy fiction found elsewhere on the shelf. Unlike in other fantasies, however, its protagonist, a priestess of Shar called Black Bethican, kills with impunity and routinely murders clerics of Selûne after a quick, steamy seduction. Near the middle of the book, someone has absent-mindedly doodled a black mask, very much like the holy symbol of the Master of All Thieves, in a feminine script.

Shar's disjointed clergy incorporates several dark librams in its litany, but one of the most infamous is the *Shadowstruck Passages*, a copy of which lies tucked in the bookcase's bottom shelf. The book contains several quatrains of verse instructing the rudiments of Sharran doctrine, and has been banned in most kingdoms (including Sembia). It's worth 100 gp on the black market and a tenday in jail for anyone caught possessing it.

The most damning book in the Klun collection is undoubtedly an oversized tome called *Rudiments of the Shadow Weave*, a collection of instructional essays by the nefarious archmage Vontallion Rose. A successful Knowledge (Arcana) check (DC 20) signifies that characters have heard of the book, knowing it as a highly controversial tome related to the Shadow Weave. Ownership of the book is enough to get one blackballed from churches of Azuth and Mystra, and banned from many mage organizations throughout Faerûn.

An oversized tome bound in supple black leather with faux-gold filigree, the book proudly bears its title on an elaborate leather cover. The libram's interior, however, has been carefully cut away from the cover, replaced with pages from a similarly sized romance entitled *Vegelda and the Seven Salacious Centaurs*. Selice Klun stole the book several years ago, and has been using it to teach herself shadow magic. She still has the book's insides, and her parents know nothing of the theft.

The bedroom's north wall boasts an attractive bas-relief statue of a mermaid sitting on a large rock, surrounded by ocean spray. If the gate alarm (area 3, outside) is triggered, the mermaid animates, singing a pleasant but loud song. Both Kluns have trained themselves to awaken instantly the moment the mermaid begins to sing.

Though Thalis Klun can be found here every night, Zembrath spends about 25% of his evenings in the Adumbral Calyx.

11. Medar's Room

Medar's small room is crowded by a comfortable bed, a small desk, and a large mariner's globe, which Zembrath discovered washed up on the north beach and restored for his son seven years ago. The room is oddly clean for that of a 9-year-old boy—a number of toys have been carefully placed in perfect rows upon the surface of the desk. A Spot check (DC 25) made by anyone observing the desk reveals that the toys have been sorted in strict alphabetical order, from left to right (belying the gelugon's intensely ordered lawful mindset). The arrangement begins with a small abacus, working up through a variety of balls and bears, a wooden dog, a stuffed dragon, and a toy lute. A window at the center of the sloping roof offers a good view of the island's east coast.

12. Selice's Room

Selice's room appears much like her younger brother's, though it's a bit messier and possesses a decidedly more feminine ambiance. Hidden in a false bottom of the bottom drawer of the room's desk is the aforementioned *Rudiments of the Shadow Weave*. Among general advice on how to tap the Shadow Weave and three chapters of rambling prose on the glories of Shar are extensive formulae for the arcane spells *claws of darkness, greater shadow conjuration, shades, shadow conjuration, shadow evocation, shadow mask*, and *shadow spray*.

Selice knows about the secret door in her closet, but thus far only uses it to sneak out of the house for her many trips to the city with Rimrus, and hasn't dared sneak up to the lantern chamber, for fear of her father's wrath.

A window at the center of the sloping roof affords a good view of the island's west coast.

13. Closet

The closets adjoining the children's rooms contain clothes, disused toys, and other items too precious to throw away but too seldom used to keep anywhere but in a half-forgotten box. A secret door (Search DC 10) on the east wall of Selice's closet leads to the second floor stairway of the lighthouse tower.

14. Stairway

Cramped and somewhat musty, the metal stairway leads five stories up from the ground to the lantern chamber high above. A secret door on the west wall of the second floor adjoins Selice's closet.

15. Lantern Chamber

The tower stairs lead to an open-aired chamber topped with pillars and a rounded dome, giving the appearance of an impressive pagoda. The ubiquitous gargoyles here sport wide, conspiratorial grins and outstretched tongues, looking even more demonic than their compatriots elsewhere on the island. A large parabolic lamp walled with multifaceted mirrors and set upon a rotating base fills the center of the room. Large glass lenses, normally held in compartments set into the floor, can be slid into the lamp, tightening or widening the focus of the light as desired by the station's lightwarden. A blazing coin set with *continual flame* serves as the current focus of the lamp. Klun allows the fire to burn day and night, but usually removes the projection lenses during clear days.

The rotating lamp base itself holds a secret compartment (Search DC 15) that houses a large lens made of jet black, glassy material. If this lens is placed within the lamp, light reflected through it becomes magical *darkness*, which utterly blots out the entire lantern chamber. The darkness serves as a trigger for a *portal* built into the magical lantern, and anyone standing in the room not touching the lantern itself is immediately transported to a ground-level (but otherwise identical) pagoda on the edges of the shadow pocket known as the Adumbral Calyx.

Any attempt by a visible character who is not a member of the Klun family to meddle with the lantern in any way results in the animation of four 12-HD gargoyles, who detach themselves from the tower proper and move to attack.

Advanced Gargoyles (4): CR 12; Large magical beast (Earth); HD 12d10+72; hp 138; Init +1; Spd 45 ft., fly 75 ft. (average); AC 16 (touch 10, flat-footed 15); Atk +12 melee (1d4+4, 2 claws) and +10 melee (1d6+2, bite) and +10 melee (1d6+2, gore); Face/Reach 5 ft. × 5 ft./10 ft.; SQ Damage reduction 15/+1, darkvision 60 ft., freeze, low-light vision; AL CE; SV Fort +14, Ref +9, Will +4; Str

19, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +8, Spot +8; Alertness, Flyby Attack, Multiattack, Weapon Finesse (claw), Weapon Finesse (bite), Weapon Finesse (gore).

Darkvision: The creature can see in the dark as though in normal daylight.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice that the gargoyle is actually alive.

Low-Light Vision: The creature can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Breaking In

Mezeketh Isle's location and the hostility of the surrounding waters offer the Darkhouse protection enviable by most military forts. Zembrath Klun knows this, and has become himself somewhat arrogant as a result. Unless his suspicions have been raised due to a prior assault or mumblings in the city's underworld intercepted by Rimrus, Klun posts no guards. If given reason to fear, however, he summons twelve 9-HD shadows from the Calyx, positioning three at each compass point along the island's coast.

Adapting the Temple

The Darkhouse of Saerloon works best as a temple of Shar, the Plane of Shadow appeals to more than just the worshipers of the Night Mistress. Many deities of Toril could benefit from a planar nexus connected to cities throughout Faerûn, and a canny Dungeon Master can retain the bulk of the support material related to the temple while changing only the godly allegiance of Zembrath Klun and his demented brood. Consider the following possibilities:

Mask: A Darkhouse dedicated to the Lord of Shadows likely would have a more mercantile bent—in this case, Volumvax might be less interested in raising an army of shadows than in amassing a fortune that he could later use to some diabolical end. Rather than providing a blood sacrifice upon their first visit to the Calyx, Maskan hopefuls might instead be required to tithe at least 1,000 gp worth of stolen coins or goods. In this case, substitute the devil posing as Medar Klun with a doppelganger with the requisite class levels in rogue and perhaps shadowdancer.

Loviatar: The most debased worshipers of the Maiden of Pain derive deviant satisfaction from their pain-play—satisfaction that's difficult to achieve in the light of day or even from the bulk of run-down establishments in Saerloon's decrepit Dock District. Those seeking pleasure on the edge of pain know to contact Rimrus for an excursion to Mezeketh, where no one asks questions, and the crack of whips and snap of chains rings out from dusk to dawn. If the setting focuses on Loviatar, Rimrus's violence toward streetwalkers should change completely to friendly patronage, and the floor of Chamber of the Lightwardens should substitute dozens of blood-caked cushions for the mosaics in the above area key. Volumvax's plans alter from political domination to pushing the limits of human suffering, with Zembrath Klun serving as a scout for both willing and unwilling participants in Lord Sciagraph's perverted experiments.

Volumvax and the Adumbral Calyx

Volumvax (NE half-fiend human shade Clr7/Sha8/Dis5 of Shar) has served the Lady of Loss for millennia, eventually achieving a sliver of divinity (Divine Rank 0) in exchange for faithful service. Unable to cope with the widened perspective of a divine being, he soon tumbled into a vortex of insanity. To keep him from doing too much damage to her affairs on Toril, Shar cast him into a dark nook of the Plane of Shadow and promptly put him out of her mind.

Though tinged with insanity, Volumvax still possessed the zeal and craftiness that had made him such a valuable agent. He subjugated the nearby residents of the Shadow Plane and forced them to build him a great tower at the center of a concave depression on one of the plane's many mountains. He dubbed the depression the Adumbral Calyx, and opened hidden *portals* to Sharran enclaves in the following locales (*portal* locations listed in parentheses):

Saerloon (the Darkhouse)
Heliogabalus (a gazebo in the extensive gardens of the Zeshalla merchant house)
Skuld (an abandoned temple of Geb, now destroyed)
Murann (a chamber in the basement of the abandoned thieves guild)
Iljak (a disused wing of a decadent bathhouse)
Calimport (the uppermost landing of the Bloodspire, in the Temple of Old Night)
Zazesspur (the hollow head of a copper statue known as the Vigilant Colossus)
Luthcheq (a gilded coach belonging to the effete Calishite merchant prince Izziz bin-Hradah)

Volumvax's tower stands at the center of the Calyx, and the eight portals form a rough circle around it at a distance of about 300 feet, describing the edge of the planar depression. The portals look like small pagodas, very much like that topping Saerloon's darkhouse. Beneath the tower, which itself is built somewhat like a hollowed-out cylinder, is the Black Aljibar, a seemingly bottomless pit of roiling shadowstuff into which the corpses of sacrificed innocents are dumped to create shadow souls for Volumvax's army. A swirling column of darkness flows from the Aljibar through the tower and into the sky above, apparently fueling Volumvax's power.

Lord Sciagraph himself appears as a tall, imposing human with jet black skin, wearing stained ivory bracers decorated with the symbol of Shar. He bears leathery wings, horns like a ram, and is very, very handsome. As part of his insane delusions, Volumvax fancies himself one of the shadevari, primordial creatures of shadow whose existence predated the creation of Shar and Toril itself—and has the arrogance to fit such an audacious origin. He carries no weapon, preferring to rely upon his wits and magical abilities, not to mention an army of shadow creatures and a cadre of hand-picked, deadly assistants. The latter group includes his second, a scheming elven woman named Velissandrin (LE female sun elf Wiz9/Sha7) and the villainous Gobitran "Jolly" Filiminous (NE female rock gnome Rog10/Asn7), a murderer who keeps a collection of dried eyeballs and who cut out her own tongue to ensure her master she'll never betray him. In addition to numerous evil NPCs of note, at least thirty-five "ordinary" cultists (NE human Clr5 of Shar) and one hundred commoners in service to the Mistress of the Night inhabit the Calyx at any one time.

Getting the Players Involved

The Darkhouse of Saerloon offers a multitude of opportunities for Dungeon Masters running a Sembia campaign. Its links to the transplanar Adumbral Calyx provide connections to hotspots throughout Faerûn. Most criminals in the City of Sculpted Devils view the Darkhouse as a means of escape, but there's no reason why it can't play an opposite role. Similar miscreants from other cities attached to the Calyx no doubt view Saerloon as a refuge, a place to lay low from pursuers and set up shop in a new city, making the Darkhouse an ideal means of introducing new villains to the campaign.

Perhaps player characters wipe out an enclave of Shar early in their careers, only to uncover yet another new Sharran cult mere tendays after the destruction of the first. Clues such as accents from distant lands might eventually lead players to determine that reinforcements come from some unknown portal long before they have ever heard of Mezeketh Isle, or had any reason to distrust it.

If your campaign doesn't take place in Sembia, it's relatively easy to adapt the Darkhouse's background to any coastal city anywhere in Faerûn. The following adventure hooks provide tailor-made methods of introducing the Darkhouse into your campaign:

Dark Tidings

On approach to the city via the dangers of Umberlee's Gullet, the PCs catch a glimpse of the lighthouse tower suddenly going pitch black for a very brief period. A member of the ship's crew informs them that such happens fairly regularly, and that the lightwarden should watch himself, or the blood of entire crews will be on his hands.

While probably not enough to get the PCs to investigate the island, it should plant a seed of suspicion in their minds that will make luring them into a Darkhouse-related adventure all the easier when the time comes.

Hezemdell's Fortune

Tavern rumors throughout the City of Sculpted Devils tell that the Time of Troubles ruined Hezemdell's Beacon because its magical lantern, said to be superior to the modern version, placed an enormous strain on the Weave. According to urban legend, the light had to be maintained by the most powerful of sorcerers, the last of which (Vastican or Vhoruust, depending upon the teller) allegedly buried a great treasure in the Beacon's basement.

There's nothing to this tale besides wishful thinking, but it should be enough to entice a greedy party to at the very least start asking questions.

Yours Truly, Jack Strumpet

At their wits' end regarding the continued mutilation and murder of pleasure women in the Dock District, a group of streetwalkers (perhaps familiar to less savory player characters) approaches the party and asks them to investigate. The "unfortunates" can't offer much in the way of payment beyond certain unspecified "services," but their desperate plight should arouse sympathy in altruistic souls. Investigations lead to Rimrus, which eventually leads to the Darkhouse.

The Cruel Fate of Jeharod Toth, Wizard

Dungeon Masters wishing to involve the Adumbral Calyx in high-level adventuring might choose a more direct approach. In this case, PCs are contacted by Adoken Thule, a Red Wizard of Thay currently selling wares in Saerloon's marketplace. Thule explains that Jeharod, a powerful mage from the influential Toth family of Bezantur, recently disappeared from Saerloon after attempting to infiltrate the Night Knives, a disreputable band of cutthroats and street thugs. Investigation of the Knives implicates Selice Klun, who apparently seduced the wizard and brought him to her island home.

Toth currently resides in a cell in one of the highest levels of Volumvax's tower. Unknown to Adoken Thule, agents of Lord Sciagraph in Telflamm are currently attempting to ransom the wizard to the enclave in that city. Thule, hoping for the prestige returning the veteran Red Wizard will gain him in Bezantur, offers the PCs 10,000 gp to return Jeharod Toth to him, alive.

The Wyvernstones of Hullack

The twelve Wyvernstones of Hullack lie hidden within the western reaches of the Hullack Forest, north of the eastern arm of the Wyvernwater, in the northeastern reaches of the Forest Kingdom of Cormyr. These ancient granite standing stones, nearly 12 feet in height above the ground and 6 feet in diameter, collectively form a circle some 60 feet in diameter. Table stones form massive arches across the northernmost, westernmost, and easternmost pair of standing stones, and a fourth cracked and shattered table stone lies near the southernmost pair of menhirs. A small, spring-fed pool of water some 30 feet in diameter lies at the heart of the Wyvernstones. No algae or plants grow within this pool, leaving the stone-lined bottom clearly visible 4 feet below the surface. On the inward-facing side of each Wyvernstone, beneath a thick layer of moss and lichen, lie ancient druidic runes carved into the stone. No moss or lichen adorns the outer face of any stone, leaving carved depictions of ancient wyverns clearly visible to those who find the circle of standing stones.

Although the Wyvernstones once served as the focus of the Wyvern Circle, a group comprised predominantly of druids dedicated to Eldath, followers of the Green Goddess have not actively worshiped among the Wyvernstones for over two centuries. The Wyvernstones now serve as the focus of a much more vile band of lycanthropes who venerate the Malar the Beastlord and count themselves among the People of the Black Blood. The Bloodmoon Circle was during established in 1363 DR during the Feast of the Moon celebration, and it has grown rapidly in strength. The twelve current members of this Circle actively hunt those who would farm, log, settle, or otherwise tame this primeval woodlands.

Although the Wyvernstones of Hullack are oft spoken of by Cormyrians in fireside tales, few know of their exact location, and fewer still dare seek out the ring of ancient menhirs. A few hunters based in Thunderstone visit from time to time, but never without a freshly slain stag to offer up to Malar (and to appease any of his followers who might be inconveniently hungry). Services to the Beastlord consist of hunting intelligent prey through the forest as the droning chant of the Bloodsong grows steadily in volume. Oftentimes a captive is released into the surrounding forest, only to be stalked by members of the Circle. Once the prey has been herded into the center of the ring, members of Bloodmoon Circle attack in

a savage frenzy until Eldath's Pool runs red with blood and the victim has been entirely consumed.

The ruling triumvirate of the Bloodmoon Circle includes Talgaerth Volspaan, a natural werebear, Djalia Amaratharr, a half-elf afflicted werewolf, and Grolshar Twintusk, a half-orc afflicted wereboar. All members of the Circle, in addition to adopting a level or two of the divine champion prestige class, are lycanthropes of some form or another. Werewolves and werebears are the most commonly encountered forms, although other types of carnivorous lycanthropes (e.g. werepanthers) are not unknown. Most members of the Circle are druids, rangers, or barbarians, although a sprinkling of other classes are represented as well. All are human or part-human, although humans predominate.

Unbeknownst to anyone alive today, the Wyvernstones are far larger than they appear, for each is rooted some 60 feet into the earth. A subterranean grotto opens around the base of the Wyvernstones, its arching roof held 30 feet aloft by the stones, which serve as pillars. The Elfhold, as the cavern is known in legend, once served as a burial vault for the elves of House Amaratharr, and their remains are interred in small crypts dug into the walls of the grotto. The base of each stone is inscribed with tales of the fallen Tel'Quessir written in the ancient Hamarfae script. The legendary Hullack, the human druid of Eldath whose name now graces the surrounding forest, lies interred within these crypts as well. It is said that his ghost manifests to all who come in peace to the Elfhold, seeking only lore long lost.

ceremonies

The Bloodmoon Circle celebrates the Feast of the Stag far differently than most packs of Malarites. Although still celebrated at Highharvestide, on this day the Bloodmoon Circle parades through the Hullack Forest bearing the heads of humanoid interlopers they have slain during the previous tenday, in what amounted to a frenzied orgy of killing. Many carnivorous and omnivorous denizens of the forest pick up the scent of fresh meat and are drawn by this parade to the Circle's ring of standing stones to feed on the corpses of those slain. The humanoids hunted down by the Bloodmoon Circle are the main offering at this two-day-long revel of gluttony. The Malarites employ spells to keep the beasts from attacking each other during the feast, but otherwise simply revel in the savagery.

The High Hunts are celebrated four times each year, on the Feast of the Moon, Midwinter, Greengrass, and Midsummer festival days. Every member of the Bloodmoon Circle appears in beast form, forming a ring approximately one mile in diameter around the Circle's ring of standing stones. Their quarry—always a sentient humanoid, usually a human male—is then set free at the center of the Wyvernstones, armed and armored with all the nonmagic items he or she desires that can reasonably be obtained, and then hunted to death for the glory of Malar. If the prey survives until the sun has cleared the horizon on the morning after the hunt begins, he or she is considered deserving of joining the Bloodmoon Circle and given his or her choice of a strain of lycanthropy, assuming one of the members of the Circle has that "gift." (Those who refuse the gift of lycanthropy are gutted and slain as unworthy cowards.) The Circle does not grant freedom or any other boon to such survivors, unlike Malarites elsewhere.

chant of the Bloodmoon

Hail the rise of the bloodstained moon! The time for hunting draws nigh. The Beastlord teaches that the strong and bold shall prey on the weak and, in so doing, purge the land of sickness and disease.

Beneath these ancient boughs, the way of the beast still reigns unchecked, and those who bear axes and ploughs dare death if they enter Malar's demesne.

Now join me in the shape of the beast as we stalk the sacrificial stag. Remain alert for interlopers who see only trees to be felled and fields to be plowed, for they are a burgeoning plague that afflicts the natural cycle. Hunt, howl, and chant the Bloodsong, for the forest shall soon run wet with blood.

services

The Bloodmoon Circle does not offer any divine services to visitors, other than a quick death to those whose scent they catch. However, from time to time a wizard acting on behalf of a wealthy merchant or powerful noble contacts members of the Circle from afar (typically via a *sending* spell) and informs them of ongoing activities in the Hullack Forest or along its periphery. Usually such information is given in hopes of anonymously dispatching a rival or undermining a rival mercantile concern, an undertaking that members of the Circle are usually happy to indulge if coincident with their own plans.

The Wyvernstones are also very powerful in their own right and contain many secrets of the Eldathyn left untouched from the days when the Wyvern Circle ruled these woods. In particular, the Wyvernstones are inscribed with runes corresponding to spells developed by Hullack and his compatriots, but now lost. Even the runes that have already been cast could be used to rediscover lost prayers to the Green Goddess (see below for suggestions). Moreover, several ancient Eldathyn druids (although not Hullack, who died before he could undergo the ritual) merged their essences with these ancient menhirs. They survive, untouched by the passing of centuries, and can be contacted by means of a *stone tell* spell or spell-like ability. If persuaded, these ancient druids might provide the key to a long-forgotten divine spell by means of a newly appearing rune or they may release a lost relic of the Eldathyn faith to a worthy bearer. Many died battling beholders served by bugbears, gargoyles, and evil fey, and still possess powerful magic items useable against such.

All spells cast within the ring of Wyvernstones by a druid who venerates either Eldath or Malar take effect at +3 caster levels.

Hierarchy

The Bloodmoon Circle is organized along the lines of a pack, with a strict pecking order determined by ritual combat that occurs within the ring of standing stones after a challenge is formally issued. At present, the pack leader is Talgaerth Volspaan. His mate, Djalia Amaratharr, holds the second position in the pack. Third in the pack hierarchy is Grolshar Twintusk, who refrains from challenging Djalia solely out of fear of how Talgaerth would respond.

All members of the Circle are fiercely loyal to one another when confronted by outsiders. However, within the pack there is a constant battle for supremacy among the individual members. Although all members support the general goal of keeping the Hullack Forest wild and untamed, there is internal debate over the best approach. Talgaerth favors keeping the pack limited to members of the Circle, so as not to draw undue attention to their activities. Grolshar is the leading member of a minority faction that favors creating as many infected lycanthropes in the region as possible, in hopes that their overwhelming numbers stems the tide of settlement coming from western and southern Cormyr.

Talgaerth Volspaan: Male human werebear Drd12 of Malar; CR 14; Medium-size shapechanger; HD 12d8+12; hp 72; Init +4; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +13/+8 melee (1d6+3, *+1 wounding claw bracer*); SQ Alternate form, animal companion (4 brown bears), lycanthropic empathy (bears), nature sense, resist nature's lure, trackless step, venom immunity, *wild shape* 4/day, woodland stride; AL NE; SV Fort +11, Ref +5, Will +13; Str 14, Dex 10, Con 12, Int 14, Wis 16, Cha 17.

Skills and Feats: Animal Empathy +13, Concentration +15, Diplomacy +8, Handle Animal +10, Heal +8, Intuit Direction +8, Knowledge (Cormyr nature) +9, Knowledge (religion) +4, Listen +10, Ride (horse) +2, Search +8, Spot +10, Swim +7, Wilderness Lore +15; Exotic Weapon Proficiency (claw bracer), Improved Control Shape, Improved Initiative, Lycanthropic Spell, Weapon Focus (claw), Weapon Focus (claw bracer).

Alternate Form (Su): Talgaerth can shift into the form of a brown bear as though using the *polymorph self* spell, though his gear does not change. Changing to or from bear form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form.

Animal Companions: Talgaerth has four brown bears as animal companions.

Lycanthropic Empathy (Ex): Talgaerth can communicate and empathize with normal bears of all kinds and with dire bears. This gives him a +4 racial bonus on checks to influence the animals' attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Nature Sense: Talgaerth can identify plants and animals (their species and special traits) with perfect accuracy. He can also determine whether water is safe to drink.

Resist Nature's Lure: Talgaerth gains a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Trackless Step: Talgaerth leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity: Talgaerth is immune to all organic poisons, including monster poisons but not mineral poisons or poison gas.

***Wild Shape* (Sp)**: Talgaerth can change into a Tiny, Small, Medium-size, Large, or dire animal and back again 4 times per day. He may adopt only one form per use of the ability. Talgaerth regains hit points with each use as if he had rested for a day.

Woodland Stride: Talgaerth may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Druid Spells Prepared (6/6/5/5/3/3/2; base DC = 13 + spell level): 0—*create water, cure minor wounds, detect magic, know direction, light, mending;* 1st—*animal friendship, cure light wounds, faerie fire, invisibility to animals, magic fang, pass without trace;* 2nd—*chill metal, hold animal, lesser restoration, resist elements, speak with animals;* 3rd—*cure moderate wounds, greater magic fang, protection from elements, snare, water breathing;* 4th—*cure serious wounds, dispel magic, freedom of movement;* 5th—*awaken, cure critical wounds, summon nature's ally V;* 6th—*find the path, healing circle.*

Possessions: +2 hide armor, +1 wounding claw bracer, ring of feather falling, scroll of *summon nature's ally VI.*

Talgaerth Volspaan (Bear Form): Male human werebear Drd12 of Malar; CR 14; Large shapechanger; HD 12d8+60; hp 108; Init +5; Spd 30 ft.; AC 17 (touch 10, flat-footed 16); Atk +19 melee (1d6+10, 2 claws), +16 melee (1d6+5, bite); Face/Reach 5 ft. × 5 ft./10 ft.; SA Improved grab; SQ Alternate form, animal companion (4 brown bears), curse of lycanthropy, damage reduction 15/silver, scent, lycanthropic empathy (bears), nature sense, resist nature's lure, trackless step, venom immunity, *wild shape* 4/day, woodland stride; AL NE; SV Fort +15, Ref +6, Will +13; Str 30, Dex 12, Con 20, Int 14, Wis 16, Cha 17.

Skills and Feats: Animal Empathy +13, Concentration +19, Diplomacy +8, Handle Animal +10, Heal +8, Hide –3, Intuit Direction +8, Knowledge (Cormyr nature) +9, Knowledge (religion) +4, Listen +14, Ride (horse) +3, Search +12, Spot +14, Swim +15, Wilderness Lore +15; Blind-Fight, Exotic Weapon Proficiency (claw bracer), Improved Control Shape, Improved Initiative, Multiattack, Lycanthropic Spell, Power Attack, Weapon Focus (claw), Weapon Focus (claw bracer).

Curse of Lycanthropy (Su): Any humanoid hit by Talgaerth's bite attack when he is in bear form must succeed at a Fort save (DC 15) or contract lycanthropy.

Scent (Ex): Talgaerth can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Talgaerth was born in High Dale to a pair of mated natural werebears. When his parents were mistakenly slain by overzealous human loggers, he was overcome by a great rage and bloodlust, and soon turned to worship Malar, abandoning the teachings of his parents that failed to save them. Firmly opposed to the taming of Cormyr's last remaining wilderness areas, Talgaerth was instrumental in the founding of the Bloodmoon Circle. He has little use for Malarites elsewhere in Cormyr, feeling they have failed in their duty to oppose the relentless encroachment upon the Cormyrean interior.

In combat, Talgaerth always prefers to fight in bear form. He searches the forest searching for potential prey before directing the other members of the Circle where to attack. He then remains in the background, chasing any target that seems in danger of escaping the pack's attack.

Talgaerth is a skilled and cunning strategist, well versed in the tactics of the Purple Dragons as well as small bands of adventurers. Although personally fearless, in some respects he is quite cautious, as he rarely initiates a battle that he thinks his pack cannot win.

Djalia Amaratharr: Female half-elf werewolf Sor5/Drd5 of Malar; CR 12; Medium-size shapechanger; HD 5d4 plus 5d8; hp 44; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d6+1, *+1 sweeping quarterstaff*); SQ Alternate form, animal companion (5 wolves), half-elf traits, lycanthropic empathy (wolves), nature sense, resist nature's lure, trackless step, *wild shape* 1/day, woodland stride; AL NE; SV Fort +10, Ref +6, Will +14; Str 11, Dex 14, Con 11, Int 16, Wis 17, Cha 16.

Skills and Feats: Animal Empathy +11, Concentration +13, Control Shape+15, Hide +15, Knowledge (arcana) +11, Knowledge (Cormyr nature) +9, Listen +8, Move Silently +16, Search +8, Spellcraft +11, Spot +8, Wilderness Lore +9; Great Fortitude, Luck of Heroes, Lycanthropic Spell, Weapon Focus (quarterstaff).

Alternate Form (Su): Djalia can shift into the form of a wolf as though using the *polymorph self* spell, though her gear does not change. Changing to or from wolf form is a standard action. Upon assuming either form, she regains hit points as if she had rested for a day. If slain, she reverts to her humanoid form, although she remains dead. Separated body parts retain their animal form.

Animal Companions: Djalia has a pack of five wolves as animal companions.

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Lycanthropic Empathy (Ex): Djalia can communicate and empathize with normal wolves as well as dire wolves. This gives her a +4 racial bonus on checks to influence the animals' attitude and

allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Nature Sense: Djalia can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Djalia gains a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Trackless Step: Djalia leaves no trail in natural surroundings and cannot be tracked.

***Wild Shape* (Sp):** Djalia can change into a small or Medium-size animal and back again once per day. She may adopt only one form per use of the ability. Djalia regains hit points with each use as if she had rested for a day.

Woodland Stride: Djalia may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Druid Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0—*create water, detect magic, detect poison, know direction, purify food and drink;* 1st—*detect animals or plants, endure elements, magic fang* (2); 2nd—*charm person or animal, delay poison, resist elements;* 3rd—*greater magic fang, poison.*

Sorcerer Spells Known (6/7/5; base DC = 13 + spell level): 0—*daze, detect magic, detect poison, prestidigitation, read magic, resistance;* 1st—*cause fear, expeditious retreat, mage armor, magic missile;* 2nd—*bull's strength, mirror image.*

Possessions: Bracers of armor +2, +1 sweeping quarterstaff, claw bracer, *boots of elvenkind, brooch of shielding, cloak of elvenkind, ring of animal friendship.*

Djalia Amaratharr (Wolf or Hybrid form): Djalia Amaratharr: Female half-elf werewolf Sor5/Drd5 of Malar; CR 12; Medium-size shapechanger; HD 5d4+10, 5d8+10; hp 64; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk (as hybrid) +8 melee (1d6+2, *+1 sweeping quarterstaff*) and +4 melee (1d6, bite) or+9 melee (1d6+1, bite) or Atk (as wolf) +9 melee (1d6+1, bite); SA Trip; SQ Alternate form, animal companion (5 wolves), damage reduction 15/silver, half-elf traits, lycanthropic empathy (wolves), nature sense, resist nature's lure, scent, trackless step, *wild shape* 1/day, woodland stride; AL NE; SV Fort +12, Ref +8, Will +14; Str 13, Dex 18, Con 15, Int 16, Wis 17, Cha 16.

Skills and Feats: Animal Empathy +11, Concentration +15, Control Shape+15, Hide +17, Knowledge (arcana) +11, Knowledge (Cormyr nature) +9, Listen +12, Move Silently +18, Search +12, Spellcraft +11, Spot +12, Wilderness Lore +9 (+4 bonus when tracking by scent); Blind-Fight, Great Fortitude, Improved Initiative, Luck of Heroes, Lycanthropic Spell, Weapon Finesse (bite), Weapon Focus (quarterstaff).

Trip (Ex): If Djalia hits with a bite attack, she can attempt to trip her opponent as a free action without making a touch attack or provoking an attack of opportunity. If her attempt fails, her opponent cannot react to trip her.

Scent (Ex): Djalia can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Although Djalia is a descendant of House Amaratharr, she is unaware that her ancestors lie interred deep beneath her favored hunting grounds. Djalia was born in Deepingdale to a pair of married half-elven sorcerers. She ran away as a child after her parents were killed in an apparent wolf attack (actually led by a werewolf) and soon thereafter discovered that she had become a werewolf thanks to her own injuries. Something drew Djalia westward to the vicinity of the Wyvernstones, although she never recognized it as the call of her ancestors who sought to free her of her curse. Djalia first encountered Talgaerth in the Hullack Forest as he searched for the Wyvernstones, and she quickly found herself drawn to him. In the years since their first encounter, she has grown into a powerful druid in her own right and an active participant in the founding of the Bloodmoon Circle.

Djalia prefers to avoid melee combat, choosing instead to have her personal pack of worgs fight for her. She commonly casts *mirror image*, takes wolf form, and then uses the Silent Spell and Still Spell feats to cast anonymously within her pack, relying on the inability of most opponents to tell one wolf from another.

In person, Djalia still retains much of her girlish innocence, albeit a girl with a strong affinity for canines of all sorts. In hybrid or wolf form, however, her nature changes, and there are few members of the pack more bloodthirsty than she. At Talgaerth's direction, she is not above using her looks to draw some lonely logger or farmer into the woods for a tryst, whereupon he is set upon by a pack of ravening lycanthropes.

Grolshar Twintusk: Male half-orc wereboar Rgr9; CR 11; Medium-size shapechanger; HD 9d10+36; hp 98; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +14/+9 melee (1d6+6/17–20, *+1 human-bane claw bracer*) and +14/+9 melee (1d6+3/17–20, *+1 human-bane claw bracer*); SQ Alternate form, animal companions (4 boars), darkvision 60 ft., favored enemy (humans +2, animals +1), lycanthropic empathy (boars); AL CN; SV Fort +12, Ref +3, Will +8; Str 20, Dex 11, Con 18, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Control Shape+13, Hide +9, Knowledge (Cormyr nature) +5, Listen +7, Move Silently +9, Search +4, Spot +7, Wilderness Lore +13; Exotic Weapon Proficiency (claw bracer), Improved Critical (claw bracer), Improved Two-Weapon Fighting, Track, Weapon Focus (claw bracer).

Alternate Form (Su): Grolshar can shift into the form of a boar as though using the *polymorph self* spell, though his gear does not change. Changing to or from boar form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form.

Animal Companions: Grolshar has a herd of four boars as animal companions.

Favored Enemies: Grolshar has selected humans as his first favored enemy and animals as his second. He gains a +2 and a +1 bonus, respectively, on his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against these types of creature. He gets the same bonus on melee weapon damage rolls against these creatures, and on ranged weapon damage rolls if the target is within 30 feet.

Lycanthropic Empathy (Ex): Grolshar can communicate and empathize with normal boars as well as dire boars This gives him a +4 racial bonus on checks to influence the animals' attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

sweeping special ability

Sweeping: This weapon special ability grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* +1 bonus.

Ranger Spells Prepared (2/1; base DC = 13 + spell level): 1st—*pass without trace, resist elements;* 2nd—*snare.*

Possessions: +2 studded leather armor, +1 human-bane claw bracers (2)

Grolshar Twintusk (Boar Form): Male half-orc wereboar Rgr9; CR 11; Medium-size shapechanger; HD 9d10+63; hp 125; Init +4; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +16 melee (1d8+10, gore); SQ Alternate form, animal companions (4 boars), curse of lycanthropy, damage reduction 15/silver, darkvision 60 ft., favored enemy (humans +2, animals +1), ferocity, lycanthropic empathy (boars); AL CN; SV Fort +15, Ref +3, Will +8; Str 24, Dex 11, Con 24, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Control Shape+13, Hide +9, Knowledge (Cormyr nature) +5, Listen +11, Move Silently +9, Search +8, Spot +11, Wilderness Lore +13; Blind-Fight, Exotic Weapon Proficiency (claw bracer), Improved Critical (claw bracer), Improved Initiative, Improved Two-Weapon Fighting, Track, Weapon Focus (claw bracer).

Curse of Lycanthropy (Su): Any humanoid hit by Grolshar's gore attack when he is in boar form must succeed at a Fort save (DC 15) or contract lycanthropy.

Ferocity (Ex): Grolshar continues to fight without penalty even while disabled or dying.

Raised among the orcs of the southern Stonelands, Grolshar was the product of a forced union between an orc warrior and a captive seized from a caravan on its way to Tilverton. Grolshar contracted lycanthropy during a hunting expedition into the Hullack Forest and chose to remain in the primeval woodland after sinking into a frenzy of bloodlust and killing his fellow hunters.

Unlike most other members of the Circle, Grolshar is more comfortable attacking in humanoid form than beast form. He enjoys wading into combat with his claw bracers, and slashing his foes to bits, particularly if they are human. Grolshar commonly leads the rest of the pack in the hunt.

Grolshar truly revels in the hunt, delighting in the stalking of prey as much as the inevitable frenzy of bloodlust that follows. The half-orc views his curse as simply unlocking the bestial aspect inherent in all creatures and relishes the idea of establishing a forest kingdom in which the inner beast in every creature rules and all humanoids howl at the full moon.

Initiation

Only lycanthropes who venerate Malar can be admitted to the Bloodmoon Circle. Prior to joining the Circle, an applicant must hunt with the Circle in beast form and participate in the stalking and killing of at least three humanoids in the interval between any two full moons. Once approved for consideration, the applicant must lead the ritual of joining while standing amid the ring of wyvernstones at midnight on the night of a full moon. The applicant must undergo a blood oath (involving a sharing of blood of the applicant and at least three other members of the Circle) to the Circle and to Malar, after which they are admitted as a full member of the Circle.

Allies and Enemies

The Bloodmoon Circle has few allies in its efforts to keep the western Hullack Forest primeval, other than the monsters that dwell within the woods and similarly hunt intruders in their territory. As the taming of the Hullack Forest is one of the goals of the crown of Cormyr, the Bloodmoon Circle is opposed by all who act on behalf of the monarchy. Moreover, the Bloodmoon Circle is also opposed by those few elves who remain beneath the boughs of the Hullack Forest and disagree with the Circle's methods, if not their goals. However, the Circle's most committed opponents are undoubtedly the followers of Eldath active in the region and the human and half-elven followers of Mielikki who dwell at the Falls of the Tumbling Stars. (This hidden mountain valley lies where the Immerflow springs out of the Thunder Peaks and falls down the mountainsides to feed the river leading to the Wyvernwater.)

Map Key

1. Ring of Wyvernstones

Twelve Wyvernstones, carved with runes and overgrown on their inward facing sides, form a circle some 60 feet in diameter. The surrounding canopy of trees completely overhangs the hard packed dirt at the center of the circle of standing stones. Much of the ground is stained with the dark taint of dried blood.

As noted previously, all the Wyvernstones are engraved with magical runes corresponding to spells once used by the Eldathyn members of the Wyvern Circle. Many of these runes correspond to divine spells unknown today. (Suggestions include spells by the name of *wailing wind*, *touchsickle*, *flame shield*, and *mold touch*, all thought to have been recorded in the long lost *Tome of the Wyvernwater Circle*.) A few inscribed runes remain uncast, although determining which runes would take extensive investigation. In addition, seven of the twelve standing stones contain the merged essences of long-vanished Eldathyn druids. The essences within these menhirs may be contacted by means of a *stone tell* spell.

The Ring of Wyvernstones is under the effects of an *unhallow* spell cast by druid followers of Malar. *Resist elements* (fire) is the spell tied to the *unhallow* spell, affecting worshipers of Malar within the spell's area.

Finally, the Ring of Wyvernstones includes three active two-way *portals* and one malfunctioning *portal*, between the stones that now or once were surmounted by table stones. The three active *portals* lead to centers of Eldathyn worship elsewhere in the Realms, and all open underwater. The western *portal* leads to Duskwood Dell in Amn, east of Eshpurta, where the waters of the River Rimril plunge down the western cliffs of Eldath's Mount in the Troll Mountains via the Green Goddess Falls in a descent over 400 feet and then through a series of pools and lesser falls (called the Steps) out into the Snakewood. The northern *portal* leads to Elah'zad (House of the Moon), an ancient Eldathyn holy site in the northwest portion of the Scimitar Spires in Anauroch. The *portal* opens into the midst of a lake set in a sacred grove surrounded by over a hundred small springs. A circular palatial temple formed of chalky, translucent desert rock lies in the center of the lake. The eastern *portal* opens underwater into a temple in the Shalarin city of Us'daan beneath the waters of the Sea of Fallen Stars. The destination of the fourth, now malfunctioning *portal* has been lost, although it is believed to have been far to the south on the edge of the Great Sea. The *portals* can only be activated by creatures of good alignment who bear the holy symbol of Eldath and assume the form of a fish (usually with *wild shape*, although other forms of magical transformation suffice) before they pass through the *portal*.

2. Pool of Eldath

The Pool of Eldath is a spring-fed pool of crystalline water some 30 feet in diameter and 4 feet deep, with a stone-lined bottom. No algae, plants, or animals of any sort live within the pool. Although frequently tainted red with blood by the gory services held to honor the Beastlord, the Pool of Eldath always reverts to its pure state

when bathed in the light of dawn. The Pool of Eldath also acts as a two-way *portal* to the Elfhold. It can only be triggered by those of elven blood who bear a white dove in one hand and a stone carved with the symbol of House Amaratharr in the other. Once triggered, however, any creature who touches the activated *portal* in the same round as the creature who activated it can also use the *portal*.

3. The Elfhold

The Elfhold is a vast natural grotto over 100 feet in diameter resembling a slightly squished sphere in shape. In the center of the cavern, twelve granite pillars (the bases of the Wyvernstones, each 15 feet in diameter at the base) arranged in a 60-foot-diameter ring extend from the floor up through the ceiling. Each pillar is inscribed with ancient Seldruin writings in the script of the Hamarfae alphabet detailing the exploits of those interred within the Elfhold. One pillar (**3A**) speaks of the exploits of the legendary Hullack of the Wyvern Circle, a human druid who was a true friend to the elves. Carved into the walls of the grotto are ancient sealed crypts of House Amaratharr. Each vault is sealed with large, 20-foot-square capstone carved with a diorama of elven life during the days when Cormyr was ruled by Iliphar Nelnueve, the Lord of Scepters.

At the center of the grotto, some 20 feet above the Pool of Eldath, a single tiny diamond floats, its cool radiance illuminating the entire grotto as if lit by the light of the stars. The gem is an elven *greater kiira*, also known as a *tel'kiira* or *lore gem*, a semisentient depository of knowledge dating back to the days before the mythal was raised over Myth Drannor. It can only be used safely by a descendant of House Amaratharr with an Intelligence 15 or higher. Others risk madness and insanity, although they might be able to extract some nugget of elven lore if they are lucky enough to break contact with the *kiira* before being driven mad.

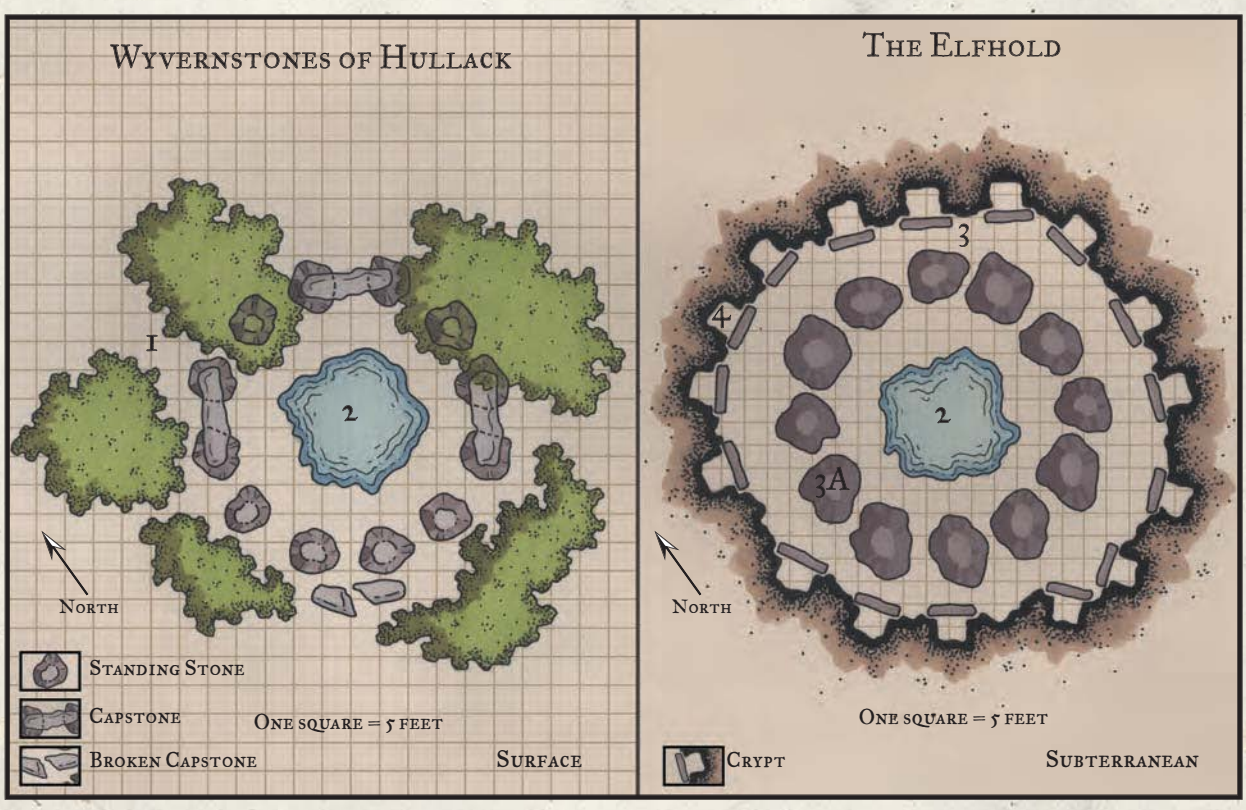
4. The Crypt of Hullack

The Crypt of Hullack lies along the western edge of the Elfhold grotto. Its capstone is unique in that it depicts a human druid standing alongside elven warriors in battle with eye tyrants, dark faeries, and hairy goblinoids. Anyone who touches Hullack's capstone or the pillar that recounts his deeds causes the ghost of Hullack to manifest. Likewise, anyone who attempts to despoil the tomb or remove the *tel'kiira* without first explaining the need for doing also summons Hullack's spirit, although in a far more angry state of mind.

Hullack: Male human ghost Drd18/Hie2 of Eldath; CR 22; Medium-size undead; HD 20d12; hp 130; Init +2; Spd fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 15); Atk +15 melee touch (1d4, incorporeal touch) or +17 ranged touch (0, *+1 net*); or +17/+12/+7 melee (1d6+3, *staff of the woodlands*); SA Corrupting touch, malevolence; SQ A thousand faces, animal companion, divine reach, incorporeal subtype, manifestation, nature sense, power of nature, rejuvenation, resist nature's lure, timeless body, trackless step, turn resistance 4, undead traits, venom immunity, *wild shape* (6/day, elemental 3/day, +1 additional use per day of either type), woodland stride; AL N; SV Fort +16, Ref +8, Will +20; Str 12, Dex 14, Con –, Int 16, Wis 23, Cha 21.

Skills and Feats: Animal Empathy +25, Concentration +20, Diplomacy +23, Handle Animal +16, Heal +30, Hide +10, Intuit Direction +14, Knowledge (history) +8, Knowledge (nature) +23, Listen +14, Profession (herbalist) +12, Ride (horse) +4, Scry +16, Search +11, Spellcraft +20, Spot +14, Wilderness Lore +26; Create Portal, Dodge, Exotic Weapon Proficiency (net), Expertise, Great Fortitude, Improved Disarm, Improved Trip, Quicken Spell.

Corrupting Touch (Su): If Hullack hits a living target with his incorporeal touch attack, he deals 1d4 points of damage.



Malevolence (Su): Once per round, Hullack can merge his body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 20th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, Hullack's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to Hullack's malevolence for one day.

A Thousand Faces (Su): Hullack can change his appearance at will, as if using the spell *alter self*.

Animal Companion: None at this time.

Divine Reach: Hullack can use spells with a range of touch on targets up to 30 feet away. If a spell requires a touch attack, he must make a ranged touch attack instead. This ability allows him to use any touch spells in his manifested form to affect material creatures.

Incorporeal Subtype: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, and attacks made with *ghost touch* weapons); can pass through solid objects (bot not force effects) at will; attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally); moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): When he manifests, Hullack becomes visible but remains incorporeal. He remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When manifested, Hullack can strike creatures in the Material Plane with his incorporeal touch attack, a *ghost touch* weapon, or any weapon with an enhancement bonus of at least +1. His spells affect creatures on both the Ethereal and the Material Planes normally, except that he uses his divine reach ability with all spells that have a range of touch, since these would not otherwise work on material targets.

Nature Sense: Hullack can identify plants and animals (their species and special traits) with perfect accuracy. He can also determine whether water is safe to drink.

Power of Nature: Hullack can temporarily transfer one or more of his special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, Hullack cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions. The wild shape ability can be partially or completely transferred. For example, he may transfer the ability to wild shape once per day to the recipient and retain the rest of his uses for himself. The recipient can assume any form that Hullack can.

If Hullack is destroyed, he returns to his old haunts in 2d4 days.

Resist Nature's Lure: Hullack has a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Turn Resistance (Ex): The creature is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, the creature receives a bonus of +4. Thus attempts to turn him function as though he had 24 HD.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fort save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score, (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; resurrection works only if Hullack is willing.

***Wild Shape* (Sp)**: Hullack can change into a Tiny, Small, Medium-size, Large, Huge, or dire animal and back again 6 times per day as per the polymorph self spell. In addition, he can use wild shape to assume the form of a Small, Medium-size, or Large air, earth, fire, or water elemental 3 times per day. Unlike the standard use of the spell, he may adopt only one form per use of the ability. He regains hit points as if he had rested for a day. Hullack's *druid's vestment* allows him one extra use per day of wild shape (his choice of type).

Druid Spells Prepared (6/7/7/6/6/5/5/3/3/2; base DC = 16 + spell level): 0—*create water, cure minor wounds, detect poison, mending, resistance, virtue;* 1st—*animal friendship, calm animals, cure light wounds, detect animals or plants, entangle, goodberry, invisibility to animals;* 2nd—*animal messenger, animal trance, charm person or animal, delay poison, hold animal, lesser restoration, speak with animals;* 3rd—*cure moderate wounds, dominate animal, neutralize poison, protection from elements, remove disease, snare;* 4th—*cure serious wounds, dispel magic, freedom of movement, rusting grasp, sleet storm, summon nature's ally IV;* 5th—*commune with nature, cure critical wounds, death ward, summon nature's ally V, wall of thorns;* 6th—*greater dispelling, healing circle, stone tell, summon nature's ally VI, transport via plants;* 7th—*greater scrying, heal, summon nature's ally VII;* 8th—*summon nature's ally VIII, sunburst, word of recall;* 9th—*mass heal, summon nature's ally IX.*

Possessions: Druid's vestment, +1 net, net, *staff of the woodlands* (50 charges), *ring of mind shielding, ring of shooting stars, torc of animal speech.*

*Eldath used to be a true neutral deity before she became NG. Because his worship of her while alive predates her alignment change, Hullack does not violate the rule that only clerics of true neutral deities may be true neutral.

Before his death, Hullack was one of the most powerful druids in the Inner Sea region. He led the Wyvern Circle in northeastern Cormyr, watching over the primeval forest that now bears his name. Hullack was a true and firm friend of the elves, often speaking on their behalf in the face of the inexorable pressure generated by wave upon wave of settlement.

In life, the great druid hewed closely to the teachings of the Green Goddess, seeking peace wherever possible, and that philosophy has extended into the afterlife. Hullack does not permit the looting or desecration of the Elfhold, but he also does not turn quickly to violence and ceases immediately if he feels a diplomatic solution has become possible. If informed of the activities of the Bloodmoon Circle in the woods above his crypt, Hullack is saddened, but still unwilling to resort to unnecessary violence. Instead, he prevails upon the characters to cast *break enchantment* or *remove curse* on as many lycanthropes as they can on the night of the next full moon, in hopes of weaning them from the worship of Malar after they are cured. As a ghost, he has the *corrupting touch* ability but refuses to use it, preferring to subdue opponents with spells, his net, or with kindness.

Hullack has a great store of druidic knowledge coupled with a deep understanding of elven culture, and he is happy to speak at length on both subjects. He was once very familiar with goings-on and lore related to northeastern Cormyr, but his information is now more than two centuries out of date.

Torc of Animal Speech

This beaten steel necklace is unadorned by pendant or ornament. Its wearer can use a *speak with animals* effect at will.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *speak with animals*; *Market Price:* 12,000 gp; *Weight:* 1 lb.

Breaking In

Unlike the temples found in more civilized regions, entering the Wyvernstones of Hullack is as simple as walking between any two standing stones. However, this ancient ring of standing stones does present challenges of its own. Most importantly, the exact location of the Wyvernstones is unknown to anyone except members of the Circle, their allies, and a handful of hunters based in Thunderstone. Those hunters know it would be a death sentence to reveal the location of the Wyvernstones to anyone, so convincing them to lead a party of adventurers to the ancient ring of standing stones is a task in and of itself.

The members of the Bloodmoon Circle pose a significant challenge themselves. They are intimately familiar with the western Hullack Forest and do not tolerate interlopers in their midst, particularly ones seeking the focus of their Circle. Anyone attempting to reach the Wyvernstones is likely to draw the attention of the Circle or its numerous allies in the forest.

Assuming one actually reaches the Circle and has enough time to do anything about it, the second challenge presents itself. Employing one of the *portals*, contacting a member of the Wyvern Circle, or entering the Elfhold requires a great deal of prior research. The exact means of activating each *portal* has been lost for decades.

Adapting the Temple

The Wyvernstones of Hullack can be easily adapted for use elsewhere in the Realms. They need not lie within the Hullack Forest, as any ancient, primeval forest once roamed by elves and later by human druids would suffice. Likely locations include the northeastern reaches of the High Forest amid the ruins of Eaerlann, the edges of Cormanthor near the Elven Court, or the northern edge of the Chondalwood where the forest has grown back.

Abandoned: No circle holds sway at the present time, but the lingering magics of past circles dedicated to Eldath, Malar, Silvanus, or others remain. A nearby tribe of humanoids or pack of werewolves have adopted the Wyvernstones as totems of their deities.

Silvanus: This ring of standing stones is the focus of the Daughters of the Oak, a group composed exclusively of fey female druids of the Oakfather who believe themselves descended from dryads. The Daughters of the Oak are extremely xenophobic, attacking most outsiders on sight. Those wishing to employ the powers of the circle need to negotiate in the face of relentless provocative attacks.

Talos: Followers of the Storm Lord have formed the Circle of Thunder after a massive thundercloud hovered for nearly a month over the ring of Wyvernstones, blasting the ancient menhirs with earthshattering bolts of lightning. The Talassans ride wyvern mounts high above the forest floor, hunting game with hurled bolts of lightning.

Getting the Players Involved

The Wyvernstones of Hullack can serve a variety of functions in a Cormyr-based campaign. The greatest need for adventurers in the Forest Kingdom lies along the periphery of the Hullack Forest, as the monarchy seeks to expand its titular authority over those who live beneath the boughs. As such, characters based in the region should hear rumors of the ever-increasing danger of living within sight of the forest. First commoners and later key NPCs should go missing, having been abducted and then hunted by members of the Circle. Later the characters might encounter one or more Eldathyn pilgrims seeking the lost Wyvernstones of Hullack in hopes of recovering a sacred relic of the Green Goddess. And finally, the characters might hear rumors of the legendary Elfhold, where Hullack was laid to rest, and seek out his crypt in hopes of learning the ancient lore of the Forest Kingdom.

Hunting Season

The Cormyrian authorities in Thunderstone have taken note of the increasing number of disappearances in the region. Many of the abductees are farmers and loggers who go missing in the tenday before each major festival. The characters are hired to explore the Hullack Forest and determine if any organized force or cult is behind the disappearances.

Shattered Peace

A large wing of kir-lanan gargoyles led by one or more eye tyrants has been attacking farms along the northern edge of the Hullack Forest. Seeing similarities between these attacks and similar monsters battled two centuries ago by the Wyvern Circle, elders in the Eldathyn church hope to recover lore on how to deal with this threat by contacting the ancient druids whose essences reside in the Wyvernstones. The characters are hired by the church of Eldath to locate the Wyvernstones and then safely escort several Eldathyn priests to and from the site.

Desert Portal

Alusair Obarskyr, the Steel Regent of Cormyr, has ordered the War Wizards to prepare for further warfare with the archwizards of Shade, fearing they may one day attempt to seize the Forest Kingdom for themselves. In the process of preparing numerous contingencies, including a sneak attack into the heart of the Empire of Shade, the War Wizards have learned that there may exist a *portal* from the depths of the Hullack Forest to an oasis near the Shoal of Thirst. The characters are hired by agents of the monarchy to find the *portal* if it exists, secure it, and determine how to operate it.

Spawn of the Purple Dragon

Centuries ago, the Forest Kingdom of Cormyr was the grand hunting preserve of a dragon known as Thauglorimorgorus the Black Doom and the other lesser dragons he permitted to live within his territory. The first to successfully challenge the writ of the black great wyrm were the elves of House Amaratharr, a noble house of Cormanthor given hegemony over the wooded land of Cormyr by Tannivh Irithyl, Coronal (king) of Cormanthyr. In time, House Amaratharr gave way to humans ruled by House Obarskyr, and much of the draconic lore accumulated by the elves was lost. Now, centuries later, worrisome portents suggest that the great wyrms may return in the Year of Rogue Dragons.

The characters are hired by agents of the monarchy to track down the legendary Elfhold and to see if any lore might be gleaned from the crypt of the long-dead elves who once ruled the Forest Kingdom. Assuming the characters recover the *tel'kiira* of House Amaratharr, they are then dispatched to find a descendant of the elven house capable of tapping into its secrets. Of course, the fact that the only known descendent of House Amaratharr happens to be a werewolf with no interest in assisting the monarchy of Cormyr might prove to be a complication.

Champions of Faith

Naturally, the followers of the various deities in the Forgotten Realms setting are as varied as the deities themselves. This chapter presents twenty new prestige classes, each one centered on a particular deity or a type of religion. At the end of the chapter is a new template, setting forth the abilities and characteristics of a Chosen of Bane.

prestige classes

Arachne

The Demon Queen of Spiders is a cruel, capricious deity who delights in pitting her worshipers against one another. Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshiping Lolth only for the power she grants.

Clerics or cleric/fighters are the mostly likely characters to adopt the arachne prestige class, although other class combinations, par-

The Test of Lolth

Lolth is a fickle and cruel goddess, believing that the drow race is best served by constantly struggling against each other. To this end, she tests some of her more exceptional followers to determine if they are worthy of her patronage—and worthy of their lives. This test, known as the Test of Lolth, is given to any Lolth-worshiping drow upon reaching 6th level, although sometimes she waits until the subject is 7th or even 8th level.

Part of the test is about loyalty. Usually Lolth plants thoughts in the mind of a friend, family member, or ally of the subject, leading him to believe he has been chosen for a special favor from the Spider Queen. (If the subject of the Test has no suitable friend, family member, or ally, Lolth chooses a cleric that has showed insufficient zeal.) In return, he must destroy one of "Lolth's enemies" (the drow actually being tested). Lolth instructs the dupe to ambush the target, slaying the enemy of the Spider Queen. When the target is attacked, she hears whispers from the Lolth that she is being tested and that the outcome of the battle determines whether she succeeds or fails. It is a test of loyalty whether or not the subject is willing to kill an ally if the Spider Queen tells her to do so.

The rest of the test is about power and resourcefulness—whether or not the subject is strong and clever enough to defeat a powerful foe. For NPCs, the dupe in the test is always a creature with the same CR as the subject of the test. For PCs (because they are stronger than an NPC of the same level), the dupe is always a creature with a CR three higher than the test subject's character level (so a drow PC of 6th level would face an 8th-level drow NPC, since drow have an CR of "class level +1"). The fight is usually difficult and the test subject often has to expend all her resources to survive and vanquish her foe (who must be slain in order to satisfy Lolth).

If the subject passes the test, she gains a +2 morale bonus on attacks, saves, and checks for one month. She may claim any items she wants from her fallen enemy. If she is killed, Lolth sucks her soul dry. If she fails to defeat her opponent, refuses to fight, or is defeated but left alive, she is turned into a drider and usually departs her home in shame. Other drow are used to these disappearances and those that fail are rarely spoken of again. If the dupe of the test wins, Lolth may reward him (with the morale bonus for passing the test), wipe his mind of the events, or even expose him for his attack on another drow (while drow society is used to these interpersonal conflicts, the rule is to not get caught, so someone discovered in this manner is usually executed for incompetence).

ticularly those including sorcerer, ranger, and wizard, are not unknown. Arachnes are only very rarely nondrow.

Arachnes are commonly found in drow cities of the Underdark in which priestesses of Lolth reign supreme, such as Menzoberranzan or Ched Nasad. Many arachnes are matriarchs of drow noble houses or the daughters of such matron mothers. Arachnes encountered outside drow cities are often young and less powerful, seeking to make a name for themselves in hopes of establishing or seizing control of their own noble houses some day.

Hit Die: d8.

Requirements

To qualify to become an arachne, a character must fulfill the following criteria.

Race: Aranea, choldrith, deep dragon, drow, half-drow, or half-fiend draegloth.

Gender: Female.

Alignment: Chaotic evil.

Skills: Handle Animal 3 ranks, Knowledge (arcana) 4 ranks, Speak Language (Abyssal), Spellcraft 4 ranks.

Feats: Great Fortitude, Still Spell, Survivor, plus either Exotic Weapon Proficiency (hand crossbow) or Weapon Finesse (dagger).

Spells: Ability to cast 3rd-level divine spells.

Domain: Spider.

Patron: Lolth.

Special: Must have passed the Test of Lolth (given to above-average followers of Lolth upon reaching 6th level).

Illustration by Kev Walker



Arachne

Class Skills

The class skills of an arachne (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the arachne prestige class.

Weapon and Armor Proficiency: An arachne gains no weapon or armor proficiencies.

Spells per Day: At each arachne level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming an arachne, the player must decide to which class to add each arachne level for the purpose of determining spells per day. The caster level of spell-like abilities is equal to the arachne's divine spellcaster level.

Familiar (Su): All arachnes can obtain a hairy spider familiar. For purposes of this ability, an arachne's caster level is considered to be her highest divine caster level.

Spider Affinity (Ex): All arachnes are immune to the venom of spiders and spiderlike creatures. Moreover, arachnes can communicate with arachnids and spiderlike creatures of all kinds as long as the creature has an Intelligence score of at least one. Normal spiders never attack or harm arachnes unless magically controled.

Spidereyes (Su): At 2nd level, an arachne can see through the eyes of her familiar as long as it is within 400 feet + 40 feet per divine caster level. As long as the arachne and her familiar remain on the same plane, she can see and hear as if she were standing where it is, and during her turn she can switch her perception from its location to her own or back again as a free action.

***Webspinner* (Sp)**: At 3rd level, an arachne can ignore *web* spells and spider webbing as if affected by a *freedom of movement* spell. She can walk along webs as if on solid ground (no Balance check required). The *web* spell becomes part of her spell list as a 2nd level cleric spell.

***Spider Mount* (Sp)**: At 5th level, an arachne can call an unusually intelligent, strong, and loyal spider to server her as a steed. Such mounts are always monstrous spiders, with medium-size (for a Small arachne) or large (for a Medium-size arachne) being most common. In all other respects, such spider mounts are identical to a paladin's mount, as discussed in Chapter 3 in the *Player's Handbook*.

Should the arachne's spider mount die, she may call for another one after a year and a day. The new mount has all the accumulated abilities due a mount of the prestige class level of the arachne.

***Dominate Male Drow* (Sp)**: At 7th level, an arachne can cast *dominate person* once per day, affecting only male drow.

Hairy Spider

Hairy Spider Familiar: CR –; Fine vermin; HD 1; hp 1/2 master's; Init +2; Speed 20 ft., climb 10 ft.; AC 20 (touch 20, flat-footed 18); Atk +3 melee (1d2–5 plus poison, bite); Face/Reach 1/2 ft. by 1/2 ft./0 ft.; SA Poison; SQ Poison immunity, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +2, Will +0.

Skills: Climb +6, Hide +25, Jump +4, Spot +15 (or master's skills).

Poison (Ex): Those hit by a hairy spider's bite attack must succeed at a Fort save (DC 11) or be injected with poison. The initial and secondary damage is 1 point of temporary Dexterity damage.

Table 4–1: The Arachne

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Familiar, spider affinity	+1 level of divine spellcasting class
2nd	+1	+0	+0	+3	Spidereyes	+1 level of divine spellcasting class
3rd	+2	+1	+1	+3	*Webspinner*	+1 level of divine spellcasting class
4th	+3	+1	+1	+4		+1 level of divine spellcasting class
5th	+3	+1	+1	+4	*Spider mount*	+1 level of divine spellcasting class
6th	+4	+2	+2	+5		+1 level of divine spellcasting class
7th	+5	+2	+2	+5	Dominate male drow	+1 level of divine spellcasting class
8th	+6	+2	+2	+6		+1 level of divine spellcasting class
9th	+6	+3	+3	+6	Zin-carla	+1 level of divine spellcasting class
10th	+7	+3	+3	+7	Transcendence, yochlol form	+1 level of divine spellcasting class

Zin-Carla (Su): At 9th level, an arachne can create a special form of undead called a zin-carla; see the sidebar on this page. A spirit-wraith cannot be made to cast spells without the arachne losing control over its mind entirely, but can fully use its combat abilities and any skills possessed in life.

The arachne maintains a telepathic link to the spirit-wraith over any distance (as long as both remain on the same plane) that allows her to communicate with it and control it. The arachne must make a successful Concentration check opposed by the spirit-wraith's Will saving throw once per day and whenever the spirit-wraith enters combat in order to continue to maintain control. Control is also severed if the arachne and the zin-carla are on different planes or if the arachne dies.

If control is ever lost for any reason, the telepathic link between arachne and spirit-wraith ends immediately and cannot be restored. The zin-carla then becomes a free-willed undead, seeking only vengeance against its creator, and gains the supernatural ability to know the direction and distance to the arachne that animated it. If it manages to slay the arachne, the zin-carla crumbles to dust. In the rare circumstance when the arachne dies without the zin-carla killing her, the zin-carla becomes a free-willed undead.

The zin-carla ritual requires 8 hours and the intact corpse of the creature to be animated. The arachne must expend 50 XP per Hit Die of the creature to be animated.

Transcendence: At 10th level, an arachne becomes a creature blessed of Lolth, transcending her mortal body and becoming a divine creature (a native outsider). Her type changes to "outsider (chaotic, evil)," which means she is forevermore treated as an outsider rather than a humanoid. For instance, *charm person* does not affect her, but she can be affected by spells such as *banishment.*

Yochlol Form (Su): Once per day the arachne may take the form of a yochlol, a Large black monstrous spider, or a cloud of noxious gas (as a yochlol does), as if using a *shapechange* spell. She may change form among these shapes or her own shape for a period of 1 minute per caster level.

auspician

Some believe that the gods determine the success or failure of events in Faerûn. More capricious philosophers tout the elusive

zin-carla template

Translated from Undercommon, zin-carla means "spirit-wraith." Lolth only grants the zin-carla ritual for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

The soul of a spirit-wraith is forcibly returned to its body by the will of the arachne who summons it, and it resents this act.

If the zin-carla's creator loses control of it for any reason, it becomes a free-willed undead, seeking only vengeance against its creator. It gains the supernatural ability to know the direction and distance to the being that animated it. If it manages to slay its creator, the zin-carla crumbles to dust.

Creating a Zin-Carla

The zin-carla template can be applied to the body of any formerly living creature with Intelligence 3 or higher. The base creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A zin-carla retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A zin-carla's undead body is tough, giving the creature damage reduction 10/+1.

Turn Resistance (Ex): A zin-carla has +2 turn resistance.

Abilities: As an undead creature, a zin-carla has no Constitution score.

Skills: Same as base creature.

Climate/Terrain: Any land and underground.
Organization: Solitary
Challenge Rating: Same as the base creature +1.
Treasure: Same as the base creature.
Alignment: Always neutral.
Advancement: —

Although it acts as an extension of the arachne's will, a zin-carla is an independent monster. Unlike summoned monsters, which are considered part of an enemy's CR (see Experience Awards in Chapter 7: Rewards in the *Dungeon Master's Guide*), a zin-carla counts as a separate creature and player characters that defeat one earn experience points for that encounter. A zin-carla has a CR equal to that of the original creature +1.

force known as luck as the deciding factor of the multiverse. The clergies of Tymora and Beshaba, however, prefer a synthesis of these beliefs, claiming that their divine patrons guide the ministrations of luck. Further, they profess that mortals can learn to bend luck to their own benefit or to the detriment of their enemies. Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims. Though the holy scriptures of Beshaba and Tymora discuss them extensively, few outside those religions know auspicians exist.

Most auspicians are followers of a deity that recognizes the role of luck, having at least some training in one of those faiths. Many have talents as rogues, bards, or sorcerers as well. A few rare fighters are willing to admit that luck often plays a greater role than skill in combat, and most barbarians pride strength over luck.

Auspicians occasionally sign on with adventuring bands if a member of the party is said to be particularly lucky. For the most part, however, auspicians keep a low profile. Auspicians recognize that they have a special kinship, even if they serve different deities, and they rarely choose to confront each other directly. It's said that more than a few of Faerûn's villains view being able to kill an auspician as a sign of divine favor, and even the most fortunate auspician knows the value of making one's own luck by avoiding danger altogether.

Hit Die: d8.



Illustration by Wayne England

Auspician

Requirements

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

Alignment: Any chaotic.

Base Save Bonuses: Fort +5, Ref +2.

Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes.

Domain: Luck.

Special: Must take a rare ingested poison called Tyche's blood (reputed to be laced with blood taken from the husk of the goddess Tyche after she split into Tymora and Beshaba). This poison (Fort save DC 22, 2d6 Con, 1d6 Con + 1d6 Str) is administered by another auspician, and the character cannot attempt to thwart its effects with magic (such as spells or items that give saving throw bonuses, increase Constitution, or delay or neutralize poison), although she may use the granted power of the Luck domain to reroll one of her saving throws. If she survives, she may advance in the prestige class. Even if she dies and is returned to life, she may become an auspician, for bad luck is a kind of luck.

Class Skills

The auspician's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the auspician prestige class.

Weapon and Armor Proficiency: An auspician gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one

Table 4–2: The Auspician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Fate domain, Lucky blow (+20)	+1 level of existing class
2nd	+1	+3	+0	+3	*Tyche's curse* 1/day	+1 level of existing class
3rd	+2	+3	+1	+3	Fickle finger of fate	+1 level of existing class
4th	+3	+4	+1	+4	Luck infusion	+1 level of existing class
5th	+3	+4	+1	+4	Lucky blow (+25)	+1 level of existing class
6th	+4	+5	+2	+5	*Tyche's curse* 2/day	+1 level of existing class
7th	+5	+5	+2	+5	Mark of fortune	+1 level of existing class
8th	+6	+6	+2	+6	Permanent infusion	+1 level of existing class
9th	+6	+6	+3	+6	Lucky blow (+30)	+1 level of existing class
10th	+7	+7	+3	+7	Luck of the gods	+1 level of existing class

spellcasting class before becoming an auspician, the player must decide to which class to add each auspician level for the purpose of determining spells per day.

Every morning, an auspician prays to the force of luck, aimed at no particular deity (although they still pray to their patron as well).

Fate Domain (Su): Auspicians gain access to the Fate domain, including the granted power. If the character already has the domain, the effects do not stack.

Lucky Blow (Ex): Once per day as a free action, an auspician may call upon her connection to the forces of luck to grant herself one extraordinarily lucky attack roll. The decision must be made before the die is rolled. The attack gains a +20 luck bonus. At 5th level, the bonus increases to +25. At 9th level, the auspician receives a +30 bonus on her daily lucky blow.

***Tyche's Curse* (Sp)**: Once per day, an auspician of 2nd level or higher may bestow *Tyche's curse* upon a single target within close range (25 ft. + 5 ft./2 levels). The target receives a Will save (DC 10 + 1/2 class level + Wisdom bonus) to negate the effects. Should he fail, he finds that the strands of good luck flee from him—he becomes clumsy, forgetful, and less effective than usual. This has the effect of a *bestow curse* spell, except that the duration is 1 minute/class level. At 6th level, she may use this ability twice per day.

Fickle Finger of Fate (Ex): On reaching 3rd level, the auspician gains the extraordinary ability to affect the luck of others. Once per day, she may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it is worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order, but the auspician cannot use it if she is caught flat-footed. She must be able to see the recipient to use this ability.

Note: The auspician must decide whether to reroll before the results of the roll in question are applied; otherwise she must wait for another opportunity. She is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The auspician player should notify the DM prior to a foe's roll, stating her intention to use this ability immediately if the outcome appears undesirable.

Luck Infusion (Ex): By the time she reaches 4th level, an auspician's understanding of the intricacies of fate becomes so strong that she can twist luck and fate to give her certain abilities. Each morning while preparing spells, the auspician chooses one of the following abilities, which lasts 24 hours, or until the auspician next prepares spells.

+1 luck bonus on melee attack rolls
+1 luck bonus on ranged attack rolls
+4 luck bonus on initiative
+2 luck bonus on Fortitude saves
+2 luck bonus on Reflex saves
+2 luck bonus on Will saves
+2 luck bonus on save DCs of auspician's spells
+2 luck bonus to AC
+2 luck bonus on skill checks

Mark of Fortune (Su): Once per day, an auspician of 7th level or higher can "lend" some of her luck to an ally by tracing a sigil upon the back of the companion's right hand or appendage. By doing so, she gives her ally one of the abilities of her luck infusion power. She may not give her ally the same ability that she has chosen for the day, nor may she give her ally the same ability as her permanent infusion power (see below).

Immediately after tracing the mark, a mirror image of the sigil appears on the auspician's left hand or appendage, granting her a penalty that exactly mirrors the ally's bonus. For instance, if Meleyn lent her companion a +4 luck bonus on initiative, she would take a –4 penalty on initiative. If one of the two marks of fortune is dispelled or suppressed (such as by an *antimagic field*), the other is disrupted in the same way. No creature may benefit from more than one mark of fortune at any one time.

Permanent Infusion (Ex): Upon attaining 8th level, an auspician may select one of the luck infusion effects as a permanent extraordinary aspect of her character.

Luck of the Gods (Ex): At 10th level, the auspician gains the nigh-godly power to automatically succeed at one saving throw per day, regardless of the associated difficulty class. The automatic success must be declared before the given save is rolled, obviating the need to roll any save at all.

Doomguide

In a world filled with wise outsiders and magical divination, there's little question about what happens to a being's soul after death. Perhaps surprisingly, this knowledge has done little to assuage the fears of the people of Faerûn, who remain frightened that some demon might carry off their spirits while in transit to the Fugue Plane. Worse, many fear that their bodies will be unearthed and animated by the kind of debased death-obsessed spellcasters who seem common since the fall of Myrkul during the Time of Troubles.

Those who worry about life after death turn to the doomguides of Kelemvor, an elite order of spellcasting warriors in service to the Judge of the Damned, to answer their fears with promises of a painless transition and a fair judgment in the afterlife. When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlife through careful application of faith, spells, and bladecraft. As both compassionate undertakers and vigorous foes of undead, doomguides represent the inherent dualism that defines death in the Realms. Doomguides come exclusively from the ranks of Kelemvor's clergy.

The church teems with clerics who adhere to one side of the death equation over the other. On one side are those who prefer to usher the sick and dying into the next world through peaceful application of kind words and soothing spells. The contrasting philosophy is practiced by those who zealously thrust their maces into the ribcages of animate skeletons and view bedside ministry as a necessary but occasionally boring interlude between great battles against undead adversaries. A doomguide must balance between these two extremes. Further, doomguides serve the church in a less obvious way, often acting as couriers from one temple to another. Seldom attached to a particular temple, doomguides are expected to travel the world, spreading the word of Kelemvor and the lessons of a peaceful, beautiful afterlife across all Faerûn.

While all doomguides are clerics of Kelemvor to some extent, some train as fighters to better destroy undead, some are wizards or sorcerers trying to undermine necromancy from the arcane side of the problem. Few rogues or monks become doomguides, and religion and alignment prevent barbarians, bards, druids, paladins, or rangers from becoming doomguides.

Doomguides often lead bands of adventurers to clear out enclaves of undead or punish a particularly powerful or vile necromancer. Occasionally, they officiate at important funerals or provide life-restoring magic to those who have served the church in the past and still have important work to conduct in this world. Their requirement for travel makes encountering a doomguide in the wilderness nearly as likely as encountering one in more urban surroundings.

Hit Die: d6.

Table 4–3: The Doomguide

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Kelemvor's boon, rite of the passing	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Converse with dead	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Bonus feat	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Save bonus	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Bond of *Fatal Touch* (ghost touch)	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Bonus feat	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Bond of *Fatal Touch* (undead bane)	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Save bonus, ethereal purge	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Bond of *Fatal Touch* (disruption)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Bonus feat, Kelemvor's grace	+1 level of divine spellcasting class

Illustration by Mark Evans

Requirements

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

Alignment: Lawful neutral.

Base Save Bonus: Will +4.

Skills: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks.

Feats: Extra Turning, Great Fortitude.

Spells: Ability to cast *speak with dead* as a divine spell.

Patron: Kelemvor.

Special: The character must have destroyed an undead of at least 5 HD, whether by using weapons, spells, or positive energy. He does not need to have done this alone.

The character must be proficient with the bastard sword.

Class Skills

The doomguide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the doomguide prestige class.

Weapon and Armor Proficiency: A doomguide gains no weapon or armor proficiencies.

Spells per Day: At each doomguide level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead—however, see the Kelemvor's Boon ability below). If the character had more than one divine spellcasting class before becoming a doomguide, the player must decide to which class to add each doomguide level for the purpose of determining spells per day and spells known.

Kelemvor's Boon: By grace of the Lord of the Dead, doomguides add their doomguide class levels to their cleric levels for purposes turning or destroying undead, both for the initial turning check and the turning damage roll.



Doomguide

Rite of the Passing (Su): As a standard action, a doomguide may touch a corpse to protect it from those who would seek to animate it. A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity. A doomguide may perform the rite of the passing upon one creature per doomguide level per day. Corpses of creatures with four or more Hit Dice more than the doomguide are immune to the ritual.

Converse with Dead (Ex): Beginning at 2nd level, the doomguide's study of the process of death has granted him the guile and understanding to coax additional information from corpses when using the *speak with dead* spell. Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

Bonus Feat: At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, and Quicken Turning.

Save Bonus (Ex): At 4th level, doomguides get a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level. Upon reaching 8th level, a doomguide always makes his saving throw to overcome a negative level.

Bond of *Fatal Touch* (Su): The doomguide's devotion to Kelemvor and dedication to the teachings of the Lord of the Crystal Spire has helped him to establish certain supernatural links to *Fatal Touch*, Kelemvor's powerful bastard sword. These links manifest in the form of a pale green nimbus around the weapon, representing the ability of the doomguide to increase the power of weapons he wields.

The ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the doomguide's Charisma bonus (minimum one). A doomguide must decide to use the ability before attacking, and if the attack misses that use is wasted.

At 5th level, the bond grants wielded weapons the *ghost touch* property. At 7th level, weapons wielded by the doomguide gain both *ghost touch* and the *undead bane* properties. At 9th level, wielded weapons gain the *ghost touch, undead bane,* and *disruption* properties even if they are not bludgeoning weapons. The weapon's normal abilities still apply.

***Ethereal Purge* (Sp)**: At 8th level, once per day the doomguide may surround himself with a sphere of power with a radius of 5 feet per class level that forces all ethereal creatures in the area to manifest on or shift themselves to the Material Plane, as appropriate. For example, it forces ghosts to manifest, and ethereal filchers or creatures using an *ethereal jaunt* spell are forced into the Material Plane. Such creatures may attempt a Will save (DC 10 + 1/2 doomguide's class level + doomguide's Wisdom bonus) to resist this effect. Those who fail suffer the above effects and are prevented from returning to the Ethereal Plane for 1 minute per class level.

Kelemvor's Grace (Su): At 10th level, a doomguide gains complete immunity to energy drain and death effects. Furthermore, allies within 10 feet of him gain a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level.



Dreadmaster

Illustration by Dennis Calero

Dreadmaster

Dreadmasters are the ultimate tyrants. They seek to rule absolutely (next to, of course, Bane himself), preferably through terror and domination. They instill the fear of Bane in all, but especially in those who do not give at least lip service to his supremacy as a deity.

Dreadmasters tend to accumulate followers and build organizations—like churches or societies, or political bodies such as kingdoms, nations, or city-states—over which they can rule with an iron fist. They want to know everything that is going on, overseeing every detail with what they see as ruthless precision and others see as an obsessive need to control. They love to accumulate items that enhance their personal presence to better cow others, their physical strength to better beat the weak into submission, or their wisdom or mental faculties to better plot the doom of their enemies. Dreadmasters always have many enemies (whether real or imagined).

Clerics most often become dreadmasters, although wizards, sorcerers, monks with a passionate devotion to Bane or to dictatorship sometimes choose this path as well. Rogues, fighters, and rangers become dreadmasters less frequently, though they are often part of a dreadmaster's retinue.

Hit Die: d8

Requirements

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

Alignment: Lawful evil.

Base Attack Bonus: +4.

Skills: Intimidate 5 ranks, Sense Motive 4 ranks.

Feats: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment).

Spells: Ability to cast 3rd-level divine spells. Clerics who are dreadmasters must have access to either the Hatred or Tyranny domain.

Patron: Bane.

Special: A cohort of at least 6th level.

Class Skills

The dreadmaster's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language, and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

The following are features of the dreadmaster prestige class.

Weapon and Armor Proficiency: A dreadmaster gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dreadmaster level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dreadmaster, the player must decide to which class to add each dreadmaster level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A dreadmaster is immune to fear (magical or otherwise). Enemies within 20 feet of a dreadmaster suffer a –4 morale penalty on saving throws against fear effects. The radius of this aura increases at 3rd, 5th, 7th, and 9th level.

Insidious Insight (Ex): A dreadmaster has a knack for ferreting out what others are up to so that he can more effectively keep control. Beginning at 2nd level, dreadmasters receive a +2 circumstance bonus on Sense Motive and Gather Information checks.

Rodcraft (Ex): Dreadmasters have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership that is also seen in Bane's favored weapon, the morningstar. Beginning at 4th level, when a dreadmaster makes a rod, the DCs for saving throws against the powers of rods they craft are two

Table 4–5: The Dreadmaster

Levels	Base Attack Bonus	Fort Save	Ref Save	Will Special	Spells per Day
1st	+0	+2	+0	+2	Dominating aura 20 feet
2nd	+1	+2	+0	+2	Insidious insight
3rd	+2	+3	+1	+3	Dominating aura 30 feet
4th	+3	+4	+1	+4	Rodcraft
5th	+3	+4	+1	+4	Dominating aura 40 feet
6th	+4	+5	+2	+5	Enhanced leadership +2
7th	+5	+5	+2	+5	Dominating aura 50 feet
8th	+6	+6	+2	+6	Enhanced leadership +4, fanatical loyalty
9th	+6	+6	+3	+6	Dominating aura 60 feet, special cohort
10th	+7	+7	+3	+7	Enhanced leadership +6, second special cohort

	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class
	+1 level of existing class

Illustration by Mike Sass

higher than would be those made by a nondreadmaster crafter of comparable level. They especially love to make rods of *rulership*, *enemy detection*, and *lordly might*.

Enhanced Leadership (Ex): Beginning at 6th level, the dreadmaster receives a +2 bonus to his Leadership score. This increases to +4 at 8th level and +6 at 10th level. (He still cannot attract a cohort of greater than his character level.) At 6th through 10th level, a dreadmaster does not suffer the –2 cumulative Leadership penalty for causing the death of a cohort for one cohort per each dreadmaster level above 5th (up to a total of five cohorts at 10th level). Dreadmasters of 10th level do not suffer the normal general –2 Leadership penalty for cruelty.

Fanatical Loyalty (Su): Followers and cohorts of the dreadmaster become fanatically loyal to the dreadmaster, with only Bane himself inspiring greater loyalty in them. They do not balk at life-threatening actions or actions that would normally lie outside their moral compunctions or normal behavior if the dreadmaster asks them to perform such actions. Spells that the dreadmaster has cast upon his cohorts that normally grant a saving throw or saving throw bonus if the subject is asked to take life-threatening actions or actions contrary to her nature do not do so when the subject is fanatically loyal to the dreadmaster. The dreadmaster gains this ability at 8th level.

Special Cohort: The dreadmaster attracts a special cohort (see Chapter 2 of the *Dungeon Master's Guide*) in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a replacement. At 10th level, the dreadmaster attracts a second special cohort in addition to any cohort or special cohorts already gained. Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature are not drawn to the same dreadmaster. Use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability.

Table 4–4: Example Dreadmaster Special Cohorts

Creature	Alignment	Level Equivalent
Doppelganger	Neutral	6th
Helmed horror*	Neutral	13th
Gouger (beholderkin)*	Neutral evil	14th
Deathkiss (beholderkin)*	Neutral evil	16th
Baneguard*	Lawful evil	5th
Banedead*	Lawful evil	6th
Hell hound	Lawful evil	6th
Imp	Lawful evil	7th
Displacer beast	Lawful evil	7th
Banelar*	Lawful evil	10th

*Found in *Monster Compendium: Monsters of Faerûn.*

Dweomerkeeper

The Lady of Mysteries *is* the Weave, the conduit that allows mortal spellcasters to employ the raw force that is magic, and she encourages all creatures to explore its mysteries. Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity. They are also skilled practitioners of the Art, who seek to explore magical theory and create new spells and magic items.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations, particularly those including specialist wizard, bard, and ranger, are not unknown.

Dweomerkeepers are found throughout Faerûn. Some dwell in lonely, isolated towers, wholly consumed with their magical studies.



Dweomerkeeper

Table 4–6: The Dweomerkeeper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus feat, Weave focus	+1 level of existing class
2nd	+1	+0	+0	+3	Darkvision, *Nystul's magic aura*	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Mantle of spells	+1 level of existing class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing class
6th	+3	+2	+2	+5	Mantle of spells	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Mantle of spells	+1 level of existing class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+5	+3	+3	+7	Cloak of mysteries	+1 level of existing class

Others dwell in huge cities, where all manner of magic is brought together and shared (willingly or not).

Hit Die: d4.

Requirements

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

Race: Human.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Any item creation feat, any metamagic feat, and Exotic Weapon Proficiency (shuriken), plus one of the following metamagic feats: Delay Spell, Persistent Spell, or Twin Spell.

Spells: Ability to cast 2nd level arcane and divine spells. Able to cast *dispel magic*.

Domain: Magic or Spell.

Patron: Mystra.

Special: The character must have created at least one magic item, whether or not of a permanent nature. The character cannot have the Shadow Weave Magic feat.

Class Skills

The class skills of a dweomerkeeper (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the dweomerkeeper prestige class.

Weapon and Armor Proficiency: A dweomerkeeper gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dweomerkeeper level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dweomerkeeper, the player must decide to which class to add each dweomerkeeper level for the purpose of determining spells per day and spells known.

Bonus Feats: At the indicated levels, dweomerkeepers can take a bonus feat, drawn from the following list: any item creation feat, any metamagic feat, Combat Casting, Innate Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, or Weapon Focus (ray, energy missile, or touch spell). The dweomerkeeper must meet all prerequisites for the chosen feat.

Weave Focus: Upon adopting this prestige class, dweomerkeepers are forever barred from ever taking the Shadow Weave Magic feat. Even if the character chooses to renounce the Lady of Mysteries in favor of her dark rival, Shar, he is so attuned to the Weave that he can never fully renounce its ties.

In addition, dweomerkeepers gains a +5 bonus on caster level checks to cast their spells normally within a wild magic zone.

Darkvision (Ex): At 2nd level, a dweomerkeeper gains darkvision (60 ft. range) if he doesn't already have it, so as to better perceive the treacheries of Shar and the lies embodied by the Shadow Weave.

***Nystul's Magic Aura* (Sp)**: At 2nd level, a dweomerkeeper can cast *Nystul's magic aura* (often referred to as *Mystra's lingering touch*) once per day.

Mantle of Spells (Su): At 4th level, a dweomerkeeper begins creating a personal mantle of arcane and/or divine spells. He chooses one arcane or divine spell he can cast, and thereafter can convert prepared spells of that spell's type (arcane or divine) of that spell's level or higher into that spell just as a good cleric spontaneously casts prepared spells as *cure* spells. This ability is similar to the Signature Spell feat except that the dweomerkeeper is not required to have mastered the spell with Spell Mastery. Each time this ability is gained, the dweomerkeeper chooses another spell to become a part of his mantle.

Cloak of Mysteries (Su): At 10th level, a dweomerkeeper becomes wrapped in a mantle of ever-flowing magic. All metamagic feats he currently knows or learns in the future are easier to use, reducing the level increase defined in the feat by –1 level. A metamagic feat's spell slot modifier cannot be reduced below +1 spell level unless its level modifier is already +0. For example, quickened *fireball* only uses a 6th-level slot (+3 levels) instead of a 7th-level slot (+4 levels), but a silent *fireball* still uses a 4th-level slot (+1 level). Heighten Spell is unaffected.

elemental archon

Ask a follower of Kossuth which is the dominant of the four elements, and she'll tell you that fire burns away all in its path. Akadians scoff at such pretension, stating that fire requires wind to spread and air to burn at all. Devotees to Istishia dismiss both claims, pointing out that water extinguishes fire and when mixed with wind becomes a powerful force of destruction. With quaking, rough laughter, priests of Grumbar boast that the earth can open at any moment, swallowing all into an airless chasm from which none can escape. There is no solution to this age-old argument, nor has there been since the dawn of time. The conflict of element against ele-

Table 4–7: The Elemental Archon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mephit underlings	+1 level of existing class
2nd	+1	+3	+0	+3	Power of arrogance	+1 level of existing class
3rd	+2	+3	+1	+3	Elemental resilience 10	—
4th	+3	+4	+1	+4	Elemental affinity	+1 level of existing class
5th	+3	+4	+1	+4		+1 level of existing class
6th	+4	+5	+2	+5	Elemental resilience 20	—
7th	+5	+5	+2	+5	Elemental expertise	+1 level of existing class
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Elemental resilience 30	—
10th	+7	+7	+3	+7	Elemental transcendence	+1 level of existing class

Illustration by Wayne Reynolds

ment has, however, engaged some individuals so deeply that they believe they are manifestations of their chosen element—the servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.

Upon attaining this class, each elemental archon chooses one of the four elements (air, earth, fire, or water), and henceforth dedicates her life to proving that this element is the most important in the mulitverse, and that all others are subservient to it (once an element is chosen, it cannot be changed). Such elemental champions often are considered insufferably arrogant, and there can be little argument that their single-mindedness brooks few challenges. The meeting of two elemental archons usually leads to bombastic displays of spellcasting, elemental summoning, and out-and-out destruction, with the "winner" of the combat seeing her victory as a moral win in an ageless philosophical contest. When not combating each other, elemental archons aid churches dedicated to their element, such as those of Akadi, Grumbar, Istishia, and Kossuth. Elemental archons generally are not a part of the hierarchies of these churches, but nearly all such clergies view them as important prophets worthy of respect and admiration. Traveling archons preach to the people about the dominance of their chosen element, and are generally seen as somewhat insane by the general populace.

Most elemental archons come from the ranks of the cleric class, usually worshiping one of the elemental lords. Some druids with a skewed view of the balance of nature become elemental archons, for most druids believe that existence itself is based upon an equal balance of all four elements, making elemental archons outcasts within most druidic circles. Occasionally, rangers become elemental archons, but this more often is the result of an encounter with a powerful elemental or the survival of some near-death ordeal related to one of the elements. Genasi, whose blood thrums with the stuff of the elements, frequently become elemental archons, and are seen by their fellows as the most blessed among an already ideal congregation.

Elemental archons never associate with archons of a different element. They are willing to work with their own kind and those that do not profess supremacy of another element, but often an elemental archon is a loner, never fully understood by others. Often they set up refuges in places thrumming with the power of their chosen element, such as an active volcano, an underwater grotto, a rocky desert, or a windswept cliff.

Hit Die: d8.



Elemental Archon

Requirements

To qualify to become an elemental archon, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (nature) 8 ranks, Speak Language (see Special).

Spells: Ability to cast *protection from elements* as a divine spell.

Patron: Akadi, Grumbar, Istishi, or Kossuth.

Special: Must speak the language associated with her chosen element (air—Auran, earth—Terran, fire—Ignan, water—Aquan).

Class Skills

The elemental archon class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the elemental archon prestige class.

Weapon and Armor Proficiency: An elemental archon gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated elemental archon level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, how-

ever, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an elemental archon, the player must decide to which class to add each elemental archon level for the purpose of determining spells per day and spells known.

Power of Arrogance: So strong is the elemental archon's belief in the supremacy of her chosen element that her attacks do greater damage against the servants of her enemies. At 2nd level elemental archon gets a +2 competence bonus on any attack rolls against creatures with a subtype opposite her chosen element (air—earth; earth—air; fire—water; water—fire). On a successful attack, she deals +2d6 points of damage due to her expertise in combating these creatures.

Elemental Resilience (Su): At 3rd level, an elemental archon gains resistance 10 against a type of energy, based on her chosen element. Archons dedicated to air gain resistance to electricity attacks. Those dedicated to earth gain resistance to acid attacks. Fire archons gain resistance to fire attacks, and water archons gain resistance to cold. At 6th level, the resistance rises to 20. At 9th level, the archon gains resistance 30 against her associated energy type.

Elemental Affinity (Ex): An elemental archon gains a +1 caster level bonus to all spells with the designator of his chosen element. If she already has a caster level bonus from having the appropriate elemental domain, these abilities stack.

Elemental Expertise (Ex): Elemental archons of 7th level or higher have achieved a sort of equilibrium with their element that gives them the edge in certain combat situations. Consult the list below to determine the specific effect based upon the character's chosen element.

Air Expertise: Air archons gain a +1 circumstance bonus on attack and damage rolls against airborne creatures when the archon herself is airborne.

Earth Expertise: Earth archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe touch the ground.

Fire Expertise: Fire archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe are within 20 feet of an open flame (torch-sized or larger).

Water Expertise: Water archons gain a +1 circumstance bonus on attack and damage rolls if both she and her opponent touch water.

Elemental Transcendence: Through ultimate dedication to her chosen element and long association with elementals and the Elemental Planes, the elemental archon transcends her mortal form and becomes an elemental creature. Her type changes to elemental (with the subtype according to her chosen element) as her body endures a change to a form more closely associated with her chosen element. Though she retains a humanoid outline that might resemble her former form (albeit filled with crackling fire, swirling water, cloudy air, or rocky earth), she has no discernible anatomy.

The elemental archon gains the speed and movement modes, attacks, special attacks, and special qualities of a Medium-size elemental of the appropriate type, as noted in the *Monster Manual,* except that she uses her own ability scores and the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier. She may use equipment normally, although fire elemental archons can handle wooden or paper items without igniting them.

The archon is immune to poison, sleep, paralysis, and stunning. Despite her humanoid form, she has senses that span 360 degrees; she is not subject to critical hits or flanking. The archon gains darkvision with a range of 60 feet (unless she already had better darkvision, in which case her former ability is retained). She is not a called or summoned elemental, so the third function of a *protection from evil* spell does not affect her. If slain, the archon cannot be raised or resurrected, though a *wish* or *miracle* spell can restore her to life.

Mephit Underlings

Upon or after reaching 1st level, an elemental archon can call a triad of mephits to act as her servitors (see the *Monster Manual* for these creatures' basic statistics). These toadying creatures may be used as guardians, messengers, or even battle companions (though as the archon becomes more powerful, this becomes less of a good idea). The mephits gain HD and special abilities based on the elemental archon's class level. Mephit underlings who summon additional mephits bring forth normal examples of the species (as opposed to more mephit underlings).

The elemental archon may have up to three mephit underlings at a time. Should one of these servants die, she may call for another one after one day. The new mephit underling has all the accumulated abilities due a servant of the elemental archon's current level. What type of mephit an archon chooses for her underlings is limited by the following table. Archons may choose any mixture of available mephit types, as determined by her chosen element.

Table 4–8: Mephit Underling Choices

Chosen Element	Available Mephit Types
Air	Air, Dust, Ice
Earth	Earth, Salt
Fire	Fire, Magma, Steam
Water	Ooze, Water

Table 4–9: Mephit Underlings

Elemental Archon Level	Bonus HD	Natural Armor	Str Adj.	Special
1–2	—	—	—	Empathic link, improved evasion, share saving throws
3–5	+2	+2	+1	*Sycophantic fawning*
6–8	+4	+4	+2	Improved empathic link
9–10	+6	+6	+3	Slavish sacrifice

Elemental Archon Level: The number of levels the character has in the elemental archon prestige class.

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the underling's base attack bonus and base saving throw bonuses, as normal.

Natural Armor: This is a bonus to the underling's natural armor rating.

Str Adj.: Add this figure to the underling's Strength score.

Empathic Link (Su): The elemental archon has an empathic link with her underlings out to a distance of one mile. The elemental archon cannot see through the underlings' eyes, but each underling can communicate with the archon telepathically. Though mephits undoubtedly view the material world through disturbed lenses, the archon's studies and experiences with her chosen element are so complete that misunderstandings are very rare.

Because of the empathic link between the underlings and the elemental archon, the archon has the same connection to a place or an item that her underlings do.

Improved Evasion (Ex): If the underling is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Saving Throws: The underling uses its own base save or the elemental archon's, whichever is higher.

***Sycophantic Fawning* (Sp):** Underlings of experienced archons are pleased to serve such paragons of perfection, and they're more than happy to tell their master about how much they appreciate the privilege. Once per day as a standard action, a mephit underling may extol the virtues of its master, granting the archon a +1 morale bonus on attack

rolls, weapon damage rolls, saves, and skill checks. If more than one mephit underling engages in sycophantic fawning in the same round, these bonuses stack. The effect lasts for 1 round per Hit Die of the highest Hit Die mephit engaging in the fawning. If but a single mephit underling fawns, the effect lasts 1 round for each of that mephit's Hit Dice.

Improved Empathic Link (Su): As the empathic link ability, above, except that range is extended to 20 miles.

Slavish Sacrifice (Su): The mephit underling's bond with its master is so great that it is willing to sacrifice itself for the archon's welfare. Each morning, in a ceremony that takes 15 minutes, the archon and her mephits strengthen their indelible link. For the entire day, the damage from a single attack that does hit point damage that would bring the archon below 0 hit points instead is transferred instantly to the person of the archon's nearest mephit underling. Regardless of how much damage is transferred, the underling always dies from the transfer, exploding in a sickening pop of elemental goo. A mephit underling must be within 100 feet of the archon for the transfer to work. Mephit underlings understand the danger inherent to serving powerful elemental archons, but view dying in this manner as among the most honorable ways of ending one's life. Should the archon wish, she may forego the morning ceremony, in which case her mephits may not be sacrificed in this manner.

Illustration by Wayne England

Forest Master

Guardians of the pristine wilderness and defenders of the ancient trees, forest masters are the living embodiments of sentient nature. They walk the shadows under the woods and destroy those who would lay waste to the wild lands. Where druids hold all aspects of nature dear—wind and weather, animal and plant, meadows and mountains—the forest masters consider the forests more ancient than the coming of animals or humans the most sacred spots of the world.

Druids most often become forest masters, but it is not unheard of for rangers or clerics of nature deities to leave their kinships behind and follow this path. A few multiclassed barbarians become forest masters, although they rarely have the dedication to the plant aspect of nature to embrace this worldview.

Forest masters often work alone, but are more than capable of working as part of a group. Many times adventurers have spoken with what they thought was a young, small treant, when they were actually speaking with a very powerful forest master. There are no rivalries between groups of forest masters, although individuals may disagree on methods of enacting the will of the Treefather.

Hit Die: d8.



Forest Master

Requirements

To qualify to become a forest master, a character must fulfill the following criteria.

Skills: Intuit Direction 4 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 13 ranks.

Feats: Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore).

Spells: Ability to cast *entangle*, *plant growth*, and *control plants*.

Patron: Silvanus.

Special: The character must have made peaceful contact with a treant. The character must also be proficient with the maul.

Class Skills

The forest master's class skills (and the key ability scores for each) are Concentration (Con), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the forest master prestige class.

Weapon and Armor Proficiency: A forest master gains no weapon or armor proficiencies.

Spells per Day: At each indicated forest master level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a forest master, the player must decide to which class to add each forest master level for the purpose of determining spells per day.

***Tree Brother* (Sp)**: The forest master may assume *tree shape* once per day.

Nature Sense (Ex): The forest master can identify plants and animals with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Forest Dominion (Su): At 2nd level, the forest master gains the ability to rebuke or command plants as an evil cleric can rebuke or command undead. His effective level for this ability is his class level, and he may use it a number of times per day equal to 3 + his Charisma modifier. If he already has this ability because he is a cleric with the Plant domain, these levels stack with his cleric levels and vice versa.

Great Mallet (Su): Beginning at 2nd level, a forest master begins to awaken magical abilities within the wood and metal that make up his maul. Any maul used by a forest master is treated as if it were a *+2 maul* with either the *frost* or *shock* property (the forest master decides each round whether the weapon's extra damage is cold or electricity). If the weapon has additional abilities (such as *defending*), these abilities still apply, and if the weapon has an enhancement bonus better than +2 the higher of the two bonuses is used. The maul does not gain these abilities if it is not wielded by the forest master.

At 6th-level, the forest master's maul acts as a *+2 icy burst* or *+2 shocking burst* weapon, with the forest master deciding each round what effect the weapon has.

Table 4–10: The Forest Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Tree brother, nature sense	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Forest dominion, Great mallet	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Natural armor +3	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Oak strength	—
5th	+3	+4	+1	+4	Spruce growth, natural armor +5	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Great mallet (+2 burst)	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Oakheart, natural armor +7	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Deep roots, forest longevity	—
9th	+6	+6	+3	+6	Great mallet (+3 mighty cleaving)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Forest might	+1 level of divine spellcasting class

At 9th level, the forest master's maul acts as a *+3 mighty cleaving* weapon in addition to its other properties (including its *icy burst* or *shocking burst* ability).

Natural Armor (Ex): At 3rd level, the forest master's skin changes into a tough, barklike hide, granting him natural armor +3. This bonus increases to +5 at 5th level and +7 at 7th level

Oak Strength (Ex): Beginning at 4th level, the forest master gains a +2 bonus to Strength and the ability to make slam attacks. A Small creature's slam attack deals 1d4 points of damage, one from a Medium-size creature deals 1d6 points of damage, and a Large forest master's slam attack deals 1d8 points of damage. Slam attacks are natural weapon attacks and do not provoke an attack of opportunity from the defender. A forest master can select Improved Critical (slam), Weapon Focus (slam), and (if a fighter of 4th level or higher) Weapon Specialization (slam).

Upon gaining this ability, the forest master's hair takes on a green, leafy appearance.

Spruce Growth (Su): At 5th level, once per day the forest master can temporarily increase his size and strength as if using a *righteous might* spell. If the forest master's new size is Large, his reach increases to 10 feet.

Oakheart (Ex): Upon reaching 7th level, a forest master's body becomes a thing of wood and leaf rather than meat and bone. His type changes to plant. As such, he is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or sneak attacks. However, the forest master becomes vulnerable to fire, and suffers double damage from fire attacks if he fails a Reflex saving throw, or half damage if he succeeds.

Deep Roots (Su): Beginning at 8th level, once per day the forest master may sink roots into the ground in any natural surface place that can support at least some vegetation. While rooted, the forest master gains fast healing 5, but has an effective Dexterity score of 1 and may not move from the spot in which he stands. The forest master can withdraw his roots and end the healing as a free action.

Forest Longevity (Ex): At 8th level, the forest master is magically sustained by his continuing transformation and gains incredible longevity. He no longer suffers ability score penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue. When the character reaches venerable age, his maximum age is determined in the normal manner but the final result is then multiplied by two.

Forest Might (Ex): At 10th level, the primordial forest infuses the forest master with power. He gains a +2 bonus to Strength, a +2 bonus to Constitution, and he takes only half damage from piercing weapons. He gains fast healing 1 (which does not add to the fast healing 5 he gains when using his deep roots ability) whenever standing on fertile soil, but cannot heal fire damage with this ability.

Goldeye

The Merchant's Friend is the patron of trade, money, and wealth. Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of coins in trade. Some spend their younger years as adventurers, seeking to acquire sizable stakes on which to build a fortune. Others view themselves as "liberators" of unused coins, lying forgotten in dusty crypts or unused in miserly hoards where they do nothing to build ever-increasing wealth. Conversely, others act as defenders of hoards, making sure that wealth (particularly their own and the church's) stays in the proper hands.

Most goldeyes have backgrounds as clerics or cleric/rogues, although other class combinations, particularly those including bard, fighter, sorcerer, or wizard, are not unknown.

Goldeyes are typically found in large cities, heading up merchant consortiums, running trading costers, or working to remove political, religious, and cultural impediments to trade. Many are extremely wealthy members of the merchant nobility, wielding power from behind the scenes through careful application of their coins.

Hit Die: d8.

Requirements

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

Alignment: Neutral.

Skills: Appraise 4 ranks, Diplomacy 4 ranks, Innuendo 2 ranks, Profession (bookkeeper, innkeeper, scribe, or similar mercantile-related profession) 4 ranks, Speak Language (Must know two human languages, each spoken in a region different from your home region [see the *Forgotten Realms Campaign Setting*]).

Feats: Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy).

Spells: Ability to cast 3rd-level divine spells.

Patron: Waukeen.

Special: The character must have acquired at least 5,000 gp worth of coins, gems, jewelry, and/or business investments (borrowing does not count toward this total).

Class Skills

The class skills of a goldeye (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Listen (Wis), Open Lock (Dex), Profession (Wis), Read Lips (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the goldeye prestige class.

Weapon and Armor Proficiency: A goldeye gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each goldeye level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a goldeye, the player must decide to which class to add each goldeye level for the purpose of determining spells per day.



Illustration by Dennis Calero

Goldeye

Bonus Language (Su): All goldeyes can speak Abyssal, a divine legacy of Waukeen's decade-long imprisonment by the demon prince Graz'zt.

Trade Pidgin (Su): Goldeyes don't let language barriers get in their way of doing business. By listening to an unfamiliar language for at least 1 minute and making a successful Wisdom check (DC 15), a goldeye can gain a basic (and temporary) understanding of that language. This familiarity with the language is enough to communicate simple concepts such as "attack," "danger," "friendship," "safe," "stop," "trade," and numbers up to 20, which usually suffices to allow the goldeye to bargain with the creature (if appropriate). Familiarity with the language lasts one day. The goldeye gets a +2 bonus to refamiliarize himself with a language he's learned in this manner in the past month.

Sense Thoughts (Su): By engaging a creature in conversation, a goldeye can become aware of its thoughts as if using a *detect thoughts* spell. The goldeye can use this ability for 1 minute per class level per day. A use of this ability that lasts less than 1 minute counts as 1 minute.

Hoard Defender (Ex): At 3rd level, a goldeye gains a +2 morale bonus on attacks, saves, and checks when he is defending a cache of his valuables (or a building or business he owns) worth at least 5,000 gp. This bonus also applies if the property is owned by the church of Waukeen. Items held or carried by the goldeye or another character do not count, the cache must be an unattended object or objects.

Jack of All Trades (Ex): At 4th level, goldeyes get Jack of All Trades as a bonus feat.

Secret Cache (Su): At 5th level, goldeyes can create a single extradimensional storage space that only they can access. The cache moves with the goldeye as if it were a belt pouch. Adding to or removing from the secret cache is a move-equivalent action. Like all extradimensional spaces, it cannot be accessed within an antimagic field, and a successful targeted *dispel magic* against the goldeye's clerical caster level causes it to be unreachable for 1d4 rounds. If the goldeye is killed, the items within the cache appear on his person.

Dragon's Eye (Ex): The goldeye gains a +4 bonus on all Appraise checks at 6th level. Furthermore, by studying a magic item for a full 8 hours and making a Spellcraft check (DC 20) he is able to determine its single most basic function as if using an *identify* spell, although there is no cost to using this ability.

Coinscry (Ex): At 7th level, a goldeye using the *scrying* spell doesn't need a divine focus for the spell, and can instead use any polished item made of precious metal, including plates, amulets, or even coins. Because it is more difficult to see when using a very small scrying device, using an amulet-sized item gives a –5 penalty on the Scry check and using a coin-sized item gives a –10 penalty on the Scry check.

Splendorous Attire (Su): At 8th level, goldeyes can magically robe themselves in fancy attire once per day. Attire created in this fashion is equivalent to that created by a *rod of splendor*. Goldeyes can also create a palatial tent once per tenday. Such pavilions are also

Table 4–11: The Goldeye

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Bonus language, Trade pidgin	+1 level of existing class
2nd	+1	+3	+3	+0	Sense thoughts	+1 level of existing class
3rd	+2	+3	+3	+1	Hoard defender	+1 level of existing class
4th	+3	+4	+4	+1	Jack of all trades	+1 level of existing class
5th	+3	+4	+4	+1	Secret cache	+1 level of existing class
6th	+4	+5	+5	+2	Dragon's eye	+1 level of existing class
7th	+5	+5	+5	+2	Coinscry	+1 level of existing class
8th	+6	+6	+6	+2	Splendorous attire	+1 level of existing class
9th	+6	+6	+6	+3	*Coinshock*	+1 level of existing class
10th	+7	+7	+7	+3	*Hoardfind*	+1 level of existing class

identical to those created by a *rod of splendor*. Neither power conveys the Charisma bonus of a *rod of splendor*, however.

***Coinshock* (Sp)**: At 9th level, a goldeye may cast a maximized *heat metal* spell once per day. However, instead of dealing fire damage, the spell deals electricity damage. The goldeye can use this ability once per day and does not need to have the Maximize Spell feat to use it.

***Hoardfind* (Sp)**: By concentrating, a goldeye can locate metals or minerals within 30 feet as if using a *rod of metal and mineral detection*. She may activate this ability at will as a full-round action.

Heartwarder

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Most heartwarders are clerics, cleric/bards, cleric/rogues, or cleric/sorcerers, although other class combinations, particularly those including enchanter, are not unknown.

Heartwarders are typically found in large cities in the company of the cultural elite. Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society. Many are employed as artists, crafters, performers, or instructors. Those who teach instruct in such varied subjects as art, choral music, cosmetics, dance, deportment, etiquette, fashion, handiwork, instrumental music, and manners. A few travel the world to promote beauty and love, and adventure in the manner of Sunite clerics.

Hit Die: d4.



Heartwarder

Illustration by Mike Sass

Requirements

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

Alignment: Chaotic good.

Base Save Bonus: Ref +2.

Skills: Bluff 3 ranks, Diplomacy 6 ranks, Speak Language (Sylvan).

Feats: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (whip).

Spells: Ability to cast 3rd-level spells.

Patron: Sune.

Class Skills

The class skills of a heartwarder (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the heartwarder prestige class.

Weapon and Armor Proficiency: A heartwarder gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each heartwarder level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a heartwarder, the player must decide to which class to add each heartwarder level for the purpose of determining spells per day and spells known.

Charisma Increase (Ex): As the heartwarder gains levels in this prestige class, she becomes increasingly more persuasive and attractive. At level 1 she gains a +1 inherent bonus to her Charisma score,

Table 4–12: The Heartwarder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Charisma increase	+1 level of existing class
2nd	+1	+3	+0	+3	Heart of passion	+1 level of existing class
3rd	+2	+3	+1	+3	Charisma increase	+1 level of existing class
4th	+3	+4	+1	+4	Lips of rapture	+1 level of existing class
5th	+3	+4	+1	+4	Charisma increase	+1 level of existing class
6th	+4	+5	+2	+5	Voice of a siren	+1 level of existing class
7th	+5	+5	+2	+5	Charisma increase	+1 level of existing class
8th	+6	+6	+2	+6	Tears of Evergold	+1 level of existing class
9th	+6	+6	+3	+6	Charisma increase	+1 level of existing class
10th	+7	+7	+3	+7	Fey Metamorphosis	+1 level of existing class

and every other heartwarder level after that this bonus increases by +1 to a maximum of +5 inherent bonus at level 9.

Heart of Passion (Ex): At 2nd level, a heartwarder evinces such passionate belief in whatever she does or says that she can sway the thoughts of the most rigid critic. This ability translates into a +2 bonus on all Charisma-based skill checks.

Lips of Rapture (Su): At 4th level, a heartwarder's kiss confers a state of bliss upon its recipient, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves. Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea. An enraptured recipient receives a +2 saving throw bonus against enchantment spells and effects. This ability lasts 5 rounds, and can be used a number of times per day equal to her Charisma bonus. The one downside to a heartwarder's kiss is that it also has the effect of a *daze* spell upon the recipient (the normal saving throw applies) as if cast by a sorcerer of heartwarder's caster level.

Voice of a Siren (Su): At 6th level, a heartwarder's voice is so enticing that she weakens the ability of opponents to resist her spells. She gains the Spell Focus (Enchantment) and Spell Penetration feats, but they only apply to spells with a verbal component (and are not altered with the Silent Spell feat).

Tears of Evergold (Su): At 8th level, as a full-round action, a heartwarder can cry tears drawn from Evergold, a sacred pool that enhances beauty that Sune shares with the elven goddess Hanali Celanil. If these tears are collected, they are equivalent to the effects of a *potion of love* and serve the Sunite faith as holy water. A heartwarder can use this ability once per tenday, and while it does not cost her any gold to do so, calling upon the power of the pool requires her to spend 6 XP, just as if she had made the potion with the Brew Potion feat.

Fey Metamorphosis: At 10th level, a heartwarder is so attuned to the forces of natural beauty that she transcends mortal definitions of beauty. Her type changes to "fey," which means, among other things, that she is no longer affected by spells that specifically target humanoids, such as *charm person*.

Illustration by Raven Mimura



Horned Harbinger

Horned Harbinger

At the end of the Time of Troubles, Myrkul, the Lord of Bones, former god of the dead, was destroyed off the coast of Waterdeep by Midnight, the mortal wizard who became the new Mystra. What little remained of Myrkul's sentience was trapped inside the shattered remnants of an ancient Netherese artifact stored in nearby Blackstaff Tower. Over the course of the next decade, the last vestiges of Myrkul's energy slowly restored the unholy artifact, imbuing it with the fallen deity's personality and memories. Once the *Crown of Horns* was completely reconstituted, Myrkul teleported to many places across Faerûn, briefly settling on the brows of many living and undead former servants just long enough to create hordes of a undead in each location. The most recent known bearer of the *Crown of Horns*, who bore it for at least a year, is believed to have been Nhyris D'Hothek, a male pureblood yuan-ti who disappeared from his haunts in the subterranean port of Skullport in 1370 DR after being transformed into a lich by the *Crown of Horns*. More detail on the *Crown of Horns* can be found in *Magic of Faerûn*.

The horned harbingers are agents of the fallen Lord of Bones. Some claim their creation heralds the restoration of Myrkul's mantle of godhood, while others view their continued existence as the last remnants of Myrkul's dwindling power. Each horned harbinger has touched the *Crown of Horns* at some point since the Time of Troubles, although not all creatures who have done so have become members of this class.

Most horned harbingers are clerics, wizards, or necromancers, and many are undead. Almost all once venerated the Lord of Bones but later turned to deities such as Cyric, Jergal, Kelemvor, or Velsharoon after the Time of Troubles and the death of their deity. Upon adopting this prestige class, the faith of a horned harbinger must revert to that of the Lord of Bones, although it is unclear which god grants his divine spells. Clerics turning to the worship of Myrkul maintain the domain spells of their previous deity. Failure to venerate Myrkul results in the loss of all abilities stemming from this class, with the exception of Hit Die, base attack bonus, and save bonuses.

Horned harbingers often live in large crypts or necropolises and haunt old battlefields. They rarely, if ever, interact with living creatures except to acquire more corpses. Such beings are often found in the company of large numbers of servitor undead. If not already undead, most are actively pursuing lichdom.

Hit Die: d8.

Requirements

To qualify to become a horned harbinger, a character must fulfill the following criteria.

Alignment: Any evil.

Skills: Knowledge (the planes) 8 ranks.

Patron: Myrkul.

Special: The character must have touched the *Crown of Horns*, a Netherese artifact that now contains the remnants of Myrkul's sentience, at least once since the Time of Troubles.

Class Skills

The class skills of a horned harbinger (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the horned harbinger prestige class.

Weapon and Armor Proficiency: A horned harbinger gains no weapon or armor proficiencies.

Bone Horns (Ex): Horned harbingers grow six short curved horns of bone from their skull, as if wearing a crown of bone. These horns

Table 4–13: The Horned Harbinger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Bone horns, rebuke undead, Death domain
2nd	+1	+3	+0	+3	Deathwatch, *animate dead*
3rd	+2	+3	+1	+3	Bonus feat
4th	+3	+4	+1	+4	Bonus feat
5th	+3	+4	+1	+4	Captain of undeath
6th	+4	+5	+2	+5	*Create undead*
7th	+5	+5	+2	+5	Bonus feat, ranged animation
8th	+6	+6	+2	+6	*Create greater undead*
9th	+6	+6	+3	+6	Bonus feat
10th	+7	+7	+3	+7	General of undeath

are considered natural weapons for the creature, collectively dealing 1d6 points of piercing damage. They do double damage when used as part of a charge.

Rebuke Undead (Su): The character can rebuke or command undead as a cleric of a level equal to his horned harbinger class level. If the character could already rebuke undead, these levels stack with that ability.

Death Domain: Upon adopting the horned harbinger class, the character gains access to the Death domain, described in the *Player's Handbook*, as well as the granted power of that domain. Levels in this prestige class stack with cleric levels for determining the effect of the granted power. If the horned harbinger has no cleric levels, only horned harbinger levels are used for the granted power.

Deathwatch (Ex): At will, a horned harbinger can view the world as if he were using a *deathwatch* spell.

Bonus Feat: At the indicated levels, a horned harbinger may take a bonus feat. These feats are drawn from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, Quicken Turning, Leadership (undead cohorts only), Weapon Focus (bone horns).

***Animate Dead* (Sp)**: Beginning at 2nd level, the character can cast *animate dead* once per day as a spell-like ability. His caster level for this ability or casting *animate dead* as a spell is his horned harbinger level plus his Charisma bonus (if any), which stacks with any other class the character has which can cast *animate dead*. For example, a clr7/horned harbinger 2 with Charisma 13 casts *animate dead* as a 10th-level cleric, whether using this spell-like ability or casting the spell as a cleric. This caster level is also determines the maximum number of undead animated with *animate dead* that the horned harbinger can control (so a character with caster level 10 for this power could maintain control over 20 HD worth of undead). Beginning at 4th level he may use this ability twice per day.

Captain of Undeath (Ex): At 5th level, a horned harbinger's limit for controlling undead animated with spells increases to 5 times his caster level instead of the normal 2 times his caster level. His limit for undead controlled through the use of his command undead ability increases from his effective cleric level to 2 times his effective cleric level.

***Create Undead* (Sp)**: Beginning at 6th level, the character can cast *create undead* once per day. His caster level for this ability is the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* instead of using his *create undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

Ranged Animation (Su): At 7th level, any use of *animate dead*, whether as a normal spell or a spell-like ability, has a range of medium (100 ft. + 10 ft./level) instead of touch. In other words, the horned harbinger can use *animate dead* at a distance, without having to touch the corpses. If cast as a spell, the material components are still consumed but do not need to be placed on the corpses.

***Create Greater Undead* (Sp)**: Beginning at 8th level, the character can cast *create greater undead* once per day, with his caster level the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* or *create undead* instead of using his *create greater undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

General of Undeath (Su): At 10th level, a horned harbinger's limit for controlling undead animated with spells increases to 10 times his caster level. His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

Nightcloak

The Mistress of the Night is the twisted and perverse goddess of hatred, jealousy, and evil and the creator of the Shadow Weave. Nightcloaks are the apple of Shar's eye—devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as she is. They are beings of iron will and determination, although that determination is perverse. They weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment. Yet they are not afraid to smash their toys if it suits Shar's purposes. They are cruel and intelligent, and do not fear slipping away to return and grind their foes to dust at later time. Honor is of no consequence to them. They do as they please, as long as it furthers their—and Shar's—power.

Clerics most often become nightcloaks. Rangers are rare. Nightcloaks often have levels of wizard, sorcerer, bard, or rogue in addition to the class that grants them divine spellcasting ability.

Nightcloaks dwell in communities large and small, often worshiping in secret. Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

Hit Die: d8.

Requirements

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

Alignment: Neutral evil.

Base Attack Bonus: +3.

Skills: Bluff 2 ranks, Hide 2 ranks, Move Silently 2 ranks, Perform 4 ranks.

Feats: Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

Spells: Ability to cast 2nd-level divine spells. Clerics must have access to the Darkness domain.

Patron: Shar.

Class Skills

The nightcloak's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are features of the nightcloak prestige class.

Weapon and Armor Proficiency: A nightcloak gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each nightcloak level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a nightcloak, the player must decide to which class to add each nightcloak level for the purpose of determining spells per day and spells known.

Darkness Spells: A nightcloak can prepare any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Darkness domain list. For instance, a cleric/nightcloak could prepare *darkbolt* as a 5th-level cleric spell, and a ranger/nightcloak could prepare *blacklight* as a 3rd-level ranger spell.

Eyes of Shar (Ex): Nightcloaks have eyes that are totally black. They have 60-foot darkvision. They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides). They cannot be blinded by magical effects.

Insidious Magic: At 3rd level, nightcloaks get the Insidious Magic feat as a bonus feat, reflecting their ability to use the Shadow Weave under Shar's close guidance.

Shadow Talk (Su): Nightcloaks are able to communicate mystically through the shadows of the mind. Nightcloaks can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range hear the message as a whisper in their mind. Observers can hear the words if they are close enough to physically hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that). This is a language-dependent free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

Disk of Night (Su): Beginning at 5th level, any chakram used by a nightcloak is treated as if it were a *+2 returning chakram*. If it remains out of the hand of the nightcloak for more than 1 round, a chakram reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

***True Lies* (Sp)**: At 6th level, a nightcloak can reach into a creature's mind and modify a subject's memories as the 4th-level bard spell *modify memory*. A nightcloak can use this ability a number of times per tenday equal to her Charisma modifier (minimum one). The *modify memory* works as if cast by a bard of the nightcloak's character level.

Mind of Shar (Ex): Beginning at 7th level, Shar grants nightcloaks the ability to use the power of their minds to protect themselves. They add their Intelligence bonus (if any) to all saving throws.

Shar's Caress (Su): Once she reaches 8th level, a nightcloak can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily giving the weapon the *unholy* property. This ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the nightcloak's Charisma bonus (minimum one). A nightcloak must decide to use this ability before the attack is made, and if the attack misses that use of Shar's Caress is wasted.

***Minion of Shar* (Sp)**: Upon reaching 9th level, once per tenday as a standard action a nightcloak can summon one shadow per class level to do her bidding for a number of rounds equal to her class



Illustration by Mark Evans

Nightcloak

Table 4–14: The Nightcloak

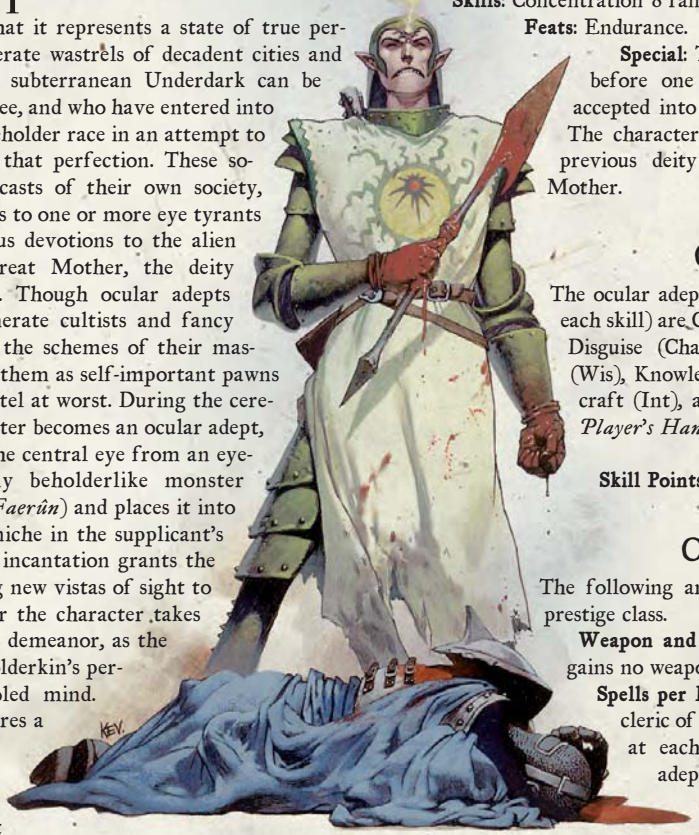
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Darkness spells	+1 level of existing class
2nd	+1	+3	+0	+3	Eyes of Shar	+1 level of existing class
3rd	+2	+3	+1	+3	Insidious magic	+1 level of existing class
4th	+3	+4	+1	+4	Shadow talk	+1 level of existing class
5th	+3	+4	+1	+4	Disk of night	+1 level of existing class
6th	+4	+5	+2	+5	*True lies*	+1 level of existing class
7th	+5	+5	+2	+5	Mind of Shar	+1 level of existing class
8th	+6	+6	+2	+6	Shar's caress	+1 level of existing class
9th	+6	+6	+3	+6	*Minion of Shar*	+1 level of existing class
10th	+7	+7	+3	+7	*Voice of ineffable evil*	+1 level of existing class

level. Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires. The nightcloak is able to verbally communicate with the shadows as if she knew their language. She can also use her shadow talk ability to communicate with them.

***Voice of Ineffable Evil* (Sp)**: At 10th level, nightcloaks can command a creature as per the *dominate monster* spell 1/day as though cast by a sorcerer of a level equal to the nightcloak's character level. The effect lasts one day. Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

ocular adept

Each beholder believes that it represents a state of true perfection. Among the desperate wastrels of decadent cities and debased explorers of the subterranean Underdark can be found humanoids who agree, and who have entered into a surgical pact with the beholder race in an attempt to achieve even a sliver of that perfection. These so-called ocular adepts, outcasts of their own society, have pledged their services to one or more eye tyrants and pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders. Though ocular adepts often lead cells of degenerate cultists and fancy themselves important in the schemes of their masters, most beholders view them as self-important pawns at best, and mindless chattel at worst. During the ceremony in which the character becomes an ocular adept, a beholder surgeon cuts the central eye from an eyeball beholderkin (a tiny beholderlike monster described in *Monsters of Faerûn*) and places it into a partially disintegrated niche in the supplicant's forehead. A blasphemous incantation grants the eye functionality, opening new vistas of sight to the supplicant. Thereafter the character takes on a more detached, alien demeanor, as the vestiges of the dying beholderkin's personality taints his troubled mind. Surviving the ritual requires a hardy body and spirit.



Ocular Adept

Illustration by Kev Walker

Clerics who have fallen out of favor with their deity are the most common ocular adepts (disgraced clerics of Bane, whose worshipers often use beholders as allies, are particularly common), though some fighters and barbarians have been known to fall victim to the allure of the spheres of many eyes. Adapting to the psychic imprints of the eyeball graft takes the type of focused concentration common among the spellcasting classes; most wizards, bards, and sorcerers, however, usually are either too weak, too chaotic, or too image conscious to live amid hostile monsters with an alien eye grafted to their skulls.

Ocular adepts often are calculating, mad cult leaders who plot against surface nations according to the whims of their eye tyrant masters. They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and trade from one beholder outpost to another. Using their *charm person* and *charm monster* abilities, ocular adepts amass a group of followers to aid them in their duties. Ocular adepts occasionally are used as intermediaries between powerful beholders and heads of state at such times when the personal appearance of a beholder would be dangerous or undiplomatic. Rarely does a beholder create more than one ocular adept at a time, so these beings rarely see another of their kind. They share their masters' hatred of "imperfect" beholders and their "tainted" servants, so ocular adepts of rival beholders never work together.

Hit Die: d6.

Requirements

To qualify to become an ocular adept, a character must fulfill all the following criteria.

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil or neutral evil.

Base Save Bonus: Fort +4.

Skills: Concentration 8 ranks.

Feats: Endurance.

Special: The character must supplicate himself before one or more beholders, pleading to be accepted into their community as an ocular adept. The character must forswear all allegiances to his previous deity and swear devotion to the Great Mother.

Class Skills

The ocular adept's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the ocular adept prestige class.

Weapon and Armor Proficiency: An ocular adept gains no weapon or armor proficiencies.

Spells per Day: An ocular adept gains spells as a cleric of level 1–10, including one domain spell at each spell level available to the ocular adept. The ocular adept chooses two of the following domains: Evil, Hatred, Law, Strength, and Tyranny.

If the ocular adept was already a cleric of another deity, swearing allegiance to the Great Mother is considered "gross violation" of the code of conduct expected by the ocular adept's former deity, causing the loss of all previous spellcasting abilities. However, the implanting of eye of an eyeball beholderkin into the skull of the ocular adept fulfills the necessary conditions for changing deities as described in Chapter 5: Deities of the *Forgotten Realms Campaign Setting*, and the ocular adept is thereafter a cleric of the Great Mother. He keeps his old cleric spellcasting abilities and gains additional cleric spells as shown on Table 4–15: The Ocular Adept. This means that a cleric/ocular adept has a greater number of low-level spells, but never achieves the higher-level spells that a normal cleric would reach. This reflects both the ocular adept's need to minister to a large number of (generally weaker) followers and the Great Mother's disdain of any creature that is not a true beholder.

Because of his unique situation, a cleric/ocular adept has domain spell slots for his original cleric levels and domain spell slots for his prestige class levels. He is not required to use the same domain spell of a particular level in each slot. For example, if Terok the

Table 4–15: The Ocular Adept

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cleric Spells Per Day 0	1	2	3	4	5
1st	+0	+2	+0	+2	Implanted eyeball, *charm person* ray	3	1+1	—	—	—	—
2nd	+1	+3	+0	+3	*Sleep* ray	4	2+1	—	—	—	—
3rd	+2	+3	+1	+3	*Inflict moderate wounds* ray	4	2+1	1+1	—	—	—
4th	+3	+4	+1	+4	*Slow* ray	5	3+1	2+1	—	—	—
5th	+3	+4	+1	+4	*Fear* ray	5	3+1	2+1	1+1	—	—
6th	+4	+5	+2	+5	*Charm monster* ray	5	3+1	3+1	2+1	—	—
7th	+5	+5	+2	+5	*Telekinesis* ray	6	4+1	3+1	2+1	1+1	—
8th	+6	+6	+2	+6	*Flesh to stone* ray	6	4+1	3+1	3+1	2+1	—
9th	+6	+6	+3	+6	*Disintegrate* ray	6	4+1	4+1	3+1	2+1	1+1
10th	+7	+7	+3	+7	*Finger of death* ray	6	4+1	4+1	3+1	3+1	2+1

cleric/ocular adept has the Evil and Strength domains, he can prepare a *protection from good* (the 1st-level Evil domain spell) in his 1st-level cleric domain slot and *endure elements* (the 1st-level Strength domain spell) in his 1st-level ocular adept domain slot. He could just as easily prepare two of either of those spells in those domain slots.

After the implanting ceremony, if the ocular adept willfully turns against the Great Mother, she may use the implanted eye in the adept's forehead as a conduit for her power, disintegrating him instantly.

Implanted Eyeball (Su): The central eye of an eyeball beholderkin fills part of the ocular adept's forehead. Though the eyeball beholderkin perishes as a result of the surgery, its dying eye momentarily infects the host's brain with alien torment in its death throes. Thereafter, the oversized eye magically becomes a part of the ocular adept's physiology. The beholderkin's moribund taint arises occasionally in unintelligible psychic whispers (which most ocular adepts believe to be the encouragement of the Great Mother). As a result of the surgery, the ocular adept gains understanding of the beholder language and a +4 bonus on Spot checks. The eye also has a number of ray powers, which develop as the ocular adept advances in level. Once they have been attained, each ray may be used up to two times a day. Firing a ray from the implanted eyeball is a standard action that does not provoke attacks of opportunity. The implanted eyeball closes and must rest for the full round immediately following a round in which a ray attack is used.

Each eye effect resembles a spell cast by a sorcerer of the adept's class level but follows the rules for a ray. All rays have a range of 100 feet and a save DC of 10 + 1/2 the adept's class level + the adept's Charisma modifier. Unless otherwise noted, each ray works like the spell for which it is named (including what type of saving throw resists it), except that it only affects the target of the ray.

Charm Person: A 1st-level ocular adept can emit a *charm person* ray. Ocular adepts use this ability to confuse their enemies, ordering victims to restrain their friends or simply do nothing while the battle rages on.

Sleep: At 2nd level, an ocular adept can emit a ray of *sleep*.

Inflict Moderate Wounds: To punish powerful allies or wound their enemies, ocular adepts of 3rd level or higher often employ this ray.

Slow: This ray is usable by ocular adepts of 4th level or higher.

Fear: A 5th-level or higher ocular adept may employ this ray.

Charm Monster: At 6th level and higher, the ocular adept can use this ray. Outside of combat, an ocular adept uses this ability to entice the dregs of society to join his or her cult, or to influence a merchant or politician when on a mission for his or her master.

Telekinesis: At 7th level and higher, the ocular adept can move objects or creatures with this ray.

Flesh to Stone: An ocular adept of 8th level or higher can emit this deadly ray.

Disintegrate: A 9th-level or higher ocular adept can use this ray to horrifying effect.

Finger of Death: At 10th level, the Great Mother grants the ocular adept the most deadly of those favors naturally possessed by her true children.

silverstar

Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar. They seek to build harmony among lycanthropes and nonshapechangers, and they protect the weak and the oppressed everywhere. They cannot abide slavery, and they hate most undead. They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission. Sometimes they receive visions and are seen as somewhat "touched" with prophecy by their closeness to the Moonmaiden. They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess's wishes.

Clerics most often become silverstars; rangers are a less common choice. Selûne demands an individualistic outlook on life that is incompatible with the lawful nature of paladins and monks, and her passionately good and chaotic nature leaves little room for the balance a druid requires.

Silverstars are often found in large coastal cities dependent on the sea for trade and sustenance. Others prefer the outlying reaches of civilized realms, where lycanthropes are most common. Wherever they are found, silverstars actively oppose the activities and misdeeds of Shar's followers, whether singly or in groups.

Hit Die: d8.

Requirements

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

Alignment: Chaotic good.

Base Attack Bonus: +4.

Skills: Intuit Direction 2 ranks, Sense Motive 2 ranks.

Feats: Blind-Fight, Dodge, Mobility, Spring Attack.

Spells: Ability to cast 2nd-level divine spells. Clerics who wish to become silverstars must have access to the Moon domain.

Patron: Selûne.

Class Skills

The silverstar's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are features of the silverstar prestige class.

Weapon and Armor Proficiency: Silverstars gain no weapon or armor proficiencies. Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

Spells per Day: At each silverstar level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a silverstar, the player must decide to which class to add each silverstar level for the purpose of determining spells per day and spells known.

Moon Spells: A silverstar can prepare any Moon domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Moon domain list. For instance, a cleric/silverstar could prepare *moonblade* as a 3rd-level cleric spell, and a ranger/silverstar could prepare *moonbeam* as a 2nd-level ranger spell.

Lunar Sight (Ex): Silverstars of 2nd level and above have low-light vision.



Silverstar

Illustration by Raven Mimura

Moon's Hand (Su): Any heavy mace wielded by a 3rd-level silverstar is treated as if it were a *+1 shock heavy mace*. If leaves the hand of the silverstar it reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +1 the higher of the two bonuses is used. At 6th level, the weapon is treated as a *+2 shock heavy mace*.

***Tears of Selûne* (Sp)**: A 4th-level silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-wisps only) at will, as if cast by a sorcerer of her caster level.

Prophet's Sight (Su): Starting at 5th level, once per day a silverstar is able to see as if under the effect of a *true seeing* spell cast by a cleric of her level. At 8th level, this ability can be used 2/day.

Selûnite Lycanthrope: Upon reaching 6th level, silverstars who contract any form of lycanthropy are treated as natural lycanthropes. Their type changes to shapechanger, and they may select the Improved Control Shape feat (see the *Monster Manual*) or the Scent ability as a feat (see the *Monster Manual*) at any point that they can select a new feat. Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

Moonshield (Su): At 7th level, a silverstar learns how to better resist the magic of the Shadow Weave. She gains a +2 bonus on saves against enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor. This bonus applies whether or not the source is from the Weave or the Shadow Weave.

Greater Moon's Hand (Su): Upon reaching 9th level, a silverstar using her moon's hand ability treats her weapon as if it were a *+2 shocking burst weapon*.

***Moonfire* (Sp)**: Upon reaching 10th level, a silverstar can cast *moonfire* 1/day as a spell-like ability.

Table 4–16: The Silverstar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Moon spells	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Lunar sight	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Moon's hand +1 shock	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	*Tears of Selûne*	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Prophet's sight 1/day	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Selûnite lycanthrope, moon's hand +2 shock	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Moonshield	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Prophet's sight 2/day	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Greater moon's hand	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	*Moonfire*	+1 level of divine spellcasting class

stormlord

Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time. Stormlords are the chief agents of the Destroyer's wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury. Talos cares only that they call up a storm or engage in a spectacular act of violence every tenday or so.

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown. Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Hit Die: d8.



Illustration by Raven Mimura

Stormlord

Requirements

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

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

Spells: Ability to cast 3rd-level divine spells.

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

Class Skills

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: A stormlord gains no weapon or armor proficiencies.

Spells per Day: At each stormlord level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Electricity Resistance (Ex): As the stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table.

Shock Weapon (Su): At 2nd level, any spear or javelin used by a stormlord is treated as a shock weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): At 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

Table 4–17: The Stormlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Electricity resistance 10	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Shock weapon	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Storm walk	+1 level of divine spellcasting class
4th	+3	+3	+1	+3	Electricity resistance 15	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Thundering weapon	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	*Storm ride*	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Electricity resistance 20	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Shocking burst weapon	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Electricity resistance 30	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	*Elemental conflagration*	+1 level of divine spellcasting class

Thundering Weapon (Su): At 5th level, any spear or javelin a stormlord uses is treated as a *thundering* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *shock* weapon ability.

***Storm Ride* (Sp)**: At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): At 8th level, any spear or javelin used by a stormlord is treated as a *shocking burst* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *thundering* weapon ability.

***Elemental Conflagration* (Sp)**: Upon reaching 10th level, a stormlord gains the ability to summon a quartet of Huge elementals once per tenday. These four elementals are summoned as if using the *summon monster IX* spell, except that each elemental is of a different type (air, earth, fire, water).

strifeleader

The Prince of Lies demands control by any means necessary. Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric (as least the Prince of Lies whispers it in their minds) through force and deception. They spread strife and work murder everywhere in order to make folk fear and believe in Cyric.

Most strifeleaders are clerics, rogues, or bards. Particularly crafty fighters and barbarians may become strifeleaders, but characters of other classes rarely pursue this path.

Strifeleaders are often found supporting rulers with a taste for cruelty and empire-building. They indulge in intrigue in every land so as to spread strife everywhere without plunging realms into widespread war and thus give worship to Tempus the war deity. Most also spend their time scheming against each other in an endless struggle of cabal against cabal, with each strifeleader seeking to increase his personal power.



Strifeleader

Illustration by Brom

Hit Die: d6.

Requirements

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

Skills: Disguise 8 ranks, Bluff 4 ranks, Intimidate 4 ranks, Speak Language (Abyssal).

Feats: Iron Will, Spell Focus (Illusion), Weapon Focus (longsword).

Spells: Ability to cast 3rd-level divine spells.

Patron: Cyric.

Special: The character must have single-handedly slain an illusionist, a cleric of Cyric, or someone with the Spell Focus (Illusion) feat.

Class Skills

The class skills of a strifeleader (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the strifeleader prestige class.

Weapon and Armor Proficiency: A strifeleader gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated strifeleader level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one spellcasting class before becoming a strifeleader, the player must decide to which class to add each strifeleader level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A strifeleader is immune to fear (magical or otherwise). Enemies within 20 feet of a strifeleader suffer a –2 morale penalty on saving throws against fear effects. The radius of this aura increases at 4th and 7th levels.

Poison Use: Strifeleaders are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Skilled Prevarication (Ex): At 2nd level, strifeleaders become skilled in the art of telling lies. They get a +2 bonus on Bluff and Intimidate checks. Moreover, strifeleaders gain a +4 bonus on saving throws against the spells *discern lies* and *zone of truth*.

Sneak Attack: Starting at 3rd level, if a strifeleader can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the strifeleader's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the strifeleader 's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 6th and 9th level. Should the strifeleader score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the strifeleader can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A strifeleader can only sneak attack living creatures with dis-

Table 4–18: The Strifeleader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Dominating aura 20 feet, poison use	+1 level of existing class
2nd	+1	+3	+0	+3	Skilled prevarication	+1 level of existing class
3rd	+2	+3	+1	+3	Sneak attack +1d6	—
4th	+3	+4	+1	+4	Dominating aura 30 feet	+1 level of existing class
5th	+3	+4	+1	+4	Illusions	+1 level of existing class
6th	+4	+5	+2	+5	Sneak attack +2d6	—
7th	+5	+5	+2	+5	Dominating aura 40 feet	+1 level of existing class
8th	+6	+6	+2	+6	Death attack	+1 level of existing class
9th	+6	+6	+3	+6	Sneak attack +3d6	—
10th	+7	+7	+3	+7	Greater death attack	+1 level of existing class

cernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the strifeleader must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The strifeleader cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a strifeleader gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Illusions: Beginning at 5th level, the strifeleader adds the spells *ghost sound*, *invisibility*, *minor image*, *mirror image*, *major image*, *phantasmal killer*, and *silent image* to his spell list. The spells become clerical spells at the same levels they are on the Sor/Wiz list (so the strifeleader may prepare *invisibility* as a 2nd-level cleric spell).

Death Attack (Ex): Starting at 8th level, if the strifeleader studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (strifeleader's choice). While studying the victim, the strifeleader can undertake other actions as long as his attention stays focused on the target and the target does not detect the strifeleader or recognize him as an enemy. If the victim of such an attack fails her Fort saving throw (DC 10 + the strifeleader's class level + the strifeleader's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the strifeleader. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the strifeleader has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the strifeleader does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Greater Death Attack (Ex): At 10th level, the DC for the strifeleader's death attack (whether to kill or paralyze) increases by +4.

Illustration by Kev Walker



Sword dancer

sword dancer

Eilistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above. Although they need not be drow themselves, sword dancers are expected to lead that migration and work to promote harmony between drow and surface-dwelling races. They nurture beauty, music, the craft of making musical instruments, and song wherever they find it, assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards. Other class combinations, particularly those including ranger, rogue, and sorcerer, are somewhat less common. Barbarians and wizards rarely become sword dancers. Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races, particularly half-elves, humans, and surface elves, venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell. Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.

Hit Die: d8.

Requirements

To qualify to become a sword dancer, a character must fulfill the following criteria.

Race: Elf or half-elf.

Gender: Female.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Perform 5 ranks (includes dance and singing), Speak Language (Elven and Undercommon).

Feats: Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword).

Spells: Ability to cast 2nd-level divine spells.

Patron: Eilistraee.

Special: The character must have seen the sun rise at least once and spent at least one continuous month living on the surface (without entering the Underdark), dancing each night under the light of the moon.

Class Skills

The class skills of a sword dancer (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points Per Level: 2 + Int modifier.

Table 4–19: The Sword Dancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Low-light vision, sword song	+1 level of existing class
2nd	+1	+0	+3	+0	Moonlights	+1 level of existing class
3rd	+2	+1	+3	+1	Sword dance	+1 level of existing class
4th	+3	+1	+4	+1	Mobility	+1 level of existing class
5th	+3	+1	+4	+1	Maiden's sword	+1 level of existing class
6th	+4	+2	+5	+2	Lesser spellsong	+1 level of existing class
7th	+5	+2	+5	+2	Spring Attack	+1 level of existing class
8th	+6	+2	+6	+2	Spellsong	+1 level of existing class
9th	+6	+3	+6	+3		+1 level of existing class
10th	+7	+3	+7	+3	Sword shield	+1 level of existing class

Class Features

The following are class features of the sword dancer prestige class.

Weapon and Armor Proficiency: A sword dancer gains no weapon or armor proficiencies. A sword dancer that wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed at an arcane spell failure roll in order to use any of her spell-like or supernatural abilities granted by this prestige class (not including spellcasting).

Spells per Day/Spells Known: At each sword dancer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one spellcasting class before becoming a sword dancer, the player must decide to which class to add each sword dancer level for the purpose of determining spells per day and spells known.

Low-Light Vision (Ex): All sword dancers have low-light vision.

Sword Song (Su): A sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday. During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again. She may only be attuned in this fashion to one sword at a time. Beginning the process of attuning another sword negates the ability of the currently attuned sword. Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her a +2 morale bonus on attack and damage rolls with the sword and a +3 morale bonus on saving throws against mind-affecting spells and effects. This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier. If this ability is applied to a *dancing* sword, the *dancing* sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

Moonlights (Su): Beginning at 2nd level, at will and as a free action a sword dancer can create small lights equal to those produced by the *dancing lights* spell. These lights are under the control of the sword dancer but cannot move more than 5 feet from her body. The sword dancer can have in existence a number of lights equal to her class level.

Sword Dance (Su): At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above. Once attuned to the sword, she may use it as if it had the *dancing* property. She may use this ability a number of times per day equal to her class level.

Mobility: The sword dancer gains the Mobility feat at 4th level.

Maiden's Sword (Su): At 5th level, a sword dancer gains the ability to craft magic swords as if she had the Craft Magic Arms and Armor feat. This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attunement to the sword. She may add any properties (including enhancement bonuses) to a sword as long as she meets the property's other prerequisites.

Lesser Spellsong (Su): At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells. Any spells she casts in this manner always have a verbal component, in addition to their normal components. For example, a sword dancer with access to the Moon domain who has prepared *divine favor* (a 1st-level spell) may lose *divine favor* in order to cast *faerie fire* (a 1st-level spell from the Moon domain).

Spring Attack: The sword dancer gains the Spring Attack feat at 7th level.

Spellsong (Su): At 8th level, the sword dancer's lesser spellsong ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

Sword Shield (Su): At 10th level, as a free action a sword dancer may command her *dancing* sword to fight in a defensive manner, taking a penalty of up to –5 on the sword's attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus. The changes to the sword's attack rolls and her Armor Class last until her next action. She can only use this ability on one dancing sword at a time.

Techsmith

Faerûn resounds with the measured cadence of blacksmiths hammering out their newest creation, the clitter-clack of tinkers cobbling together the contents of a bin of junk to create something truly useful, and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra of technological progress can be found the techsmiths of Gond, men and women devoted to the development of new inventions and the progression of achievement in the name of the Wonderbringer.

Though based in the Lantanese city of Illul, techsmiths can be found throughout the continent as advisors to rulers, as merchants selling fantastic wares, and as builders and operators of small golems tasked with taking care of unsightly municipal duties such as caring for large sewer systems or interring the dead. Theirs is a primarily cosmopolitan pursuit, making techsmiths far more common in cities than in pastoral regions. Most travel widely, however, both to share their own creations and to monitor the creations of folk from all corners of the known world. Because of their skill in building constructs, techsmiths are experts at demolishing them as well, and are sometimes called into service to destroy dangerous things of that type before they cause too much harm. Techsmiths tend toward extreme eccentricity, often concerning themselves with the solution of some mathematical formula far more than personal interaction with their companions. Slow to make friends with those who do not share their obsession with mechanics and explosives (in that order), it often has been said that a techsmith's only true

confidante is the golemlike construct known as a gondsman, who serves as the techsmith's servant, assistant, and friend.

The techsmiths draw their ranks almost exclusively from the clergy of Gond, since the High Holy Crafthouse of Inspiration, where the secrets of the techsmiths are imparted to would-be members of the order, does not accept applications from followers of other deities. Clerics of other gods who bestow the Craft domain upon their followers (such as certain members of the gnomish and dwarven pantheon) occasionally convert to Gond worship in order to gain the secrets of the techsmiths. It is said that this troubles the Wonderbringer but little, as the end result promises interesting creations from headstrong inventors.

Those techsmiths who do not adventure often attempt to profit from their proprietary knowledge by creating *smokepowder* weapons and bombs and selling them to the highest bidder. Unscrupulous techsmiths seek out conflict that they might profit from both sides. Such individuals are a good source of explosives, firearms, and new inventions, and do lucrative business selling their goods to members of the adventuring class. In larger cities with a strong Gondian presence, they may form a guild, but most work alone.

Hit Die: d6.

Requirements

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

Skills: Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing) 9 ranks.

Feats: Craft Wondrous Item, Skill Focus (Craft [armorsmithing, blacksmithing, metalworking, or weaponsmithing]).

Spells: Ability to cast *minor creation*.

Patron: Gond.

Special: Must visit the High Holy Crafthouse of Inspiration in the city of Illul on the island of Lantan.

Class Skills

The techsmith class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Open Lock (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the techsmith prestige class.

Weapon and Armor Proficiency: Techsmiths are proficient with all simple weapons, and gain the feat Exotic Weapon Proficiency (firearms) if they do not already have it.

Spells per Day/Spells Known: At each techsmith level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a techsmith, the player must decide to which class to add each techsmith level for the purpose of determining spells per day and spells known.

Gondsman (Ex): Upon becoming a techsmith, the character may construct a gondsman—a loyal mechanical warrior, assistant, bodyguard, and friend. This gondsman costs the techsmith nothing, for it is assumed that in the time before becoming a techsmith he has been researching and working on parts of the gondsman in his spare time.

A gondsman is a construct, is made of metal and wood (and is therefore vulnerable to attacks such as *warp wood* and *rusting grasp*). The techsmith can create a gondsman in one of two sizes: Small (Str 13, Dex 14, Con –, Int 4, Wis 13, Cha 6) or Medium-size (Str 15, Dex 12, Con –, Int 4, Wis 13, Cha 6), or

A gondsman has a +5 natural armor, neutral alignment, d10s for Hit Dice, and Hit Dice equal to the techsmith's class level + 3. It has a slam attack that deals 1d8 points of base damage. A new gondsman has no equipment but can use any equipment appropriate for its size.

As the techsmith gains a level, the gondsman also increases in ability by gaining a Hit Die. Following the rules for constructs in the *Monster Manual*, the gondsman gains the normal improvements for a construct that adds a Hit Die: 1d10 hit points, attack bonus as cleric, poor base save bonus improvement. In addition, each time the techsmith gains a level, he may add an upgrade to his gondsman, selecting from the following options:

- +1 Strength
- +1 Dexterity
- +1 to base attack bonus
- +1 to one save
- +1 to existing natural armor bonus

A gondsman shares a special bond with its creator, similar to the relationship between a sorcerer and his familiar. The construct and creator share an empathic link to a distance of one mile. The techsmith cannot see through the gondsman's eyes, but they can communicate telepathically. Even the most intelligent and personable gondsmen tend to see the world through a somewhat detached, mechanical perspective, so misunderstandings are possible. This empathic link is a supernatural ability.

Because of the empathic link between the gondsman and the techsmith, the techsmith has the same connection to a place or item that the gondsman does.

Should a gondsman be damaged, the techsmith can repair it using artisan's tools at a rate of 1 hit point per hour. Alternatively, the *mending* spell can restore 1 hit point. Since constructs are creatures, cure spells affect it normally.

If a gondsman is reduced to 0 hit points, it is destroyed.



Techsmith

Illustration by Wayne Reynolds

Table 4–20: The Techsmith

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Gondsman	+1 level of existing class
2nd	+1	+3	+0	+3	Technical knack +2	+1 level of existing class
3rd	+1	+3	+1	+3	New domain	+1 level of existing class
4th	+2	+4	+1	+4	Construct sense	+1 level of existing class
5th	+2	+4	+1	+4	Technical knack +4	+1 level of existing class
6th	+3	+5	+2	+5	Golembane	+1 level of existing class
7th	+3	+5	+2	+5	Improved critical	+1 level of existing class
8th	+4	+6	+2	+6	Technical knack +6	+1 level of existing class
9th	+4	+6	+3	+6	Explosive obsession	+1 level of existing class
10th	+5	+7	+3	+7	Golemsmite	+1 level of existing class

Should a gondsman be destroyed, the techsmith may construct another. Constructing a replacement gondsman costs 500 gp per Hit Die and takes 1 day for every 1,000 gp value of the gondsman (as if the techsmith were creating a magic item). For example, a 6th level techsmith wishing to replace a 9 HD gondsman would have to spend 4,500 gp and five days creating the gondsman.

Technical Knack (Ex): Techsmiths of a certain skill level pick up a technical knack, an innate familiarity with the workings of mechanical gadgetry and science that allows them a +2 competence bonus on all Alchemy, Appraise, Craft, Disable Device, Knowledge, and Open Lock checks involving some sort of mechanical, technological, or explosive circumstance. This bonus increases to +4 at 5th level and +6 at 8th level.

New Domain: The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and may choose the domain's spells as domain spells. (The techsmith now has three choices each level for domain spells instead of two.) A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

Construct Sense (Su): Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet. They may make a Spot check (DC 15) to recognize a construct for what it is.

Golembane (Ex): Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction. After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

Improved Critical (Ex): Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor. Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

Explosive Obsession (Ex): Due to their familiarity with the intricacies of *smokepowder*, techsmiths of 9th level or higher may create enhanced bombs. These powerful explosives operate exactly as described under Renaissance Grenadelike Weapons in Chapter 6 in the *Dungeon Master's Guide*, except that they deal 2d8 points of damage and have a blast radius of 15 feet. Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

Golemsmite (Ex): Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs. If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a *mace of smiting*.

sample gondsmen

Techsmiths develop gondsmen to suit their needs and wants.

The 5th level techsmith's gondsman, below, emphasizes offense with its + 3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

All gondsmen share construct traits:

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

A 1st level techsmith's 4 HD gondsman:

Clang: Gondsman; CR –; Medium-size construct; HD 4d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, slam); SQ Construct traits; AL N; SV Fort +1, Ref +2, Will +2; Str 15, Dex 12, Con –, Int 4, Wis 13, Cha 6.

A 5th level techsmith's 8 HD gondsman:

Wrath's Hammer: Gondsman; CR —; Medium-size construct; HD 8d10+; hp 44; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +11/+6 melee (1d8+4, slam); Face/Reach 5 ft. × 5 ft./5 ft.; SQ construct traits; AL N; SV Fort +2, Ref +3, Will +3; Str 18, Dex 12, Con –, Int 4, Wis 13, Cha 6.

An 8th level techsmith's 11 HD gondsman:

Fairshield: Gondsman; CR –; Small construct; HD 11d10; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20); Atk +10/+5 melee (1d8+1, slam); SQ Construct traits; AL N; SV Fort +4, Ref +6, Will +5; Str 13, Dex 14, Con –, Int 4, Wis 13, Cha 6.

Skills and Feats: Hide +6.

waveservant

Umberlee is widely feared by all who make their living from the sea, and those who trespass her domain had best pay tribute to avoid her wrath. Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.

Most waveservants are clerics, rangers, or cleric/rangers. Sometimes a wizard or sorcerer with a fondness for water magic becomes a waveservant, a few druid/waveservants are known, and some barbarian tribes venerate the Bitch Queen and have barbarian/waveservant members nearly as temperamental as the goddess herself.

Waveservants are usually loners. Some dwell on storm-swept islands and coasts, while others spend their whole lives aboard ships. Many make their living as pirates, attacking merchant ships that do not make sufficient offerings to their goddess. They rarely venture far from large bodies of water.

Hit Die: d8.

Illustration by Puddnhead



Waveservant

Requirements

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

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Intuit Direction 3 ranks, Knowledge (nature) 4 ranks, Speak Language (Aquan), Swim 4 ranks.

Feats: Endurance, Weapon Focus (trident).

Spells: Ability to cast 2nd-level divine spells. Clerics who wish to become waveservants must have access to the Ocean domain.

Patron: Umberlee.

Special: The character must have made peaceful contact with a water elemental, an evil creature of type outsider (water), or an evil aquatic creature; the creature must have had at least 6 Hit Dice and the character must have communicated with it using a language or magic.

Class Skills

The class skills of a waveservant (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Int), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the waveservant prestige class.

Weapon and Armor Proficiency: A waveservant gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each waveservant level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a waveservant, the player must decide to which class to add each waveservant level for the purpose of determining spells per day and spells known.

Ocean Spells: A waveservant can prepare any spell from the Ocean domain as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level in the Ocean domain list. For instance, a ranger/waveservant could prepare *endure elements* as a 1st level ranger spell.

Water Breathing (Ex): A waveservant can breathe water as easily as air, and gains a swim speed of 30 feet. Like all creatures with a swim speed, waveservants do not need to make Swim checks to move through the water at their swim speed. They have a +8 bonus on all Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks even if rushed or threatened. They can use the run action while swimming provided they swim in a straight line.

Drowned Legion: Waveservants with the ability to rebuke undead gain a +4 to their turning damage roll whenever they or the targeted undead are at least half immersed in water.

Freedom of Movement (Ex): At 2nd level, waveservants move and attack normally while underwater as if they were under the effects of a *freedom of movement* spell. They may also cast spells unhindered when underwater. Restrictions not directly related to the water (such as a *web* spell cast into the water) are not thwarted by this ability.

Aquatic Servants (Su): At 3rd level, a waveservant gains the ability to rebuke or command aquatic creatures. This ability works just like an evil cleric rebuking or commanding undead, but uses the waveservant's class level to determine the effect of the rebuke attempt. The waveservant may use this ability a number of times per day equal to 3 + her Charisma modifier.

Sahuagin Rage (Ex): Beginning at 3rd level, a waveservant can call upon the inhuman bloodlust of the sahuagin, entering a rage exactly the same as that of a barbarian. She may do this once per day.

Deep Sight (Ex): At 4th level, a waveservant can see underwater as if she had darkvision and low-light vision.

Nose of the Shark (Ex): At 4th level, the waveservant gains the keen scent ability of a shark whenever she is within the water. She can detect creatures that are within the water within 180 ft. and can detect blood in the water at ranges of up to one mile.

Table 4—21: The Waveservant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Ocean spells, water breathing, drowned legion	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Freedom of movement	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Aquatic servants, sahuagin rage	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Deep sight, nose of the shark	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Jellyfish poison	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Tremorsense	+1 level of divine spellcasting class
7th	+5	+5	+2	+5		+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Jellyfish tentacles	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Arms of the octopus	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Jellyfish body	+1 level of divine spellcasting class

Jellyfish Poison (Su): At 5th level, the waveservant causes thousands of tiny poisoned nearly invisible barbs to grow from her face and hands. With a touch attack, she may inject poison through these barbs into the body of a target creature. The poison (Fort DC 10 + 1/2 class level + Wisdom bonus) deals 1d6 points of initial and secondary Strength damage. The waveservant can use the barbs to make multiple poison attacks as long as they remain. The barbs may be invoked once per day, remain on the waveservant's skin for up to 1 minute per class level, and can be dismissed as a free action. The poison cannot be removed from the character's skin or the barbs and stored for later use.

Tremorsense (Ex): At 6th level, a waveservant becomes so attuned to the vibrations of water that she effectively has the tremorsense ability in regard to creatures within or touching the body of water she is in. For example, if she were in an underground lake, she would know the exact location of an invisible rogue swimming through the lake toward her, but would not have any unusual ability to locate the invisible sorcerer flying above her. The range of this ability is 60 feet.

Jellyfish Tentacles (Su): At 8th level, when in water, the waveservant gains the ability to transform her arms into dozens of spindly translucent tentacles, all bearing poisoned barbs. The tentacles have a reach of 10 feet. The waveservant may attempt a touch attack with the tentacles, with a successful touch attack meaning the target is subject to the effects of jellyfish poison (see above). If used outside of water, the tentacles hang to the ground, have a maximum reach of 5 feet, and can only affect creatures that step on them.

Attacks with melee weapons against tentacles are made against AC 10, deal only 1 point of damage to the waveservant, and sever a single tentacle with each hit, but there are so many strands and they regrow so quickly that these attacks are almost entirely ineffective. Attacks with ranged weapons deal no damage. Area attacks affect the tentacles (and the waveservant) normally.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, she cannot manipulate objects, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Arms of the Octopus (Su): At 9th level, the waveservant gains the ability to transform her arms into long suckered and barbed tentacles with 10 foot reach. She may attack with these arms as if they were natural weapons for her, and attacks in this manner do not draw attacks of opportunity. A tentacle deals 1d4 points of damage plus the waveservant's Strength bonus. A successful attack with a tentacle allows the waveservant to immediately attempt a grapple without having to make a touch attack or provoking an attack of opportunity. A waveservant that has grappled an opponent can choose to constrict her opponent with a successful grapple attack, automatically dealing 2d4 points plus Strength bonus of normal damage.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, her effective Dexterity for manipulating objects is 6, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Jellyfish Body (Su): At 10th level, a waveservant's body undergoes a radical transformation. Her bones and internal organs soften and diffuse, leaving only her skin to define her shape. While this does not greatly affect her appearance (her features soften somewhat) or any of her other abilities, it does leave her body with no parts that are more vulnerable than any other. In short, she has no discernable anatomy, and is therefore no longer subject to critical hits or sneak attacks. Her type changes to aberration (aquatic).

wearer of purple

Wearers of purple are members of the Cult of the Dragon who embrace the creation and veneration of the Sacred Ones, the great dracoliches of Faerûn. Members follow the teachings of Sammaster the Mad, who prophesied that dragon dragons shall rule the world entire. Organized into autonomous cells, Dragon Cultists collectively serve as an intelligence-gathering and communications network for the evil dragons of Faerûn and the Cult's dracoliches. Wearers of purple are typically leaders of such Dragon Cult cells. They are responsible for tracking evil dragons to their lair, offering tribute to evil dragons, convincing evil dragons to become dracoliches, preparing the necessary ritual components for the transformation, and serving dracoliches once created. Most wearers of purple serve one dracolich, although members of powerful cells may serve up to a half a dozen Sacred Ones.

Most wearers of purple are clerics, wizards, wizards specializing in the art of necromancy, or sorcerers. Those clerics who do join the ranks of the Dragon Cult are typically followers of Bane, Cyric, Gargauth, Shar, Talona, or Velsharoon. Although fighters and rogues make up the bulk of the Cult's lower ranks, few non-spellcasters ascend to leadership positions with the Cult of the Dragon.

Wearers of purple are usually high-ranking members of a Dragon Cult cell who work closely with fellow Cultists. Most are either involved in wooing one or more dragons to undergo the transformation to undeath or serving one of the Sacred Ones directly. Most remain in close proximity to the lair of the dragon that they serve except when coordinating with other cells or seeking out other wyrms.

Hit Die: d6.

Requirements

To qualify to become a wearer of purple, a character must fulfill the following criteria.

Alignment: Any evil.

Base Save Bonus: Will +5.

Skills: Alchemy 5 ranks, Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (local) 3 ranks, Speak Language (Draconic).

Feats: Iron Will, Spell Focus (Necromancy).

Spells: Able to cast at least one necromantic spell.

Special: The character must have made peaceful contact with an evil true dragon or dracolich.

Class Skills

The class skills of a wearer of purple (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Ride (Dex), and Scry (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the wearer of purple prestige class.

Weapon and Armor Proficiency: A wearer of purple gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each wearer of purple level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a wearer of purple, the player must decide to which class to add each wearer of purple level for the purpose of determining spells per day and spells known.

Energy Resistance (Ex): Upon adopting the wearer of purple class, the character gains a resistance 5 to one type of energy (commonly acid, cold, electricity, or fire), as described in Chapter 3 of the *Dungeon Master's Guide*. Most characters choose a resistance to the type of energy embodied in the breath weapon of the dragon or dracolich that they attend or expect to attend. At 3rd and 5th level, the energy resistance increases to 10 and 15, respectively.

New Domain: At 1st level, the wearer of purple gains a domain from the following list: Death, Evil, Scalykind. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his cleric level for determining the effects of these three domain's granted powers. If the wearer of purple has no cleric levels, he doesn't gain the domain spells, but uses his levels in this prestige class to determine the granted power's effects.

Dracoride (Ex): Beginning at 2nd level, when riding any kind of dragon, a wearer of purple uses his normal Ride skill score, even if he chose a nondraconic sort of mount when he first selected the Ride skill. In other words, he suffers no penalties for riding a "different" or "very different" mount when riding dragons.



Illustration by Wayne England

Wearer of Purple

Item Creation Feat: At 4th and 6th level, the wearer of purple gains a bonus feat from the following list: Brew Potion, Craft Wondrous Item, Forge Ring. The wearer of purple must meet all prerequisites for the chosen feat.

Frightful Presence (Ex): Beginning at 7th level, a wearer of purple can unsettle foes with his mere presence, much like the Sacred Ones he serves. The ability takes effect automatically whenever the character attacks or charges. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character.

Creatures may resist with a successful Will save (DC 10 + 1/2 class level + Charisma modifier). Those that save are immune to the character's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons are immune to this effect.

Paralyzing Touch (Su): Beginning at 8th level, a creature touched by a wearer of purple must make a Fort save (DC 10 + 1/2 class level + Charisma modifier) or be paralyzed for 2d6 rounds. A

Table 4–22: The Wearer of Purple

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Energy resistance 5, new domain	+1 level of existing class
2nd	+1	+0	+0	+3	Dracoride	+1 level of existing class
3rd	+1	+1	+1	+3	Energy resistance 10	+1 level of existing class
4th	+2	+1	+1	+4	Item creation feat	+1 level of existing class
5th	+2	+1	+1	+4	Energy resistance 15	+1 level of existing class
6th	+3	+2	+2	+5	Item creation feat	+1 level of existing class
7th	+3	+2	+2	+5	Frightful presence	+1 level of existing class
8th	+4	+2	+2	+6	Paralyzing touch	+1 level of existing class
9th	+4	+3	+3	+6	Paralyzing gaze	+1 level of existing class
10th	+5	+3	+3	+7	Rebuke sacred ones	+1 level of existing class

successful saving throw against this effect does not confer any immunity against subsequent attacks. The wearer of purple may use this touch attack a number of times per day equal to 1 + his Charisma bonus (if any), and must make a melee touch attack against his opponent to use this ability. Once invoked, the ability is treated as a touch spell, with the character "holding the charge" for the ability until it is used or dispersed.

Paralyzing Gaze (Su): Beginning at 9th level, the wearer of purple may cause his eyes to glow, giving him the ability to paralyze victims within 40 feet who fail a Fort save (DC 10 + 1/2 class level + Charisma modifier). If the saving throw is successful, the target creature is forever immune to the gaze of that particular wearer of purple. If it fails, the victim is paralyzed for 2d6 rounds. The wearer of purple may use this gaze attack a number of times per day equal to 1 + his Charisma bonus (if any).

Rebuke Sacred Ones (Su): Beginning at 10th level, a wearer of purple may use his rebuke undead ability to rebuke a dragon or dracolich. The cleric makes a rebuke attempt as normal, except that his range is 120 feet and only affects the targeted dragon or dracolich. A dracolich's turn resistance does not apply against this ability.



Windwalker

Illustration by Mark Smylie

windwalker

The Rider of Winds teaches his adherents to ride the wind and let it take them wherever it blows, so as to see the wonder of the world. Some followers of Shaundakul take this admonition literally, learning to shape the winds with their hands and ride them to lands as yet unseen. In their travels, windwalkers spread the teachings of Shaundakul far and wide, lending a helping hand to those in need and blazing trails for those who follow. Many come to Myth Drannor to drive the evil outsiders from the site of Shaundakul's greatest temple.

Most windwalkers are clerics or rangers. Some bards and sorcerers become windwalkers, but other classes rarely follow this path.

Windwalkers are usually loners and rarely stay in any one location for any length of time. Many make their living exploring new caravan routes for merchant consortiums. Others simply live off the land, traveling far and wide across the globe in search of new vistas. A fair number of windwalkers are active adventurers, albeit with a penchant for exploring far-off ruins in mysterious locales.

Hit Die: d8.

Requirements

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

Race: Human, half-elf, or air genasi.

Base Attack Bonus: +5.

Skills: Hide 5 ranks, Intuit Direction 5 ranks, Move Silently 5 ranks, Wilderness Lore 3 ranks.

Feats: Lightning Reflexes, Track, Weapon Focus (greatsword).

Spells: Ability to cast divine spells. Clerics who wish to become windwalkers must have access to the Air or Travel domain.

Patron: Shaundakul.

Special: The character must have visited at least three different regions in her lifetime. The character must have flown at least once for an hour or more, whether by means of magic or an aerial mount.

Class Skills

The class skills of a windwalker (and the key ability for each skill) are Climb (Str), Concentration (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Table 4–23: The Windwalker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+0	+2	Air and Travel spells, soft fall	+1 level of divine spellcasting class
2nd	+2	+0	+0	+3	Cold resistance 5	+1 level of divine spellcasting class
3rd	+3	+1	+1	+3	Portalsense, air walk	+1 level of divine spellcasting class
4th	+4	+1	+1	+4	Cold resistance 10	+1 level of divine spellcasting class
5th	+5	+1	+1	+4	Smite fiend 1/day	+1 level of divine spellcasting class
6th	+6	+2	+2	+5	Cold resistance 15	+1 level of divine spellcasting class
7th	+7	+2	+2	+5	Windsong	+1 level of divine spellcasting class
8th	+8	+2	+2	+6	Cold resistance 20	+1 level of divine spellcasting class
9th	+9	+3	+3	+6	Smite fiend 2/day	+1 level of divine spellcasting class
10th	+10	+3	+3	+7	Ride the winds	+1 level of divine spellcasting class

Class Features

The following are class features of the windwalker prestige class.

Weapon and Armor Proficiency: A windwalker gains no weapon or armor proficiencies.

Spells per Day: At each windwalker level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a windwalker, the player must decide to which class to add each windwalker level for the purpose of determining spells per day and spells known.

Air and Travel Spells: A windwalker can prepare any spell from the Air or Travel domains as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Air or Travel domain list. For instance, a ranger/windwalker could prepare *obscuring mist* as a 1st level ranger spell.

Soft Fall (Su): A windwalker always receives some support from the winds, as if under the protection of a *feather fall* spell.

Cold Resistance (Ex): As the windwalker gains levels in this prestige class, she becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

Portalsense (Su): A 3rd-level windwalker can use the spell *analyze portal* at will.

Air Walk (Su): A windwalker may *air walk* at will.

Smite Fiend (Su): Once per day, beginning at 5th level, a windwalker may attempt to smite a fiend (evil outsider) with one normal melee attack. She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that isn't an evil outsider, the smite has no effect but is still used up for the day. If she has a smite ability from another class, she may use her smite abilities separately or combine them into a single attack, if appropriate. At 9th level, she can use this ability twice per day.

Windsong (Su): A 7th-level windwalker can churn the air in a 30 foot radius from herself, creating a droning, roaring noise that disrupts concentration and drowns out normal noise. Creatures within the area of churning air (except the windwalker herself) must make Concentration checks (DC 10 + 1/2 windwalker's class level + windwalker's Charisma bonus) to cast spells or perform any activity that requires concentration. Creatures within 60 feet of the windwalker are effectively deafened, although this deafness ends as soon as they leave the area or the windsong stops. The windsong also acts as a *wind wall* spell throughout its entire area, and functions as a countersong (as the bard ability) for all creatures within the zone of churning air (the windwalker makes a class level check instead of a Perform check). Maintaining the windsong requires concentration and the windwalker can only use the ability a total number of rounds per day equal to her class level.

Ride the Winds (Su): At 10th level, a windwalker gains a fly speed of 100 ft. (good).

Template: Chosen of Bane

The Chosen of Bane are tyrants in every sense of the word, consumed with the quest for absolute power. Hand-picked by the deity of tyranny and fear, the Chosen of Bane are both charismatic and filled with hate, preferring to dominate and instill fear in weaker beings rather than convince them through kindness. They seek only to rule with absolute, unchallenged authority every living and undead creature across the world. The Chosen of Bane appear no different from other creatures of their type.

The current Chosen of Bane is Fzoul Chembryl, the Tyrant of the Moonsea, High Lord of the Zhentarim, and Lord of Zhentil Keep. Most previous Chosen of Bane were turned into liches by Bane, and at least 35 of these creatures were created in previous centuries. Before the Time of Troubles, the deaths of only 10 baneliches had ever been documented; however, the Tyrantfog sent by Xvim is believed to have destroyed most of the rest. Whether these liches desire Fzoul's status as the Chosen of Bane is unknown.

Creating a Chosen of Bane

"Chosen of Bane" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). A Chosen of Bane uses the character's statistics and special abilities except as noted here. A Chosen of Bane only has its power at the will of Bane; should the Black Lord decide to remove Chosen status from the character, he reverts to his original abilities. Normally there is only one Chosen of Bane at a time.

Special Qualities: A Chosen of Bane retains all special qualities of the character and also gains the following.

***Bonus Spells* (Sp)**: Constant—*endure elements* (acid, cold, electricity, fire, sonic), *mind blank, negative energy protection.* At will—*command, enthrall.* 5/day—*hypnotism, remove fear,* or *cause fear.* 3/day—*charm monster, suggestion.* 1/day—*dominate monster, geas.*

Damage Reduction (Ex): 10/+1.

Immunities (Ex): A Chosen of Bane is immune to aging effects and does not age. Bonuses still accrue, and the Chosen still dies of old age when his time is up.

***Summon Death Tyrant* (Sp)**: A Chosen of Bane can magically summon a death tyrant beholder as a full-round action as if using *summon monster IX*. He may use this ability a number of times per day equal to his Charisma modifier.

Undead Shadow (Su): A Chosen of Bane can let his shadow roam free as an undead shadow under his control. The Chosen remains in telepathic contact with the shadow as long as he and it are on the same plane. Shadows that it creates leave to become free-willed shadows. The shadow has the same hit points as the Chosen (minus any bonus hit points from Constitution) and is turned as a creature of the Chosen's Hit Dice (plus the shadow's turn resistance +2). If the shadow is destroyed, the Chosen may create another after one tenday.

Saves: Same as the character.

Abilities: Increase from the character as follows: Wisdom +2, Charisma +10.

Skills: Same as the character.

Feats: Same as the character.

Climate/Terrain: Same as the character.

Organization: Same as the character.

Challenge Rating: Same as the character +4. The Chosen of Bane approaches the power of some demigods and are not to be trifled with by most mortals. Fzoul, for example, has survived the death of two gods (Bane and Xvim) and abandoning a third (Cyric). He also controls the Moonsea, a feat that has eluded every would-be ruler of that region, and seized control of the Black Network from both Semmenon and Manshoon.

Alignment: Always lawful evil.

Treasure: Same as the character.

Advancement: Same as the character.

Appendix
Deity Feats and Salient Abilities

This appendix to *Faiths and Pantheons* provides information that users of the book will refer to frequently. Descriptions of eleven new feats are given below. Following the feats is a section on salient divine abilities that offers brief descriptions of each ability. After the salient divine abilities is a description of the Repose domain and two new spells, *surelife* and *undeath to death*, that are among the domain spells available to casters who select the Repose domain. Finally, a section on monster deities gives essential information for deities of that sort.

Feat Descriptions

Divine Might [Divine]

You can channel energy to increase your damage in combat.

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

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma modifier to your weapon damage for a number of rounds equal to your Charisma modifier. This is a supernatural ability.

Divine Vengeance [Divine]

You channel energy to do additional energy damage in combat against undead.

Prerequisites: Ability to turn undead, Extra Turning.

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

Empower Turning [Special]

You can turn or rebuke more undead with a single turning attempt.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefit: You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice. If you take a –2 penalty on your turning check, you can add 2d6 to your turning damage roll.

Eschew Materials [Metamagic]

You can cast spells without material components.

Prerequisite: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components. Spells without material components are not affected. Spells with material components with a gp cost of more than 1 gp are not affected. An eschewed spell uses up a spell slot of the spell's normal level.

Heighten Turning [Special]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

Jack of All Trades [General]

You've picked up a smattering of even the most obscure skills.

Prerequisites: Character level 8th.

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

Lycanthropic Spell [General]

You cast spells while in your lycanthropic animal form.

Prerequisites: Lycanthrope, Improved Control Shape feat or Control Shape 8 ranks.

Benefit: You complete the verbal and somatic components of spells while in your lycanthropic animal form. For example, while in the form of a wolf, you could substitute barks and gestures with your paws for the normal verbal and somatic components of a spell.

You can use any material components or focuses that you can hold with an appendage of your current form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak in your lycanthropic form.

Quicken Turning [Special]

You can turn or rebuke undead with a monent's thought.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefits: You can turn or rebuke undead as a free action, but with a –4 penalty on both your turning check and your turning damage roll. You may still only make one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead. You may not use it when you power a divine feat.

Reach Spell [Metamagic]

You can cast touch spells without touching the spell recipient.

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

Sacred Spell [Metamagic]

Your damaging spells are imbued with divine power.

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

Superior Expertise [General]

You have mastered the art of defense in combat.

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

Benefit: When you use the Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus. This feat eliminates the +5 maximum for the Expertise feat.

salient divine abilities

Salient divine abilities are special powers possessed by deities.

The benefits of these powers are briefly described below. Everything you need to know to run a deity with these abilities is here, except derived values such as save DCs, ranges, number of creatures affected, and the like. If you are interested in how to build and run your own deities, see *Deities and Demigods* for further details about salient divine abilities.

Alter Form (Ex): Assume the form of any corporeal creature with up to two additional limbs as a move-equivalent action. Retain normal base attack bonus, Armor Class, and saves while gaining normal physical movement, sensory, and breathing capabilities of the new form.

Alter Reality: Bring one thought into being as though through a *wish* spell. Duplicate the effects of 9th-level and lower spells (no material or XP component required), the Create Object ability, or the Divine Creation ability, except that no permanent magic items or creatures may be created. Reshape a landscape into any desired terrain at the rate of 1 round of effort per 10-foot cube affected. Rest is required after use of the ability as shown in the sidebar below.

Alter Size (Su): As a free action, assume any size from Fine to Colossal or change the size of up to 100 pounds of objects, familiars, personal mounts, or personal intelligent weapons. Strength, Armor Class, and attack bonus for creatures change according to the Size Increases table (see the Introduction of the *Monster Manual*), but Strength does not drop below 1. Base damage for weapons increases or decreases according to the following scale: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 4d8, 8d6, 8d8, 16d6, 32d6. (Locate the base damage rating for the normal-sized weapon and count forward or backward the number of size categories increased or decreased to find the new value.)

Annihilating Strike: Forces a creature, attended object, or magic item struck with any of your natural or manufactured weapons to make a Fort save or be reduced to –10 hit points. (A deity with a divine rank equal to or greater than yours is not subject to this effect.) Wholly or partially obliterates unattended, nonmagical objects (up to the listed maximum volume) if they are subject to physical attacks.

Arcane Mastery: Prepare any wizard spell on the wizard spell list that you are capable of casting without using a spellbook, or invent new sorcerer/wizard spells without researching them.

Area Divine Shield: Place a transparent shield (as per the Divine Shield ability) anywhere within line of sight. If desired, make the barrier mobile with respect to an unattended object or willing creature, one-way (allowing protected creatures to attack through it), and/or shaped "skintight" around a willing creature to prevent touch attacks.

alter reality rest requirements

Effect	Rest Required
Normal spells	None
Spells affected by metamagic feats	1 round per spell level increase
Making a magical or supernatural effect permanent	The highest of: 10 minutes per level of the effect time number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected
Temporary nonmagical objects	None
Permanent nonmagical objects	Double the rest that Create Object would require with no reduction for planar location
Temporary magic items or creatures	None
Landscape reshaping	One day per 10-foot cube

Automatic Metamagic: Automatically apply a selected metamagic feat to all spells of the selected class, or to spell-like abilities. Affected spells do not use up a higher-level spell slot.

Avatar: Create up to the listed number of less-powerful versions of yourself. Sense and know everything your avatar senses and knows and vice versa. Use any avatar as a remote location for sensing and communication (it has no remote sensing or remote communication powers of its own). Choose from your own salient abilities for each avatar, subject to its divine rank restrictions. It takes one year to create an avatar, and it must be done in your own realm unless you have the Divine Creation salient ability. The avatar statistics listed for the deities in this book represent typical choices of salient divine abilities.

Banestrike: Gain a +4 enhancement bonus and deal an extra +4d6 points of damage against a designated foe with any natural or manufactured weapon, either melee or ranged. These benefits stack with any other properties the weapon has. Banestrike does not apply to spells, spell-like abilities, supernatural abilities, or divine abilities.

Battlesense: Retain Dexterity bonus to Armor class, even if caught flat-footed or attacked by an invisible opponent; also negate sneak attacks, surprise, and flanking. These benefits do not apply against attackers of higher divine rank.

Call Creatures: Call creatures of a specified type or kind through an effect similar to the calling property of the *gate* spell, except that the connection opens onto the Material Plane. Called creatures serve to the best of their ability. The listed number of creatures is the maximum that can serve at any one time.

Clearsight: See illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are. This ability works like the *true seeing* spell except that it does not reveal creature's alignments and it does foil mundane disguises.

Command Plants: Make plants grow in the specified radius once a day as though with the *plant growth* spell, except that only a deity of higher divine rank can counter the effect. This ability works even in a place where no plants grow (such as the middle of a desert), though in this case the plants wither and die after one day. Also, charm a number of plant creatures equal to your divine rank, animate plants, or make them entangle foes. This ability works like the *command plants* spell, except that the maximum duration is one day for any of these options.

Control Creatures: Command creatures of a specified type or kind within your line of sight. Distance (even transplanar) is no longer a factor once control is established, though Divine Shield or a warding spell cast by a deity of higher rank block the effect. Control Creatures works like a *dominate monster* spell, except that it is not a mind-affecting ability. The subject receives a Will save to resist and is allowed a new save if commanded to do something against his or her nature. Once the maximum number of controlled creatures is reached, one or more must be released before control over another can be attempted.

Craft Artifact: Craft magic arms and armor, staffs, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items (as stated in the *Dungeon Master's Guide*).

Create Object: Create one or more simple, nonmagical objects of the specified size and weight as a full-round action. Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply. Objects created can have no moving parts more complex than a door hinge and must be composed of a single material no more valuable than iron (1 sp per pound). Once created, the objects are permanent and nonmagical. The appropriate Craft skill allows Craft check during creation to make the item masterwork.

Create Greater Object: As Create Object, except that this ability can be used to create any kind of nonmagical object and rest may be required afterward. For every 100 gp (or fraction of 100 gp) above a base 100 gp value, 10 minutes of rest is required. Double the base value (200 gp) on a divinely morphic plane or within your own godly realm, or triple it (300 gp) if both parameters apply.

Divine Air Mastery: Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are airborne. Fly with perfect maneuverability. While airborne, automatically sense the location of any corporeal creature within the listed range from the disturbance in the air that the creature causes.

Divine Archery: Fire or throw a ranged weapon at any target within line of sight and within range of your personal senses. No range increment applies to the attack, and no attacks of opportunity are incurred for firing a bow when threatened. Also, fire an arrow at your full base attack bonus at each opponent within the listed range as a full-round action if you have the Weapon Focus feat with the type of bow used. When throwing or shooting a ranged weapon, ignore any cover bonus to the target's AC or any miss chance for concealment.

Divine Bard: Increase the range of your bardic music abilities as listed and double their effects (save bonuses, bonus HD, number of allies affected, and so forth). Use these abilities even against creatures normally immune to mind-affecting effects (though such a creature gains a +10 bonus on its Will save). Use any bardic music inspiration ability as a standard action, with the effect occurring immediately afterward. When inspiring competence in multiple allies, choose different skills to affect for different allies if desired. If a bardic music inspiration ability normally has a duration after the bard stops singing, that portion of the duration is ten times as long as normal. When any effect that is subject to countersong occurs within your hearing, you can attempt a countersong as if you had prepared an action to do so.

Divine Battle Mastery: Make an unlimited number of attacks of opportunity in 1 round, though you can still make only one against a single person for a single opportunity in a round. Alternatively, make one melee attack at your full base attack bonus against each opponent within reach as a full-round action. This action incurs no attacks of opportunity.

Divine Blast: Fire an energy ray of up to the specified length as a ranged touch attack. Targets the ray strikes take divine damage as listed, though the ray can seem to be any type of energy desired (a burst of flame, a stroke of lightning, a blast of wind, or the like). There is no save, and Energy Resistance does not apply. The ray destroys a *wall of force, prismatic wall,* or *prismatic sphere* (all layers in a prismatic effect are destroyed) and continues on to targets beyond. Divine shield stops the ray.

Divine Blessing: Grant mortals a +6 enhancement bonus to a selected ability score for one day.

Divine Celerity: Use *haste* for up to the listed number of rounds (not necessarily consecutive) each day as a free action.

Divine Creation: Create mortal creatures or magic items up to the listed weight or volume limit as a full-round action. Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply. This ability works just like the Create Greater Object ability, except that it can be used to create any kind of creature that does not have a divine rank. The maximum number of class levels for a creature so created is the number of class levels you have or your divine rank, whichever is lower. The rest required is 10 minutes times the creature's Hit Dice (including those for class levels) times the creature's Challenge Rating for every creature. You can also create any kind of magic item except an artifact, exactly as with the Create Greater Item ability.

Divine Dodge: Apply the listed miss chance to any physical attack, individually targeted spell directed at you, or area effect that includes you. Any normally allowed saving throws apply to attacks that overcome the miss chance.

Divine Druid: Use *wild shape* to take the form of beasts or magical beasts in addition to those of animals. Gain all the extraordinary and supernatural abilities of the creature whose form you adopt.

Divine Earth Mastery: Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the ground. Glide through stone, dirt, or other form of earth (except metal), leaving no tunnel or hole and creating no ripples or other signs of your presence. Use tremorsense to sense the location of anything within the listed range that is in contact with the ground. Control all things made of the earth (including stone and metal), or alter the form of any amount of earth as a free action. This ability can duplicate the effects of the *stone shape, move earth, rusting grasp, transmute rock to mud, transmute mud to rock,* or *disintegrate* spells, with any earth, stone, or metal object as a target. Transmute one object made of one sort of earth, stone, or metal per round into a different sort—such as changing a silver coin to gold—provided you can see the object.

Divine Fast Healing: Gain the listed fast healing. Reattach lost limbs or body parts instantly by pressing them against the stump.

Divine Fire Mastery: Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching fire or using weapons with the *flaming* or flaming burst special abilities. Gain immunity to the effects of fire and heat. Sense the location of anything within the listed range from the disturbance in the ambient temperature that the creature causes. Control all nonmagical fire and duplicate the effect of any spell with the fire descriptor as a standard action.

Divine Glibness: As a full-round action, verbally convince others to take some course of action according to the listed parameters.

Divine Inspiration: Create the designated emotion in the listed number of creatures within your line of sight. The effects depend on the emotion induced, as follows.

Courage: The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves.

Dread: The enchanted creatures become must make successful Wisdom checks to attack or fight; otherwise they flee in panic for 1d4 rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a –2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves.

Frenzy: Frenzied creatures spend themselves in drinking, feasting, and dancing unless they are attacked or otherwise perceive a threat to their safety. Frenzied creatures receive a +4 morale bonus to Strength and Dexterity scores, a –4 penalty to Wisdom, and a –2 penalty to AC. Subjects can attempt Will saves to resist the effect. This is a mind-affecting compulsion.

Hope: The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a –2 penalty to AC. They are compelled to fight heedless of danger. Subjects can attempt Will saves to resist. This is a mind-affecting compulsion.

Love and Desire: A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature. Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion.

Divine Monk: Treat your unarmed strike as a magic slashing weapon with an enhancement bonus of +5 and the *keen, lawful,* and *vorpal* qualities. If desired, make a particular attack bludgeoning instead of slashing without the *keen* and *vorpal* qualities. Your unarmed attack does a base 2d12 points of damage. Also, use the Deflect Arrows feat to deflect any number of ranged attacks (including ranged touch spells) in a single round, as if they were arrows. For spells, add the spell's level to the DC to deflect the attack. Reflect any attacks so deflected back upon the attacker, using your base ranged attack bonus.

Divine Paladin: Your aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet. Smite evil three times per day and increase your damage for those attacks as listed.

Divine Radiance: Shed light from your body in an emanation. This light counters and dispels all darkness effects (unless created by a deity of higher rank) and deals 2d8 points of damage per round (no save) to undead creatures. Alternatively, generate up the three rays of scorching light as a full attack action. Each ray deals 1d6 points of damage per 2 divine ranks, or 1d12 points of damage per 2 divine ranks against undead.

Divine Rage: This ability replaces the barbarian rage ability. It can be activated only after you suffer damage from a weapon and lasts for up to 1 hour, though you can end it at will. Gain a +5 rage bonus on attacks, weapon damage, Will saves, and Fort saves, and to Strength and Constitution checks, and increase your spell resistance and energy resistances by +10. Take one extra partial action each round. While raging, you suffer a –5 rage penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, or using salient abilities.

Divine Ranger: Treat any weapon you wield against a favored enemy as a bane weapon of that creature type. Follow tracks at your normal speed, treat all normal terrain as very soft ground for purposes of tracking, and ignore DC modifiers for time or weather. Use the Wilderness Lore skill to track creatures across water (DC 60), underwater (DC 80), or through the air (DC 120).

Divine Recall: Remember every event of the listed type that has ever occurred.

Divine Rogue: When struck by an attack from an opponent you have designated as a dodge target, make a Ref save (DC = 10 + damage dealt) to negate all damage from the attack. When passing within 5 feet of a trap, make a Search check to notice it as if you were actively looking for it. Assess the exact value of any treasure you can see. Immediately determine what any creature is carrying and where each carried item is.

Divine Shield: As a free action, create a shield that lasts 10 minutes and stops the listed amount of damage from any source, including a Divine Blast. Once the shield has stopped that much damage, it collapses. If desired, adjust the shield to let through damage that you would ignore anyway. The effects of multiple divine shields do not stack.

Divine Skill Focus: Improve your bonus on checks using the selected skill. Also, if the task is related to your portfolio, add your rank to the maximum DC for a free action.

Divine Sneak Attack: Your sneak attacks deal an additional +3d6 points of damage, and all your attacks of opportunity are considered sneak attacks. Also, you can flank or catch flat-footed (and thus sneak attack) any opponent whose divine rank does not exceed yours. Anytime you deal damage with a sneak attack, that target suffers damage equal to your sneak attack bonus damage on your next turn as well. You cannot deal sneak attack damage to opponents that are immune to critical hits.

Divine Spell Focus: Increases the save DC for spells of the selected school.

Divine Spellcasting: Gain additional spell slots above 9th level as indicated. Use these extra slots for spells prepared or cast with one or more metamagic feats, or for lower-level spells. Casting spells when threatened no longer provokes attacks of opportunity, and the benefit of the Spell Focus feat applies to any spell you cast.

Divine Splendor: Any mortal who approaches within the listed range of you while you are in your natural form dies immediately, with no saving throw.

Divine Storm: Surround yourself with a vortex of holy or unholy force that extends from you in an emanation with the listed radius. Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area. Also, the force jostles creatures whose alignment on the ethical (lawful-chaotic) axis is directly opposite to yours and damages creatures whose alignment on the moral (good evil) axis is directly opposite yours. (If your alignment is neutral on either of those axes, the corresponding effect does not occur.) Affected creatures in the area must make Fort saves for each effect. Failure for the jostling effect indicates that the creature is picked up and thrown out, regardless of size, and suffers 1d6 points of damage for each 10 feet traveled. Such creatures can attempt to reenter the area but must attempt new saves. Success means the creatures is not affected by the vortex for one day. Failure against the damage effect means the creature suffers 1 point of holy damage per divine rank you have. A successful save negates the damage, but the creature must save again the next round if it is still within the area.

Divine Water Mastery: Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the same body of water. Also, create a tidal wave that affects a number of miles of coastline equal to your divine rank at will as a full-round action. On land, the wave forces creatures caught in it to make a Fort save (DC 15) or be swept away and take 1d6 points of subdual damage per round (or 1d3 points on a successful Swim check against DC 20) if Large or smaller, be knocked down (if Huge), or be checked (if Gargantuan or Colossal). (See the Weather Hazards section in Chapter 3 of the *Dungeon Master's Guide*.) The wave destroys wooden buildings and 25% of stone buildings. At sea, the tidal wave capsizes ships and crushes them to splinters. In addition, sense the location of creature within the listed range that is in contact with the same body of water you are.

Divine Weapon Focus: Gain a bonus of +4 to attacks with the selected weapon.

Divine Weapon Mastery: Gain the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

Divine Weapon Specialization: Increase the damage you deal with the selected weapon by your divine rank. If the selected weapon is a ranged weapon, the extra damage applies against any target you can see.

Energy Burst: Create an emanation of the specified energy type in the listed radius. Anything in the area takes the listed amount of the appropriate energy damage. A successful saving throw (Reflex for acid, cold, electricity, or fire, or Fort for sonic energy) reduces damage by half.

Energy Storm: Surround yourself with a vortex of the specified energy that extends from you in an emanation with the listed radius. Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area. Energy storms deal the listed amount of damage of the appropriate energy types per round.

Extra Domain: Choose one additional domain. You can grant spells and powers from that domain and use those spells and powers personally.

Extra Energy Immunity: Gain immunity to acid, cold, electricity, fire, or sonic energy. This ability is effective even if the attacker is a deity of higher rank.

Free Move: Move up to your speed once a round as a free action.

Frightful Presence: Whenever you attack or perform an intimidating gesture, foes within a 30-foot burst must make Will saves or become shaken (if within the burst but not your immediate target) or panicked (if your immediate target). Both effects last 3d6 rounds. Foes who make successful saving throws are unaffected by this ability for one day.

***Gift of Life* (Sp):** Restores a dead creature to life, no matter how long it has been dead or what the condition of the body. You can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld or the divine realm where the mortal's soul resides. You can also resurrect an elemental or outsider or a creature whose soul is trapped, provided it is not held by a deity of higher rank than you. You cannot restore life to a creature that has been slain by the Hand of Death or by Life and Death ability of a deity of higher rank. This ability otherwise works just like the *true resurrection* spell.

Grow Creature: This ability works just like the *animal growth* spell, except that it can affect up to the listed number of creatures of the specified type, all of which must be within your line of sight when first affected. The effect lasts one day.

Hand of Death: Snuff out the life of any mortal within your sensory range by pointing at it. There must be an unbroken line of effect between you and the target. This ability works just like the *destruction* spell, except that there is no material component. If the target makes a successful Fort saving throw, it still takes 10d6 points of damage. A mortal killed by this attack cannot be raised or resurrected, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient ability.

Increased Energy Resistance: Gain extra resistance to the selected type of energy.

Increased Damage Reduction: Increase both aspects of your damage reduction.

Increased Spell Resistance: Increase your spell resistance.

Indomitable Strength: Gain a divine bonus of +25 to your roll whenever you are required to make an opposed roll involving Strength (including grapple checks). This stacks with the normal divine rank bonus.

Instant Counterspell: Counterspell any spell cast within your line of sight as a free action if you have access to the spell and make the required Spellcraft check. This counts against your normal number of free actions each round.

Irresistible Blows: Resolve any melee attack with the selected weapon as a melee touch attack (ignoring the target's armor and natural armor bonuses). If the weapon hits, the creature struck must make a Fort save or be stunned for 1d10 rounds. An attack with the selected weapon against an object ignores the object's hardness.

Irresistible Performance: Create any of the following effects when engages in any type of performance as a full-round action. It affects up to the listed number of creatures within a burst with the listed radius, centered on you. Once a creature saves successfully against any performance effect that allows a save, it cannot be affected again for one day.

- Creatures that fail a Will save are so engaged by the performance that they are unable to take actions. They suffer a –4 penalty to Armor Class, cannot succeed in Ref saves (except on a roll of 20), and cannot use shields. These effects last for as long as the performance and for up to 1 round per divine rank thereafter.
- Affected creatures are blissfully calm, becoming immune to fear and compulsion effects and rage, and any such effects already operating on them are countered and dispelled ,except for those created by deities of higher rank than you. The effects last as long as the performance and for up to 1 round per divine rank thereafter.
- Creatures that fail a Will save fall asleep for 1 hour per divine rank or until awakened. This works exactly like the *sleep* spell except that any living creature can be affected. You can end this effect at will.
- Creatures that fail a Fort save are so deeply moved that they simply die. Only living creatures with Hit Dice equal to or less than your divine rank are affected.

Know Death: Discern the exact moment and circumstances of any mortal creature's death just by looking at it.

Know Secrets: Learn a creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it. This

ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save to avoid the effect.

Lay Curse: This ability works just like the *bestow curse* spell except that mortals get no save. Deities of your divine rank or below are allowed Will saves to resist. The curse can be removed only by a deity of your divine rank or higher. You can affect up to the listed daily maximum of creatures at once, but all targets must be within your line of sight.

Lay Quest: This ability works just like the *geas/quest* spell except that it works only on mortals and it can be removed only by a deity of your divine rank or higher. All targets must be within your line of sight when first affected.

Life and Death: Snuff out the life of any one mortal, or restore any dead mortal to life. The subject must be in a location you can sense, either directly or remotely. A subject that cannot be seen must be unambiguously identified in some fashion. This ability works across planar boundaries and penetrates any barrier except a Divine Shield. The death aspect of this ability works just like the *destruction* spell, except that there is no material component or saving throw. The subject cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or Life and Death salient ability. The life aspect works just like the *true resurrection* spell, except that there is no material component and the time the subject has been dead is irrelevant. This ability cannot restore a creature to life against its will, but it can resurrect an elemental, outsider, or creature whose soul is trapped, provided it is not held by a deity of higher divine rank. This ability cannot restore life to creature that has been slain by the Hand of Death, Life and Death, or Mass Life and Death ability of a deity with a higher divine rank.

After using either version of this ability, you must rest for 1 minute per Hit Die of the creature affected, unless you have the Death or Repose domain.

Mass Divine Blast: As Divine Blast, except that you can specify up to the listed number of targets and the type and dimensions of the area. Each use of this ability counts as a use of Divine Blast.

Mass Life and Death: As Life and Death, except that you can affect any number of mortals.

Master Crafter: Create a masterwork item using the time and cost required for the base item. Such an item has twice the normal hit points, and its break DC is increased by +10. Creation of a nonepic magic item requires one day per 5,000 gp in the item's base price (minimum one day).

Mind of the Beast: Produce either of two distinct effects.

Awaken: As the *awaken* spell, except that the effect lasts a maximum of one day, and the awakened creature obeys your commands to the best of its ability. All targets must be within your line of sight when first affected.

Slumber: Transmute any creature that fails a Fort save into a plant or animal of the same size or up to two size categories smaller. Subjects turned into plants become objects; those turned into animals have the same abilities and statistics as the selected kind of animal.

Possess Mortal: Possess any mortal who fails a Will save in any location you can sense. If the mortal is willing, only Divine Shield or Alter Reality (used by a deity of higher divine rank) can block or end possession. If the mortal is unwilling, spells that prevent possession block this ability and those that end possession drive you out. The possessed mortal effectively becomes your avatar for the purposes of sensing and communicating. The mortal gains your type, +1 hit point per divine rank you have, and an Armor Class bonus of half your divine rank. Its Intelligence, Wisdom, and Charisma scores rise to 5 points below yours, unless they are already higher than that. The possessed mortal can use both its own skills and yours, using the higher skill rank when a skill is shared. Ability bonuses to saves and skills reflect the new ability scores.

Power of Luck: Grant good or bad fortune to up to the listed number of creatures at a time. All must be within your line of sight when first affected. Subjects receive the listed luck bonus or penalty on attack rolls, saves, and checks for one day. In addition, any creature that attacks you automatically suffers the luck penalty, and this does not count against your daily uses.

Power of Nature: Perform any of the following within the listed radius, at will, as a full-round action: Create or quell winds to produce anything from still air to tornado force winds; set the temperature anywhere from –50°F to 120°F; shake the earth, as the *earthquake* spell; or Create rain, sleet, hail, snow, or thunderstorms. These effects last for the listed duration unless you end them earlier (a free action).

Power of Truth: As the *discern lies* spell, except that it works continuously and applies to any creature you can perceive other than a deity of higher rank. Also, force the listed number of creatures to make a Will save or be truthful for one day. (All must be within the deity's line of sight when first affected.) Subjects who save become immune to this ability for one day.

Rejuvenation: Return 1d10 days after suffering an attack that should destroy you from any creature other than a deity of higher rank, or in the listed number of days (minimum one) if the attack occurs in your own realm.

See Magic: As *detect magic*, except that this ability covers the whole area you can see, and you immediately know the number of auras present, their locations, and their strengths. Make a Spellcraft check to identify the school of each aura.

Shapechange (Ex): As Shift Form, except as follows. Assume the form of any animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant, as long as the form is both living and corporeal. Gain a +20 bonus on Disguise checks.

Shift Form (Ex): Assume the form of the listed creature. Remain in the assumed form indefinitely, but resume your own form if slain. Gain the physical and natural abilities of the new form while retaining your own mind. Gain the new form's Strength, Dexterity, and Constitution scores, natural means of locomotion and attack, and extraordinary (but not spell-like or supernatural) abilities. A body with extra limbs does not allow more attacks (or more advantageous two-weapon attacks) than normal. Speed is that of the assumed form or your normal speed, whichever is higher. Any part of the body or piece of equipment that is separated from the whole reverts to its original form unless the assumed form can produce a substance or shed part of its body. Equipment transforms to match the new form or melds into it and becomes nonfunctional if it is a form that does not use equipment. Retain your own Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, base saves, outsider type, extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. Cast any spells for which you have components (including a humanlike voice for verbal components, humanlike hands for somatic components, and nonmelded material components). Likewise, use divine powers not prohibited by the limitations of your form. Change physical qualities such as hair color, hair texture, skin color, and gender as desired. Create disguises, gaining a +15 bonus on Disguise checks.

Speak with Creature (Su): As a permanent *speak with animals* or *speak with plants* spell, or a *tongues* spell that allows conversation only with the specified type of creature.

Spontaneous Wizard Spells: As a cleric's ability to cast *cure* spells spontaneously, except that this ability applies to wizard spells. You must have sufficient Intelligence and wizard levels to cast the desired spell.

Stride: Double your movement on the local or overland scales (see the *Player's Handbook*). Impart the same benefit to the listed number of living creatures at once. All must be within your line of

sight when first affected. Also, your height does not limit the distance you can jump.

Sunder and Disjoin: With a touch, destroy any weapon or item used against you in combat if it fails a save. Treat a successful touch as a combination of a *disintegrate* spell and a *Mordenkainen's disjunction* spell, both targeted exclusively at the touched item. An item remains vulnerable to this ability for up to one day after being used against you.

Supreme Initiative (Ex): Always go first in the initiative order, regardless of your own initiative result or that of any other combatant. If two or more deities with this ability are in the same battle, they act in order of their divine rank. In the case of equal divine ranks, make an initiative check for each deity, and the one with the higher result goes first. After all deities with Supreme Initiative have acted, other combatants act in regular initiative order. If desired, you can delay or ready an action, and doing so changes your initiative as noted in Chapter 8 of the *Player's Handbook*. You can also refocus, resuming your position at the beginning of the initiative order.

True Knowledge: Always succeed at bardic knowledge or lore checks, no matter how obscure the knowledge. Speaks and understand all languages. Use *legend lore* and *analyze dweomer* as free actions at will. These actions count against your maximum number of free actions per round.

True Shapechange (Ex): As Shift Form, except that you can take any form, object or creature, living or unliving, corporal or incorporeal, and gain the supernatural abilities of the assumed form. Gain a +20 bonus on Disguise checks.

Undead Mastery: Automatically command or destroy up to the listed number of undead creatures at a time as a free action, as often as desired. This counts against the normal limit of free actions per round.

Undead Qualities: Gain immunity to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fort save, unless it affects objects. Ignore mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). You are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Wave of Chaos: Create a *confusion* effect (as cast by a sorcerer of level 10 + your divine rank) that extends from you in a spread with the listed radius. Creatures within the spread are allowed Will saves to resist the effect.

Wound Enemy: Any physical weapon (natural or manufactured) that you use deals its normal damage, plus an extra +1d6 points of damage per round thereafter from blood loss. Multiple wounds result in cumulative blood loss (two wounds for +2d6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15 + your rank) or the application of any *cure* spell or other healing spell.

Repose Domain

The Repose domain is very similar to the Death domain in the *Player's Handbook*, but is granted by good-aligned deities whose clerics are barred from casting Evil spells. The deities Jergal, Kelemvor, Osiris, and Urogalan in the *Forgotten Realms Campaign Setting* should have the Repose domain instead of the Death domain.

Deities: Jergal, Kelemvor, Osiris, Urogalan

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Repose Domain Spells

1 **Deathwatch.** Sees how wounded subjects within 30 ft. are.
2 **Gentle Repose.** Preserves one corpse.
3 **Speak with Dead.** Corpse answers one question/two levels.
4 **Death Ward.** Grants immunity to death spells and effects.
5 **Slay Living.** Touch attack kills subject.
6 **Undeath to Death.** Destroys 1d4 HD/level of undead. (see below)
7 **Destruction.** Kills subject and destroys remains.
8 **Surelife.** Protects you from one kind of certain death. (see below)
9 **Wail of the Banshee.** Kills one creature/level.

Surelife

Abjuration
Level: Repose 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 minute/2 levels

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death. You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on your person. At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Material Component: An ointment of peach syrup and cinnabar.

Undeath to Death

Necromancy
Level: Clr 6, Repose 6, Sor/Wiz 6
Components: V, S, M, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Several undead creatures within a 50-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Undeath to death snuffs out the life forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Monster Deities

Other sourcebooks such as *Defenders of the Faith* list deities for some of the creatures in the *Monster Manual*. The Monster Deities table, below, presents information on most of these deities.

Not all deities from other sources exist in the Forgotten Realms setting. For example, Panzuriel, a deity worshiped by krakens, sahuagin, and other evil aquatic creatures, has no influence on Toril, and Umberlee grants spells in his name (and most of these creatures actually worship her directly rather than through this alias). Any deity not listed on the Monster Deities table or in Chapter 5 of the *Forgotten Realms Campaign Setting* does not exist on Toril.

Monster Deities

Name (Status)*	Alignment	Favored Weapon	Domains	Symbol	Portfolio	Worshiped By
Annam (G)	N	Halfspear	Knowledge, Magic, Plant, Rune, Sun	Two hands with wrists together and fingers pointing down	Giants, creation, learning, philosophy, fertility	Giants
Baphomet (L)	CE	Club	Animal, Chaos, Evil, Hatred, Retribution	Stylized maze	Minotaurs, vengeance	Minotaurs
Blibdoolpoolp (I)	CE	Pincer staff	Destruction, Evil, Water	Lobster head and black pearl	Kuo-toas, evil undersea creatures	Kuo-toas
Diirinka (I)	CE	Bite	Chaos, Destruction, Dwarf, Evil, Suffering, Trickery	Spiral of gray, black, and white	Magic, knowledge, cruelty	Derro
Great Mother (G)	CE	Greataxe	Chaos, Death, Evil, Hatred, Strength	Egg with an eye	Magic, fertility, tyranny	Beholders
Grolantor (I)	CE	Javelin	Chaos, Death, Earth, Evil, Hatred	Spiked club	Hunting, combat, hill giants	Hill giants
Hiatea (G)	NG	Spear	Animal, Good, Family, Moon, Plant, Sun	Flaming spear	Nature, agriculture, hunting, childbirth	Giants
Hlal (L)	CN	Spear	Chaos, Scalykind, Trickery	A single flame	Humor, tricks, messages	Dragons
Hruggek (I)	CE	Morningstar	Chaos, Evil, Trickery, War	Morningstar	Violence, combat, ambushes	Bugbears
Iallanis (L)	NG	Battleaxe	Good, Healing, Strength, Sun	Garland of flowers	Love, forgiveness, beauty, mercy	Giants
Ilsensine (G)	LE	Tentacle (unarmed strike)	Evil, Law, Knowledge, Magic, Mentalism, Slime, Tyranny	Glowing brain with two tentacles	Mental dominion, magic	Mind flayers
Kurtulmak (I)	LE	Warhammer	Earth, Evil, Hatred, Law, Scalykind, War	Gnome skull	Kobolds, hatred	Kobolds
Laogzed (D)	CE	Greatclub	Chaos, Death, Destruction, Slime	Oozing toad-lizard	Hunger, destruction	Troglodytes
Maglubiyet (G)	NE	Warhammer	Destruction, Evil, Planning, Trickery	Bloody axe	Goblins, hobgoblins, leadership, war	Goblinoids
Memnor (I)	NE	Morningstar	Death, Evil, Knowledge, Mentalism, Rune, Trickery	Thin black obelisk	Pride, mental prowess, control	Giants
Null (G)	LN	Unarmed strike	Death, Fate, Knowledge, Law, Scalykind	A circle divided diagonally into white and black hemispheres	Fate, death, judgment	Dragons
Orcus (L)	CE	Mace	Chaos, Death, Evil, Undeath	Skull-topped wand	Undead	Cultists, death worshipers
Pazrael (L)	CE	Unarmed strike	Air, Animal, Chaos, Evil	Pair of demonic feathery wings	Evil flying creatures	Cultists, evil flying creatures
Sekolah (L)	LE	Greataxe	Evil, Law, Ocean, Strength, Tyranny, War	White shark	Sahuagin, hunting, tyranny, plunder	Sahuagin
Skoraeus Stonebones (I)	N	Warhammer	Cavern, Earth, Healing, Knowledge, Protection	Stalactite	Stone giants, buried things	Stone giants
Stronmaus (G)	CG	Mace	Chaos, Good, Protection, Storm, War	Forked lightning bolt descending from a cloud obscuring the sun	Sun, sky, weather, joy, cloud giants	Cloud giants, storm giants
Surtr (L)	LE	Javelin	Evil, Fire, Trickery, War	Flaming sword	Fire giants, fire, destruction	Fire giants
Task (G)	CE	Bite	Chaos, Evil, Planning, Scalykind	Pile of five coins	Selfishness, greed	Dragons
Thrym (L)	CE	Greataxe	Destruction, Evil, Magic, War	White double-bladed greataxe	Cold, ice, magic, frost giants	Frost giants
Vaprak (D)	CE	Greatclub	Chaos, Destruction, Evil, War	Taloned claw	Violence, destruction, frenzy, greed	Ogres, trolls

*Status abbreviations: G = greater deity; I = intermediate deity; L = lesser deity; D = demigod.

The Faerûnian Pantheon

Name (Power)	Align.	Domains	Favored Weapon
Akadi (G)	N	Air, Illusion, Travel, Trickery	A whirlwind (heavy flail)
Auril (L)	NE	Air, Evil, Storm, Water	"Icemaiden's Caress" [ice axe] (battleaxe)
Azuth (L)	LN	Illusion, Magic, Knowledge, Law, Spell	"The Old Staff" (quarterstaff)
Bane (G)	LE	Destruction, Evil, Hatred, Law, Tyranny	The black hand of Bane [a black gauntlet] (morningstar)
Beshaba (I)	CE	Chaos, Evil, Fate, Luck, Trickery	"Ill Fortune" [barbed scourge] (scourge)
Chauntea (G)	NG	Animal, Earth, Good, Plant, Protection, Renewal	A shock of grain (scythe)
Cyric (G)	CE	Chaos, Destruction, Evil, Illusion, Trickery	"Razor's Edge" (longsword)
Deneir (L)	NG	Good, Knowledge, Protection, Rune	A whirling glyph (dagger)
Eldath (L)	NG	Family, Good, Plant, Protection, Water	Net (net or net that does damage as unarmed strike)
Finder Wyvernspur (D)	CN	Chaos, Charm, Renewal, Scalykind	"Sword of Songs" (bastard sword)
Garagos (D)	CN	Chaos, Destruction, Strength, War	"The Tentacus" [a pinwheel of five black, snaky arms each ending in a sword (longsword)
Gargauth (D)	LE	Charm, Evil, Law, Trickery	"Corruptor" (dagger or throwing dagger)
Gond (I)*	N	Craft, Earth, Fire, Knowledge, Metal, Planning	"Craftmaster" (warhammer)
Grumbar (G)	N	Cavern, Earth, Metal, Time	A stony fist (warhammer)
Gwaeron Windstrom (D)	NG	Animal, Good, Knowledge, Plant, Travel	"Flameheart" (greatsword)
Helm (I)	LN	Law, Planning, Protection, Strength	"Ever Watchful" (bastard sword)
Hoar (D)	LN	Fate, Law, Retribution, Travel	"Retribution's Sting" [javelin of lightning] (javelin)
Ilmater (I)	LG	Good, Healing, Law, Strength, Suffering	An open hand (unarmed strike)
Istishia (G)	N	Destruction, Ocean, Storm, Travel, Water	A wave (warhammer)
Jergal (D)	LN	Death, Fate, Law, Rune, Suffering	A white glove (scythe)
Kelemvor (G)	LN	Death, Fate, Law, Protection, Travel	"Fatal Touch" (bastard sword)
Kossuth (G)*	N (LN)	Destruction, Fire, Renewal, Suffering	Tendril of flame (spiked chain)
Lathander (G)	NG	Good, Nobility, Protection, Renewal, Strength, Sun	"Dawnspeaker" (light or heavy mace)
Lliira (L)	CG	Chaos, Charm, Family, Good, Travel	"Sparkle" (shuriken)
Loviatar (L)	LE	Evil, Law, Retribution, Strength, Suffering	"Painbringer" (scourge)
Lurue (D)	CG	Animal, Chaos, Good, Healing	A unicorn horn (shortspear)
Malar (L)	CE	Animal, Chaos, Evil, Moon, Strength	A beast's claw (claw bracer)
Mask (L)	NE	Darkness, Evil, Luck, Trickery	"Stealthwhisper" (longsword)
Mielikki (I)	NG	Animal, Good, Plant, Travel	"The Hornblade" (scimitar)
Milil (L)	NG	Charm, Good, Knowledge, Nobility	"Sharptongue" (rapier)
Mystra (G)*	NG (LN)	Good, Illusion, Knowledge, Magic, Rune, Spell	Seven whirling stars (shuriken)
Nobanion (D)	LG	Animal, Good, Law, Nobility	A lion's head (heavy pick)
Oghma (G)*	N	Charm, Knowledge, Luck, Travel, Trickery	"Mortal Strike" (longsword)
Red Knight (D)	LN	Law, Nobility, Planning, War	"Checkmate" (longsword)
Savras (D)	LN	Fate, Knowledge, Law, Magic, Spell	The eye of Savras (dagger)
Selûne (I)	CG	Chaos, Good, Moon, Protection, Travel	"The Wand of Four Moons" (heavy mace)
Shar (G)	NE	Cavern, Darkness, Evil, Knowledge	"The Disk of Night" (chakram)
Sharess (D)	CG	Chaos, Charm, Good, Travel, Trickery	A great cat's paw (claw bracer)
Shaundakul (L)	CN	Air, Chaos, Portal, Protection, Trade, Travel	"Sword of Shadows" (greatsword)
Shiallia (D)	NG	Animal, Good, Plant, Renewal	"Forest's Friend" (quarterstaff)
Siamorphe (D)	LN	Knowledge, Law, Nobility, Planning	"Noble Might" [scepter] (light mace)
Silvanus (G)	N	Animal, Plant, Protection, Renewal, Water	"The Great Mallet of Silvanus" (maul)
Sune (G)	CG	Chaos, Charm, Good, Protection	A silken sash (whip)
Talona (L)	CE	Chaos, Destruction, Evil, Suffering	A scabrous hand (unarmed strike)
Talos (G)	CE	Chaos, Destruction, Evil, Fire, Storm	A lightning bolt (longspear, shortspear, or halfspear)
Tempus (G)	CN	Chaos, Protection, Strength, War	"Battle Prowess" (battleaxe)
Tiamat (L)	LE	Evil, Law, Scalykind, Tyranny	A dragon head (heavy pick)
Torm (L)	LG	Good, Healing, Law, Protection, Strength	"Duty's Bond" (greatsword)
Tymora (I)	CG	Chaos, Good, Luck, Protection, Travel	A spinning coin (shuriken)
Tyr (G)	LG	Good, Knowledge, Law, Retribution, War	"Justiciar" (longsword)
Ubtao (G)	N	Planning, Plant, Protection, Scalykind	Tyrannosaur head (heavy pick)
Ulutiu (slumbering) (D)	LN	Animal, Law, Ocean, Protection, Strength	"Harpoon of the Cold Sea" (longspear or shortspear)
Umberlee (I)	CE	Chaos, Destruction, Evil, Ocean, Storm, Water	"Drowning Death" [trident] or jellyfish (trident)
Uthgar (D)*	CN	Animal, Chaos, Retribution, Strength, War	Appropriate beast totem spirit (battleaxe)
Valkur (D)	CG	Air, Chaos, Good, Ocean, Protection	"The Captain's Cutlass" (cutlass)
Velsharoon (D)	NE	Death, Evil, Magic, Undeath	"Skull Staff of the Necromancer" (quarterstaff)
Waukeen (L)	N	Knowledge, Protection, Trade, Travel	Cloud of coins (nunchaku)

*See the deity's description for special rules regarding selection of this deity as a patron.

The Faerûnian Pantheon

Name	Symbol	Portfolio
Akadi	White cloud on blue background	Elemental air, movement, speed, flying creatures
Auril	White snowflake on gray diamond with white border	Cold, winter
Azuth	Human left hand pointing upward outlined in blue fire	Wizards, mages, spellcasters in general
Bane	Green rays squeezed forth from a black gauntleted fist	Hatred, tyranny, fear
Beshaba	Black antlers on a red field	Random mischief, bad luck, misfortune, accidents
Chauntea	Blooming rose on a sunburst wreath of golden grain	Agriculture, farmers, gardeners, summer
Cyric	White jawless skull on black or purple sunburst	Murder, lies, intrigue, strife, deception, illusion
Deneir	Lit candle above purple eye with triangular pupil	Glyphs, images, literature, scribes, cartography
Eldath	Waterfall plunging into a still pool	Quiet places, springs, pools, peace, waterfalls
Finder Wyvernspur	White harp on gray circle	Cycle of life, transformation of art, saurials
Garagos	A counterclockwise pinwheel of five snaky arms clutching swords	War, skill-at-arms, destruction, plunder
Gargauth	Broken animal horn	Betrayal, cruelty, political corruption, powerbrokers
Gond*	A toothed metal, bone, or wood cog with four spokes	Artifice, craft, construction, smithwork
Grumbar	Mountains on purple	Elemental earth, solidity, changelessness, oaths
Gwaeron Windstrom	White star and brown pawprint on dark red "S"	Tracking, rangers of the North
Helm	Staring eye with blue pupil on upright left war gauntlet	Guardians, protectors, protection
Hoar	Black-gloved hand holding a coin with a two-faced head	Revenge, retribution, poetic justice
Ilmater	Pair of white hands bound at the wrist with a red cord	Endurance, suffering, martyrdom, perseverance
Istishia	Cresting wave	Elemental water, purification, wetness
Jergal	Jawless skull and writing quill on scroll	Fatalism, proper burial, guardian of tombs
Kelemvor	Upright skeletal arm holding the golden scales of justice	Death, the dead
Kossuth*	A twining red flame	Elemental fire, purification through fire
Lathander	Sunrise made of rose, red, and yellow gems	Spring, dawn, birth, youth, vitality, athletics
Lliira	A triangle of three six-pointed stars (orange, yellow, red)	Joy, happiness, dance, festivals, freedom, liberty
Loviatar	Nine-tailed barbed scourge	Pain, hurt, agony, torment, suffering, torture
Lurue	Silver-horned unicorn head before a crescent moon	Talking beasts, intelligent nonhumanoid creatures
Malar	Bestial claw with brown fur and curving bloody talons	Hunters, stalking, bloodlust, evil lycanthropes
Mask	Black velvet mask tinged with red	Thieves, thievery, shadows
Mielikki	Golden-horned, blue-eyed unicorn's head facing left	Forests, forest creatures, rangers, dryads, autumn
Milil	Five-stringed harp made of silver leaves	Poetry, song, eloquence
Mystra*	Circle of seven blue-white stars with red mist flowing from the center	Magic, spells, the Weave
Nobanion	Male lion's head on a green shield	Royalty, lions and feline beasts, good beasts
Oghma*	Blank scroll	Knowledge, invention, inspiration, bards
Red Knight	Red knight chess piece with stars for eyes	Strategy, planning, tactics
Savras	Crystal ball containing many kinds of eyes	Divination, fate, truth
Selûne	Pair of female eyes surrounded by seven silver stars	Moon, stars, navigation, prophecy, questers, good and neutral lycanthropes
Shar	Black disk with deep purple border	Dark, night, loss, forgetfulness, unrevealed secrets, caverns, dungeons, the Underdark
Sharess	Feminine lips	Hedonism, sensual fulfillment, festhalls, cats
Shaundakul	A wind-walking bearded man in traveler's cape and boots	Travel, exploration, caravans, portals
Shiallia	Golden acorn	Woodland glades, woodland fertility, the High Forest, Neverwinter Wood
Siamorphe	Silver chalice with a golden sun on the side	Nobles, rightful rule of nobility, human royalty
Silvanus	Green living oak leaf	Wild nature, druids
Sune	Face of a red-haired, ivory-skinned beautiful woman	Beauty, love, passion
Talona	Three amber teardrops on a purple triangle	Disease, poison
Talos	An explosive lightning strike	Storms, destruction, rebellion, conflagrations, earthquakes, vortices
Tempus	A flaming silver sword on a blood-red shield	War, battle, warriors
Tiamat	Five-headed dragon	Evil dragons, evil reptiles, greed, Chessenta
Torm	Right-hand gauntlet held upright with palm forward	Duty, loyalty, obedience, paladins
Tymora	Silver coin with Tymora's face surrounded by shamrocks	Good fortune, skill, victory, adventurers
Tyr	Balanced scales resting on a warhammer	Justice
Ubtao	Maze	Creation, jungles, Chult, the Chultans, dinosaurs
Ulutiu (slumbering)	Necklace of blue and white ice crystals	Glaciers, polar environments, arctic dwellers
Umberlee	Blue-green wave curling left and right	Oceans, currents, waves, sea winds
Uthgar*	That of the individual beast totem spirit	The Uthgardt barbarian tribes, physical strength
Valkur	Cloud with three lightning bolts on a shield	Sailors, ships, favorable winds, naval combat
Velsharoon	A crowned laughing lich skull on a black hexagon	Necromancy, necromancers, evil liches, undeath
Waukeen	Gold coin with Waukeen's profile facing left	Trade, money, wealth

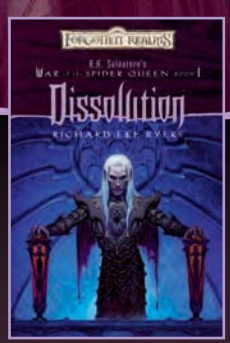
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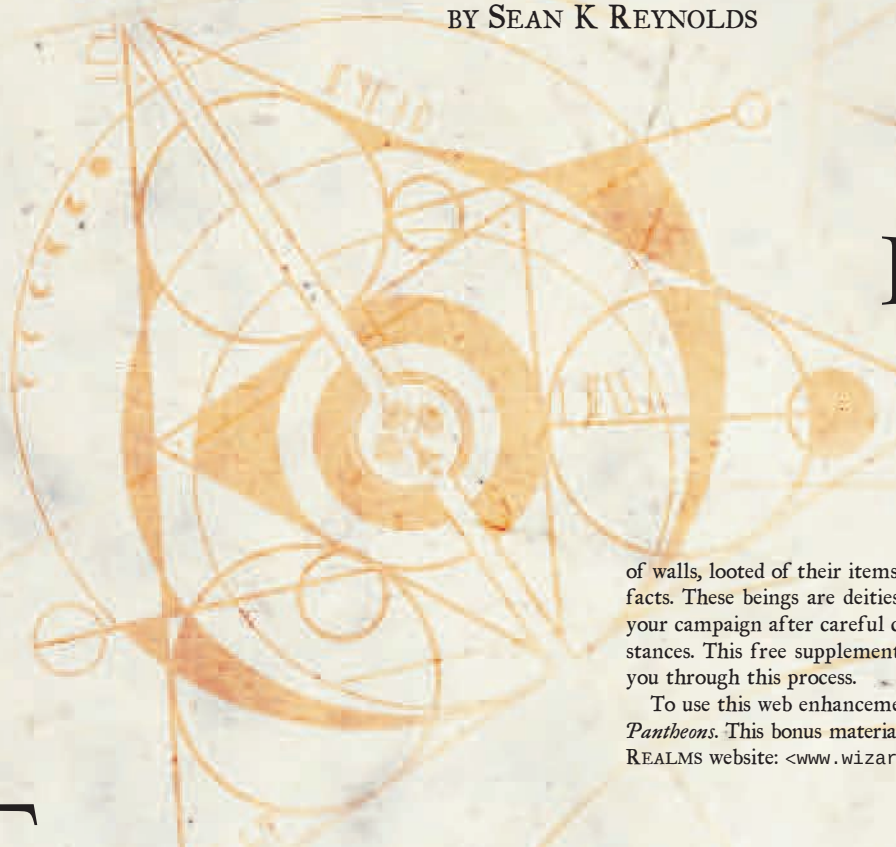
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A Faiths and Pantheons Web Enhancement

by Sean K Reynolds

Deity Do's and Don'ts



Faiths and Pantheons by Eric L. Boyd and Erik Mona offers an incredible amount of information on the primary deities of the *Forgotten Realms® Campaign Setting*, including hit points, attacks, saving throws, and other abilities in a format similar to the *Monster Manual*'s. At first glance, one might expect to treat deities in a *Forgotten Realms* campaign like any other monster—brought in to harass and fight the heroes. Otherwise, why include that combat information?

In truth, the deities of Faerûn are much more than very powerful monsters and should be treated as such. Epic-level characters who have an easy time slaying dragons and the tarrasque should not look to the deities as their next conquests, to be pushed off the tops of walls, looted of their items, and locked in dungeons to make artifacts. These beings are deities for a reason, so introduce them into your campaign after careful consideration and in particular circumstances. This free supplement to *Faiths and Pantheons* helps guide you through this process.

To use this web enhancement, you must already have *Faiths and Pantheons*. This bonus material is exclusive to the official Forgotten Realms website: <www.wizards.com/forgottenrealms>.

using deities in the forgotten realms

For most creatures in Faerûn, the deities are distant, immensely powerful beings to be feared, respected, and worshipped, but never seen or spoken to. The vast majority of people will never see a deity, let alone speak to one. To them, a deity's presence is felt through the mortal church and servants of that church. The exceptions, of course, are adventurers who get mixed up in the deity's plans, and

additional credits

This layout intentionally begins on page 2. There is no page 1.

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those lucky or unlucky souls who interacted with an avatar during the Time of Troubles. In most cases, this second- or third-hand contact is more than sufficient—anything more is far too dangerous to comprehend.

From time to time, adventurers may become tangled in a deity's plans, usually by coming into conflict with that deity's mortal agents. Now that Bane's church controls the Zhentarim, every fight against the Zhentarim is combat against agents of Bane. However, Bane's hand is not behind every Zhent raid, and his eyes do not watch over every Zhent caravan; he has clerics to take care of little things while he works on his greatest plans. Only after many struggles with the more powerful members of a deity's church are adventures likely to interact with direct representatives of that deity, usually in the form of servitor demons or other outsider allies of the church. When someone attacks the pinnacle of church power, such as the temple of Bane in Zhentil Keep or Fzoul Chembryl himself, a deity probably will intervene. Under such circumstances, Bane may send an avatar to defend his temple or avenge his Chosen. It is only in the most strange and dire situations that Bane would appear personally in his true form, not in avatar form. Such direct intervention attracts the notice of other deities, both enemies and allies, and multiple deities appearing in their true form on Faerûn could cause irreparable damage—it may actually be forbidden by Ao himself. The deities are allowed certain means to express their desires and channel their power into the mortal world, normally through their divine spellcaster worshipers. Exceeding these means has consequences.

How to Use Deities

Here is some advice on how to use deities in a campaign. Remembering these facts about deities will help ensure that you guard the balance of power, keep the heroes as the campaign's central figures, and maintain the suspension of disbelief needed for a fantasy game.

Deities Have Themes

Every deity has a portfolio: a group of topics, ideas, or emotions over which he or she has dominion. The portfolio not only reflects a deity's interests, but shows what traits the deity actually embodies. Malar not only has power over hunters, stalking, and bloodlust, he ***is*** all of those things, and spells, magic items, and sites holy to Malar reflect that. Cyric not only controls murder, deception, and illusion, he is a divine manifestation of those concepts, and spells, items, and sites related to Cyric relate to those themes. The portfolio, alignment, and history paint a broad thematic picture for the deity that helps you use that deity in a campaign.

A deity's theme has several effects in a game:

- First, the portfolio helps define the deity's interests and how he or she might protect or advance those interests. This helps define an ongoing plot for the Dungeon Master.
- Second, it defines the sort of agents and worshipers the deity attracts, helping the DM devise appropriate adventures for the heroes. Developing a dynamic site-based adventure as described in the *Dungeon Master's Guide* is easier if you understand the motivations of the villains who live there.
- Third, the deity's trappings make it easier for characters to identify what group they're facing, such as with the use of the Knowledge (religion) skill. Allowing players to use the skills they chose for their characters rewards them for good planning.

For example, Cyric's portfolio includes murder, lies, intrigue, deception, and illusion. He is evil, and has a history of battling Kelemvor and Mystra. His symbology is obvious—a skull on a purple or black sunburst, and the colors black and purple predominate. A suitable adventure based on Cyric could involve the murder of a noble or government official. The murder was set up to frame a rival, possibly by using illusion to disguise the assassin as an agent of the person being framed. Eventually the assassin could be traced to a particular location—say, an evil chapel at the center of an abandoned building's basement. The chapel and basement are shrouded in illusion magic (rather than full of magical traps that shoot fire and summon monsters) and are decorated in purple and black with the occasional skull symbol to keep adventurers on the right track. The ultimate villain of this scenario is the assassin, who may be a priest of Cyric or aided by one hidden elsewhere in the city.

Another example is Malar, whose portfolio is hunters, stalking, bloodlust, and evil lycanthropes. He is evil, has tried to destroy Chauntea, and has fought Nobanion many times. His symbology is recognizable but not obvious—animal symbols are so common in most parts of Faerûn, one might not immediately connect them with the Malaran faith. An adventure based on Malar might involve the slaughter of remote farmers and Chauntean clerics serving that community. All the victims appear to have been mauled by a wild animal. Investigating, the adventurers come across a follower of Nobanion who may or may not join them on their quest. (Malar is taking advantage of the presence of a servant of his enemy rather than arranging to have the Nobanionite nearby at the time of the maulings; he is a great planner when it comes to stalking and hunting, but he is normally too savage to make intelligent plans involving others.) The heroes can trace the attacks to a group of wild animals, some of which are obviously lycanthropes and People of the Black Blood. Rather than fighting openly, the People likely will flee if discovered, then return for short nightly raids on the heroes' camp. One of the People is a cleric or druid of Malar, easily recognized with his claw bracers and beast claw symbol.

Deities Have Special Magic

One of the advantages built into the D&D game is domain selection for deities. If a spell on a domain spell list doesn't appear on the general cleric spell list, that spell is limited to just the deities with access to that domain. This means clerics of those deities have access to magic that other clerics simply cannot get. Clerics of Shar, for example, have the Darkness domain, which includes the *armor of darkness* and *blacklight* spells. No good cleric can cast those spells, because only evil and neutral deities have access to the Darkness domain. So, a Sharran cleric using these spells can surprise adventurers with her spell selection. Thanks to those spells' limited access, it is unlikely that her enemies could counterspell her spellcasting. Because only other clerics with the Darkness domain can cast the spell from a scroll, she doesn't have to worry that the spell will fall into the wrong hands if she is killed; this reasoning may convince her superiors in the church to give her a scroll of a domain spell with a higher level than she could normally prepare, since they know enemies of the church can't use it. Those two spells are both darkness spells, so if the cleric can draw upon the Shadow Weave, they become even more powerful in her hands.

Even without using domain spells, divine spellcasters may possess magic with visual effects appropriate to their deity. For example, an *inflict critical wounds* spell from a Banite cleric might cause the caster's hand to turn black and radiate beams of green light. A *searing light* from a Lathanderite cleric might manifest as a miniature sun that fires a beam. A *hallow* spell cast by a Silvanite druid might cause moss, lichen, and small plants to grow on unattended surfaces. An *implosion* spell cast by a cleric of Ghaunadaur might consume the target in horrible black slime. Unlike arcane spells, which draw upon the Weave using the mage's knowledge, divine spells are planted in

the minds of spellcasters: precoded magical instructions that the caster doesn't have to understand to use. These instructions bear the signature of the deity that created them, and allowing this signature to alter the appearance of the spell effect makes divine spellcasters of different deities unique. It also shows the hand of the deity in every spell, reminding all observers that this is divine magic in action. In a world created and shaped by godly battles, reminders of the source of divine magic perpetuate the feel of the *Forgotten Realms* campaign setting.

Of course, while these thematic spells can help maintain the flavor of a campaign, you don't need to describe them every time a spell is cast. That just slows down gameplay. Establish a few standards, and save most of the thematic descriptions for heroic and monumental events.

Deities Have Time

Even more than vampires and liches, deities have all the time in the world to bring their plans to fruition. Not every act by a deity has to be an overt, world-shaking action. Sometimes a thousand small steps are better than one large one, if only because the small steps are less likely to attract the notice of other deities. Shar is a perfect example of this sort of plan; she wishes to bring the world back to eternal darkness, but spends most of her time working on small things and keeping secrets—even big ones, such as the Shadow Weave. If she were to openly attack other deities, the others would quickly form a temporary alliance to destroy her, so she refrains from such battles (except in the case of Selûne). The deities also have the legacy of the Dawn Cataclysm to contend with. They remember the horrendous destruction in the divine world the last time they warred en masse, so open conflicts between deities are rare. The presence of Beshaba and Tymora, whose births came from the fall of another deity at that time, serve as a reminder of the consequences of war in the heavens.

So deities take the long view, willing to suffer temporary setbacks as long as they realize their end goals. They understand that not every effort requires a crusade fought with clashing armies. This patience can become a force acting for or against the heroes, with consequences unseen for quite some time. The player characters often remain unaware of the deity's long-term plans. It is often the next generation of heroes, whether the literal descendants of the involved player characters or simply the next group to come along, that experience the fruits of the deity's labors.

For example, the heroes might take refuge in a church during times of difficulty or even after failed missions. There, they establish friendly contacts with NPCs, and the clergy make small advances by influencing the heroes' beliefs, receiving much-needed funds in exchange for spellcasting services, and hiring the player characters to perform tasks. At no time do members of the church use the deity's power as a threat or a reward for the heroes' actions—a quiet subtlety plants the seeds of change in the hearts of the heroes. Perhaps the deity's long-term goal here is the birth of a child to one of the adventurers in his service, and it is this child that shall someday become a divine champion.

Another example is a wealthy church that obeys the local laws and still frustrates adventurers, such as the church of Siamorphe. Adventurers of a more chaotic bent pursuing the downfall of a popular and generous noble whom they suspect of trafficking in dark magic may find that noble protected by Siamorphe's church. The clergy's leaders see the nobleman's public actions (which reinforce the image of a protective and responsible nobility) as far more important than his private mistakes (which reveal character flaws rather than an unfitness to rule). Over time the noble could corrupt one of the influential members of the church, ensuring further protection for himself despite his continued evil acts, as long as his public face remains benign. Backed by the church (and supported by local laws), years later the noble might wrest power from less effective officials and become a benign despot, acting in the name of the common people and elevating the quality of life for most at the expense of a few troublemakers (such as the adventures who have plagued him since his younger days). All this remains perfectly legal and enjoys the support of the common people. Siamorphe benefits from this charismatic noble's increase in status, a reward for years of meeting small goals and not pushing for larger ones. In time other heroes may come to deal with this noble, having heard rumors of his edicts that make adventurers feel unwelcome in his city. Obviously the nobleman has something to hide....

Deities Have Followers

No deity in the course of a normal day should be forced to manifest on the Material Plane to deal with a problem. Such an act requires the expenditure of a lot of divine power and draws untoward attention, which can lead to open conflicts between deities. Instead, deities have all sorts of servants, from the celestial or fiendish attendants to mortal worshipers. Considering that it takes at least a *lesser planar ally* spell to get even a hound archon or a succubus to show up for any length of time, it usually proves a more efficient use of a deity's power to send a worshiper to take care of a problem on the Material Plane. That worshiper could be a cleric or simply a devout member of the faith. Mortal worshipers also have advantages compared to outsiders in that they actually belong in the world; they aren't thwarted by magical barriers designed to hedge outsiders, they don't radiate an overwhelming alignment aura (a typical evil mortal worshiper radiates one-fifth the evil of an outsider of the same Hit Dice), and, if slain, they can be brought back easily with a *raise dead* spell (whereas outsiders need a *wish* or *miracle*).

Mortal followers are fun for a Dungeon Master to use because they come in such an amazing variety. Bane, for example, has many human, half-elf, and dwarf followers, and his more monstrous legions include beholders, black dragons, banelars (from *Monster Compendium: Monsters of Faerûn*), and several kinds of new undead. While some players may memorize the abilities of every type of devil in the book, an unarmored humanoid could be a monk, sorcerer, wizard, rogue, some undead creature in disguise, or a cleric with *glamered* armor. The abilities of such a being remain the DM's greatest secret.

Deities use mortals to take care of their problems because, while they wield incredible power, they wisely conserve it, preferring to use the least effort necessary to create an effect. If an evil deity needs a monster to attack a village, it is less costly to send a cleric to cast *endure elements*, *bull's strength*, and *endurance* on a dire wolf, rather than arranging to send a fiendish dire wolf to the Material Plane. If a good deity needs a tracker to hunt down a demon, it proves less costly to send a ranger and a cleric than a hound archon (and the ranger and cleric won't attract as much attention); a multiclassed ranger/cleric might be an even better choice.

While it is tempting to reach for the big guns as a challenge for the player characters, remember that if it were that easy to send such creatures to take care of business, there would be no need for adventurers—the good deities would send celestial minions just as often as the evil deities sent fiendish ones. Let the heroes be heroes, and let the mortal villains be the villains, and have the outsiders (and the deities themselves) remain the exception.

How Not to Use Deities

The above section describes the normal ways a deity interacts in a *Forgotten Realms* campaign, as described in published novels, game sourcebooks, and adventures. These are by no means the only

ways, but they are certainly the expected methods of involving a deity in an active campaign. Should you choose to give deities a more active role, carefully examine these pitfalls that arise from relying too much on their qualities.

Deities Are Powerful

Deities are so far above the power level of any adventuring party that introducing one as a direct adversary presents an unbeatable obstacle to all but the highest-level characters. If, every time an evil cleric dies, his deity appears to avenge him, the heroes will end up fighting—and losing to—the deity every session. That is no fun for the players. Even a limited intervention of this type—such as a permanent *bestow curse* spell falling upon any character that slays an evil priest—discourages heroes from fighting evil. In fact, it punishes them for it. If the evil deity is there holding the evil cleric's hand, avenging wrongs and negating ills, the heroes will wonder why their cleric's deity doesn't back them up the same way.

This sort of play causes an escalation of power the game isn't designed to handle and soon reduces the player characters to pawns in a game controlled entirely by the DM. D&D is about heroes fighting villains, not about heroes watching their deity battle another deity. Use the game's tools to make level-appropriate challenges for the heroes, and remember that adjusting the power of a character at a particular level (even to add something as innocuous as a deity-invoked *bestow curse* at the villain's death) changes the creature's Challenge Rating and the Encounter Level, so adjust the heroes' rewards accordingly.

Deities Are Knowledgeable

Another trap to avoid is a deity's omniscience. If every evil cleric the heroes face knows what they can do and has spells and magic items to thwart them, the game becomes less fun—the heroes can't do what they are good at doing. The Adventures chapter in the *Dungeon Master's Guide* says to not preempt character abilities; don't throw a dozen fire-resistant foes at a wizard who just learned *fireball,* for instance. The same goes for using deities in a game. Deities may be omniscient, but they normally don't have the time to advise all their clerics of every single foe and how to thwart them. This puts the heroes and villains on equal footing, for the good deities can't sneak information to the heroes, either. Of course, spells such as *augury* and *divination* allow either side to anticipate the powers of the other (just remember to account for this in the villain's prepared spells and previously cast spells). Likewise, a recurring villain will learn the player characters' tactics and plan for them.

Consider this the reverse of the player knowledge vs. character knowledge axiom; if you don't want the players using out-of-character knowledge of monsters to their advantage, don't let the NPCs use your knowledge of the heroes to their advantage, just because the villains enjoy a deity's backing.

Deities Are Leaders

As beings of phenomenal power, deities attract like-minded individuals to their service, or create such beings to serve them. In addition to their huge numbers of mortal servants, deities acquire, create, or enslave many other beings, from fiendish humanoids to conventional outsiders to bizarre monsters related to their portfolios. It is easy to hurl gangs of minions at heroes whenever they deviate from an adventure's plot. However, this is unrealistic, particularly if the minions had no reason to be there other than to drive the heroes back to the main story. It's also frustrating for the players, who usually resent being railroaded.

This trap really is another aspect of the "Deities Are Powerful" problem. Just as you shouldn't use a deity's overwhelming power as an overt foil to character actions, don't use a deity's overwhelming armies of minions to do it, either. Such actions make the player characters feel ignored by their own deity, for no horde of celestials ever appears to back them up when the tide turns against them. What's fair for the villains is fair for the heroes. Plus, it's much easier on the DM to run a game for two small opposing groups rather than two opposing armies.

Deities Are Enemies

Sometimes the player characters find themselves used to deploy one deity against another. If, while fighting the Banite church, the heroes manage to defeat the high priest only to find he has just summoned an avatar of Bane, the solution isn't to ask the party cleric to summon the avatar of Torm. This reduces the heroes to bit parts in a larger drama and forces them to watch the DM roleplay interaction between the two near-impervious avatars.

Just as the *Forgotten Realms Campaign Setting* says you should make the PCs the stars of your campaign and not sideline them with famous NPCs, you also shouldn't sideline them with deities. Making a deity a star in this manner is even more frustrating than doing it with a famous NPC. While the heroes (with the right multiclassing and the proper spells) theoretically can manage the same feats an NPC performs, using "star" deities tells players that their characters could never have solved the challenge regardless of smart and resourceful play. Part of the fun of D&D is overcoming challenges, and challenges that can't be overcome aren't fun.

Deities Are Exotic

Deities operate at such an incredible level of power compared to mortals that any divine appearance should be a remarkable event. Even the avatars are usually more powerful than 20th-level characters, and introducing an avatar should be something special. If the deities or their avatars appear often in a campaign, they begin to feel mundane. If the heroes get used to encountering avatars on every adventure, characters like Fzoul, Szass Tam, and the rulers of countries seem lessened by comparison, The heroes are more likely to dismiss the presence of their powerful-but-mortal adversaries and wonder when Garagos is going to show up.

This problem ties in to the "Deities Are Knowledgeable" trap. If the deities have so much free time that they can drop by the Material Plane whenever they feel like it, why do they bother with clerics at all? To preserve the feel of the setting and the role of adventurers in the world, actual appearances by deities or their avatars should remain scarce. Let the characters be the heroes, and save the host of avatars for the Time of Troubles.

So, Your Players Want to Fight a Deity?

In campaigns where the heroes have become very powerful, thoughts eventually turn to the destruction of a deity that has been a thorn in their side for a long time. If the death of a deity becomes a goal, or if you expect the heroes may battle a deity or avatar, you have several things to consider.

First, deities are incredibly powerful. Even their avatars normally are character level 21 or above, with a string of special abilities unique to

deities. If you expect the player characters to fight a deity or avatar, be sure to read up on the deity's abilities, particularly his or her immunities. Highlight key abilities or keep notes on a separate card. Invent strategies that take advantage of the deity's strengths and downplay weaknesses. Deities are not stupid; they usually know when someone intends to attack them, so they try to choose the time and place of the combat and arrange the battlefield to suit them. If possible, they bring allies and learn as much as possible about the attackers before the actual battle. Like any combat with powerful creatures, fighting a deity takes a long time. It is best to plan the game session around that combat so the fight begins early. Interrupting a complex battle to resume it later not only breaks the excitement of the game, but it causes players to forget what spells and penalties they have in effect when the game resumes again.

Most deities fall between character level 40 and 65. This means that if the player characters are 35th level or less, they have almost no hope of defeating a deity in combat (barring an unusual combination of die rolls). This also means that if the player characters are more than five levels above that of the deity, the deity as presented in *Faiths and Pantheons* is too weak to be an effective threat. This doesn't mean the deities in the book are too weak or that the heroes are stronger than actual deities. It just means that most campaigns never reach that power level. The deities as presented are more than sufficient to destroy any mortal opposition in 95% of the active *Forgotten Realms* campaigns. If the player characters grow more powerful than the deities, the deities need to be boosted.

Boosting a Deity

The easiest way to boost a deity is to add class levels or effective class levels. If a deity has already reached 20th level in all of his or her character classes, add a similar class or prestige class. For example, if a deity has 20 outsider Hit Dice, 20 levels of fighter, and 20 levels of barbarian, consider adding 20 levels of ranger, or five levels of divine champion and five levels of Purple Dragon knight. If you can find no suitable classes or prestige classes, add outsider Hit Dice.

Unlike creating normal encounters, boosting a deity isn't about creating an appropriate level of challenge. It is about making the deity suitably powerful compared to the heroes, and the power level of a demigod is a good benchmark. If the heroes in your campaign are all 60th level and you think they finally could consider challenging a deity in a fight, determine how many levels the average demigod would need to gain to reach 60th level, then adjust all deities accordingly.

However, if your players insist on tackling deities before they are ready, let them; hubris among mortals is a common thing. It would not be the first time mortals paid the ultimate price for their folly—just ask Karsus. On the other hand, if you believe deities are more than just a collection of ability scores and powers (they are) and aren't subject to the annoying threats of mortals (they aren't), consider making deities unfightable beings (see below).

One final point to remember is the general rule of the *Forgotten Realms* cosmology: Only a deity can truly destroy another deity. While mortals can destroy an avatar, barring an unusual circumstance such as the Time of Troubles a mortal cannot permanently destroy a deity—the deity always reforms with a lesser portion of its power, but alive. Mortals can harm demigods most easily, since they are the weakest sort of deity with the fewest worshipers and servants, but even a demigod cannot be truly destroyed by a mortal. Some point to Finder Wyvernspur slaying the demigod Moander and taking its portfolios as a contradiction of this rule, but Finder was a devout worshiper of Tymora. To accomplish Moander's slaying, it is believed that she sponsored him, presumably investing him with some of her power without his knowledge. In any case, mortals that manage to dispatch a deity, whether temporarily or permanently, do not become deities in their own right unless Ao finds it appropriate.

Handling Deities as Unfightable Beings

Sometimes you don't want to deal with the foolishness of mortals attacking deities. You might be inspired by Greek sources, in which mortals may injure deities slightly but never truly harm them. Or perhaps you draw from more recent literary sources, in which deities walking the earth is such an overwhelming event that mere mortals can die for striking at them. In any case, sometimes it is best to treat deities as beings completely beyond the mortal world, not subject to the swords and spells of mortals.

If you treat deities this way, mortals cannot harm or kill them. In most cases, attacks on their divine persons have absolutely no effect, or such a trivial one that the deity doesn't even notice it—any more than an iron golem notices a thrown pebble. In this sort of campaign, deities are more like fundamental alien forces than physical beings, although they take physical shape and usually resemble mortals. If Bane chooses to appear in front of the Zhentarim and a Harper spy attacks him with a *lightning bolt*, he ignores the effect of the spell and its source, despite its inconvenience to anyone around him—he is simply above such things, remaining more concerned with the attention of his worshipers and the possible manifestation of a rival deity than with a puny spell cast by someone not of his faith.

Sometimes the deity's power causes attacks to fail in strange ways. If Auril were struck by a *lightning bolt*, the bolt might turn to ice and fall to the ground. Talos might cause the bolt to rebound and strike the caster or a fragile nearby building. Helm would absorb it into himself and protect his worshipers and the innocent from its effects. Azuth would cause all knowledge of that spell and any others like it to vanish from the caster's mind forever or strip the caster of all magical talent. If struck by a magic sword, Shar might cause it to blacken and crumble into dust and shadows. Ilmater's body would yank the sword from the hands of its wielder, and the deity's wounds would scatter healing blood upon those around him. Tempus's armor would cause the sword to shatter, with the shards striking the attacker and dealing as much damage as the initial strike would have inflicted. In any case, the effect should be particular to the deity, and whether any others are healed, harmed, or protected by the effect depends upon the nature of the deity.

If deities cannot be fought, do not use them as direct opponents for the heroes—unkillable foes are unfair and frustrating challenges. If running this style of play, use deities even more sparingly, and introduce the unkillable concept into the game before the heroes themselves are ready to challenge a deity. For example, if Tantras were attacked by an army of sahuagin and Torm appeared to fight them, the heroes watching from a distance should see that the attacks had no effect on him and, in fact, did more harm to his attackers than anyone else. Don't punish the players for having their characters aim high (what hero doesn't want to be known as the one that helped destroy Bane?), but warn them that some things are beyond their reach. In a world created by the deities, challenging them is beyond most mortals, even adventurers.

Order Descriptions

The following section expands the list of monk and paladin orders of the *Forgotten Realms* campaign, most of which have some ties to one or more deities.

Monk orders

The table below lists other known orders of monks, the deity they hold as a patron (if any), alignment restrictions for the order, and the character classes open to monks of that order for the purpose of multiclassing freely. Some deities have more than one associated order of monks; these are listed sequentially. Not all monks have to be associated with an order, but only those that are part of an order can multiclass freely. There are no known monk orders for other faiths.

Deity	Monk Order (Alignment) and Allowed Multiclassing
—	Long Death (evil): assassin, blackguard, fighter. *
—	Old Order (usually neutral, sometimes good, rarely evil): rogue, sorcerer, shadowdancer (monk levels must be higher than total of all other class levels). *
Arvoreen	Hin Fist (neutral or good): fighter, rogue, paladin. *
Azuth	Shining Hand (neutral): wizard (if monk level exceeds wizard level). *
Bane	Order of the Iron Gauntlet (evil): assassin, fighter. A small sect within the Zhentarim, these monks train in stealth and assassination. Currently they are few in number but their leader has been recruiting widely.
Cyrrollalee	Hin Fist (neutral or good): fighter, rogue, paladin. *
Deneir	Zealots of the Written Word (good): cleric. These monks accompany clerics of Deneir on quests, assist in money-making efforts for the church, and are as fond of recording information as any devout worshiper of Deneir.
Grumbar	Disciples of the Changeless Face (neutral): fighter. This stoic and spartan order is obsessed with preserving the knowledge of how things are (from laws to traditions to manners of speech) so that change can be detected and countered (which often involves beating into a pulp someone who disagrees).
Ilmater	Broken Ones (good): clerics, divine champions, divine disciples, divine seekers, hierophants. *
	Disciples of St. Sollars (Monks of the Yellow Rose) (good): ranger, shadowdancer. *
Kossuth	Disciples of the Phoenix (good): cleric. This order (and the other two orders of Kossuthan monks) is very insular and has a rigid tradition of study and fighting style, as well as behavioral taboos. They are the most likely to espouse the purifying and redeeming aspects of their deity's element.
	Brothers and Sisters of the Pure Flame (neutral): cleric. These monks seek a balance between the purifying aspect and the destructive aspect of Kossuth's flame, and are the mediators of the three orders. Most of them learn Ignan to better communicate with fire elementals.
	Disciples of the Salamander (evil): cleric. Some of these monks rival a Talosian fanatic's love of destructive fire, but most see it as a necessary tool for renewal in the world. Many of them bear brands of magical symbols on their bodies and decorate themselves with fiery tattoos.
Lathander	Sun Soul (good or neutral): any one other class (as long as monk is the highest class level). *
Loviatar	Disciples of the White Rod (evil): cleric. Monks of Loviatar prefer using their bare hands to inflict pain rather than using weapons. When forced to use weapons, they prefer nunchaku with white-bleached leather wrappings on the hilts.
Luthic	Runeclaws (evil): cleric, runecaster. Because in many orc tribes females are not allowed to touch weapons, unarmed combat has become a means for female worshipers of Luthic to defend themselves against raiders from other tribes. Some female orcs that are too old for childbirth (particularly older wives of the chief) become runeclaws to prove they are still useful to the tribe.
Oghma	Children of the Passive Voice (neutral): none. These monks serve as guardians to libraries and abbeys, and sometimes are sent to find lost stores of knowledge.
Selûne	Sun Soul (good or neutral): any one other class (as long as monk is the highest class level). *
Shar	Dark Moon (evil): sorcerer (monk and sorcerer level must be within two levels of each other). *
Sheela Peryroyl	Hin Fist (neutral or good): fighter, rogue, paladin. *
Sune	Sun Soul (good or neutral): any one other class (as long as monk is the highest class level). *
Tiamat	Serpent Guards (evil): assassin, divine champion, fighter, rogue. These fanatics guard temples, serve as minions to dragons, hunt dragonslayers, and assassinate those who pry too closely into the activities of the church. They are active in Unther and have been known to attack Mulhorandi soldiers.
Urogalan	Hin Fist (neutral or good): fighter, rogue, paladin. *
Velsharoon	Long Death (evil): assassin, blackguard, fighter. *
Yondalla	Hin Fist (neutral or good): fighter, rogue, paladin. *
Yurtrus	Brotherhood of the Scarlet Scourge (evil): cleric. Monks of this strange orc order bleach their hands white and grow their nails very long. Before combat they dip their nails in a powder made of blood infected with the red ache (see Disease in the *Dungeon Master's Guide*), which lets them infect their opponents.

* Described in the *Forgotten Realms Campaign Setting*.

paladin orders

The following table lists other known holy orders of paladins, the deity they hold as a patron, and the character classes open to paladins of that order for the purpose of multiclassing freely (orders of paladins that do not allow multiclassing freely, such as the Swords of the High One—paladins of Azuth—are not listed). Some deities have more than one associated order of paladins; these are listed sequentially. Not all paladins have to be associated with an order, but only those that are part of an order can multiclass freely. Other lawful good, lawful neutral, and neutral good deities that are not listed here can have paladins, but there are no known paladin orders for those faiths (in effect, paladins of those faiths are uncommon enough that rarely are there enough to band together and form an order).

Deity	Name of Paladin Order and Allowed Classes
Arvoreen	Arvoreen's Marchers: cleric, fighter, rogue. An order in Tethyr recognized by the crown, they are highly respected by local humans and halflings alike. Their chapterhouse is called Keeperstone.
Baravar Cloakshadow	Knights of the Shadowy Cloak: cleric, fighter, illusionist, rogue. This order keeps a low profile in gnome communities and seeks to eliminate goblinoids, kobolds, and other evil humanoids, for these creatures cannot be redeemed. They work secretly so as to not attract attention or retaliation to local gnome communities.
Berronar Truesilver	Berronar's Valkyries: cleric, dwarven defender. This order is exclusively female. They observe battles until they see a group of allies in particular danger, at which point they charge in to help. Most favor training involving mobility in battle.
Chauntea	Field Guardians: cleric, divine champion, divine disciple.*

Gaerdal Ironhand — Shields of the Golden Hills: cleric, fighter. They are a strictly organized order dedicated to defending gnome communities against any attackers and serving as officers and champions of larger gnome military assemblies.

Helm — Vigilant Eyes of the God: arcane devotee, cleric, fighter, divine champion, Purple Dragon knight. *

Horus-Re — Claws of the Sun and the Ankh: cleric, divine champion, divine disciple, hierophant. Caring little for day-to-day politics, this relatively new order spends most of its time fighting servants of Set (or even Anhur, when he has been causing trouble).

Ilmater — Order of the Golden Cup: cleric, divine disciple, hierophant. This order is dedicated to healing and protecting the sick, innocent, and weak, rather than seeking out evil to destroy. They are not opposed to such actions, but see their role as something different.

Companions of the Noble Heart: divine champion, fighter. The Companions are the aggressive counterparts to the Golden Cup, for they are tasked with eliminating the cruel and those who are known to enjoy the torture and suffering of others. The church of Loviatar is their greatest enemy.

Kelemvor — Knights of the Eternal Order: cleric, doomguide (*Faiths & Pantheons*). This is a recently-created order, founded to seek out and destroy powerful undead that tax the powers of the normal branches of the church.

Lathander — Order of the Aster: cleric, divine champion, divine disciple, hierophant, Purple Dragon knight. *

Milil — Harmonious Order: fighter. This group of personable and swaggering paladins encourages bards (whom they tolerate despite alignment differences) to accompany them to create ballads based on their exploits. Their role is to guard Milil's churches and do good works in Milil's name.

Moradin — Hammers of Moradin: cleric, fighter, divine champion, dwarven defender, runecaster. *

Mystra — Knights of the Mystic Fire: guild wizard of Waterdeep (*Magic of Faerûn*), wizard. This group of paladins often accompanies other members of the church on quests to locate lost hoards of ancient magic. The church draws upon their ranks for the leaders of temple guardians.

Nobanion — Legion of Lions (wemics and werelions only): cleric, divine champion. Founded shortly after the Time of Troubles, this fellowship exists to protect good-aligned monsters and slay the servants of Malar.

Osiris — Order of the Risen Scepter: cleric, ranger. Drawn exclusively from those who have died in combat with servants of Set and been raised from the dead (sometimes spontaneously by the power of Osiris), they are primarily hunters of Set's minions.

Red Knight — Order of the Red Falcon: divine champion, fighter. Housed in the Citadel of Strategic Militancy (northeast of Baldur's Gate), this small order has a history of triumphing in the face of overwhelming odds. They train officers and others in tactics and military history.

Siamorphe — Order of the Silver Chalice: aristocrat, fighter. This group is primarily Tethyrian nobles dedicated to locating lost members of noble families and restoring to power those who will govern with the interests of the common people at heart. After several years of debate, they have decided to support the queen of Tethyr, and the crown recognizes them as a knightly order.

Sune — Sisters and Brothers of the Ruby Rose: divine champion.*

Torm — Order of the Golden Lion: Any one other class. *

Tyr — Knights of Holy Judgment: cleric, divine champion. This order focuses on the more lawful aspects of Tyr's philosophy, and hunts and punishes criminals and lawbreakers, particularly devils (seen as abhorrent perversions of a lawful society).

Knights of the Merciful Sword: fighter, divine champion. This order is focuses on upholding good in the world as defined by Tyr, and slays all kinds of evil monsters, particularly demons.

Yondalla — Shields of Yondalla: monk (Hin Fist). *

Wayward Wardens: cleric, ranger. This group is a loose fellowship of wandering halflings who feel the need to see the world and aren't tied to any particular settlement. They protect halfling communities whenever they are found in need of help.

* Described in the *Forgotten Realms Campaign Setting*.

Manifestations

Although most people alive in Faerûn today are old enough to remember the Time of Troubles and think of avatars when they speak of deities manifesting in the mortal world, the appearance of an avatar is a rare thing requiring the expenditure of a lot of energy. In most cases, deities that choose to intercede directly in the world of mortals do so through manifestations—supernatural events or signs indicating a deity's power. Manifestations range anywhere from an object changing color to the appearance of a glowing weapon, face, or hand that blocks, speaks, or gestures. Manifestations fall into five primary categories, described below.

The manifestations of the Faerûnian gods appear in a series of tables starting on page 10.

Animals

Most deities have some sort of normal animal sacred to their faith, and people tend to see the appearance of such an animal as a sign of the deity's favor. The animal may appear out of nowhere or walk in under its own power. It may prove tangible or just a vision, act normally or strangely. Sometimes they are colored appropriate to the deity as well. Animals are good signs for a deity to use, because common people seem less likely to be frightened by the appearance of a dog or deer than a celestial, fiend, or strange vision. Manifested animals that are real (instead of visions) are often caught and pampered as a sign of devotion to the deity (in prosperous communities) or consumed by the worshipers and the best parts offered up as a sacrifice (in needy communities).

The animal list in the charts starting on page 10 is also a good indicator of common celestial or fiendish creatures serving a deity that divine spellcasters may summon.

Monsters

Similar to animals, but usually more dangerous or intelligent, monsters are often dispatched by deities to aid the faithful. Monsters include celestials, forest creatures such as centaurs, and other intelligent beings that worship a deity and usually appear to defend the faithful or attack enemies of the faith. In the case of outsiders, such manifestations are usually called to the Material Plane for a short time and with a purpose, returning to the deity's plane when they complete that service. If common people are being threatened, a deity generally sends a familiar monster, saving its stranger or more fearsome minions for isolated incidents with less fearful observers (such as adventurers). Monsters also make appropriate choices for summoning spells (such as *summon monster*) and calling spells (such as *planar ally*).

Gems and Precious Metals

This category covers valuables sacred to the deity and therefore appropriate for sacrifices or inclusion among items to be consecrated in the name of the church. However, the discovery of such gems is also considered an omen. For example, a gnome miner who worships Baervan Wildwanderer might chip away at a rock wall to find a pocket of small but perfectly formed uncut emeralds as a sign of his deity's favor. If the gnome had made some transgression in his faith, the emeralds would be flawed or would decay into dust after their discovery.

Deities also use these valuables as subtle signs of their approval, disapproval, or aid. For example, a cleric of Selûne awaiting torture at the hands of a Sharran cult might see a brief sparkle of a moonstone ring on the finger of her captor, alerting her to the presence of a secret spy of Selûne's faith in the cult. A cleric of Berronar Truesilver whose faith was waning might see her silver jewelry tarnish and her clear gems turn opaque as a warning from her patron.

Colors

Even more subtle than the discovery or transformation of gems and precious metals, the colors of a deity remain the most common minor manifestation. If forced to choose between a red horse and a black one of equal quality, a cleric of the Red Knight should choose the red horse. A solitary ranger of Silvanus trying to decide which of two trees to climb in order to hide from a gang of orcs might find the colors of one momentarily fade and the other's colors become shades of brilliant green. These colors also indicate the most common shades used in raiment by people of the faith, particularly divine spellcasters.

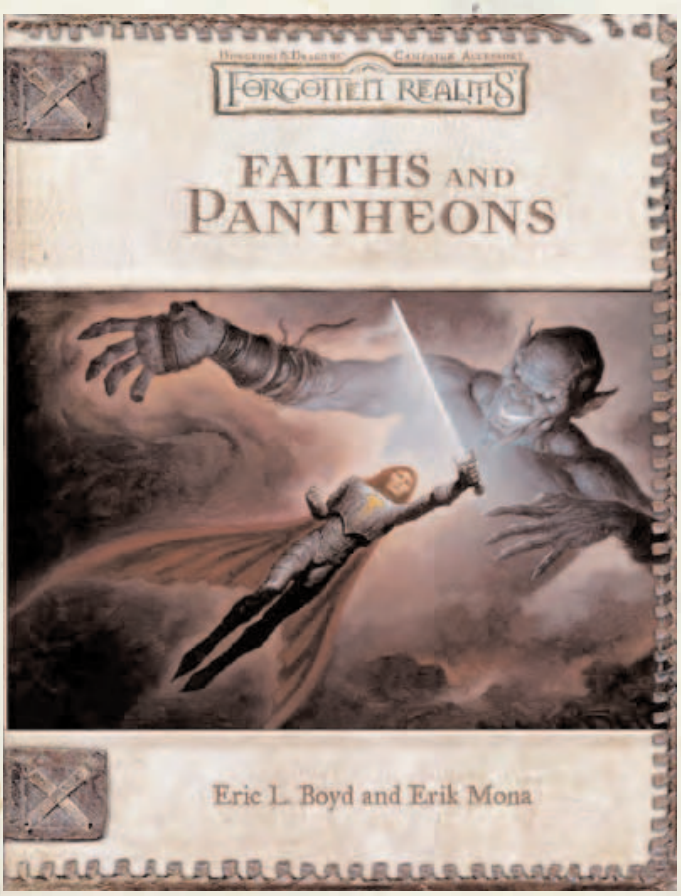
Miscellaneous

This category is for manifestations that do not fit the previous categories, including visions or solid manifestations of objects, strange smells or noises, colored lights or auras, and even possession by a deity. Some of these are more common than others, and some are unique to certain deities. These unique manifestations are the easiest to recognize as signs from a particular faith.

For example, while several faiths might manifest a flying metal gauntlet, only Torm's is 12 feet high and surrounded by a white aura and arcs of lightning. Those graced with these stranger manifestations usually find themselves held in high esteem by others of the faith. Whether unique or not, these miscellaneous manifestations may be precise (a hand pointing toward a particular path) or vague (the vision of a glowing weapon over a battlefield) and are sometimes interpreted incorrectly by the faithful.

About the Author

Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he coauthored the *Forgotten Realms Campaign Setting* and the *Living Greyhawk® Gazetteer* for the new edition of Dungeons & Dragons, as well as many other books. After leaving a design position at Wizards of the Coast, he spends his free time reading and creating computer animation. His next product, *Skreyn's Register: The Bonds of Magic*, is due out from Malhavoc Press in Fall 2002. Read more about him at <www.seankreynolds.com>.



The manifestations of the Faerûnian gods appear in a series of tables starting on page 10.

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Abbathor (dwarf)	werebadgers	greedy dragons, ghost dragons, rust monsters	gold, jewels of all kinds	red, tan, crimson	magical silence and darkness, movement of gems/coins
Aerdrie Faenya (elf)	birds, swarms of grasshoppers, tressyms	aarakocras, aasimar, air elementals, androsphinxes, avoral celestials, cloud giants, djinn, griffons, hippogriffs, lammasus, lillends, pegasi, pixies, silver dragons, storm giants	hornbill ivory, sapphire, turquoise	sky blue	strong winds, rainshowers, powerful storms
Akadi	Flying creatures	air elementals, ice serpents, air genasi	—	white, light gray, light blue	whispers on the breeze, rising wind
Angharradh (elf)	*as Aerdrie, Hanali, and Sehanine*				
Anhur (Mulhorand)	lions, falcons, warhorses, war dogs, hunting cats, battle elephants, and battle camels	—	—	white, red, gold	lion on the horizon, dark cloud, thunder, lightning, ghostly lance
Arvoreen (halfling)	bloodhounds, owls, falcons, war dogs	celestial halflings (called the Keepers), archons, guardian nagas, hybsils, lammasus, silver dragons	amaratha	silver, dark blue	aura of silver fire, thunderclaps that sound like bashing shields
Auril	—	water elementals, ice elementals, undead, winter wolves, frost giants	—	ice-white, blue	icy breath accompanied by a cold ruthless chuckling, blue-white radiance that leaves a trail of frost, blank-eyed face of frost with hair that radiates cold
Azuth	gray cats, gray dogs, gray owls, gray mice	golems, devas	—	shimmering gray	intangible mouth with moustache and beard, upright glowing hand with silver aura on extended forefinger, electric blue radiance
Baervan Wildwanderer (gnome)	raccoons, stags	dryads, earth elementals, hybsils, treants	amber, emerald	green, wood brown	amber radiance, sudden growth of plants on trail
Bahgtru (orc)	bears, dire bears, boars, dire boars, dire bison	gray renders, fiendish orcs, fiendish ogres, bulettes, girallons	orl, ravenar	brown	sound of bones breaking, angry howls
Bane	vultures, green-eyed blackcats, bats, black dogs	baatezu, beholders, black dragons, death tyrants, banelars, beasts of Bane, fang dragons, green dragons, hell hounds	black sapphire (approval), powdered red carnelian (disapproval), hematite, emeralds, bloodstones	black, red, vile green	eyes of red or green blazing flame surrounded by darkness, black taloned hand with an icy touch, possession
Baravar Cloakshadow (gnome)	—	blink dogs, doppelgangers, pixies	aventurine, jade	black, gray, silver	illusions that protect or inform
Berronar Truesilver (dwarf)	blooming white flowers	aasimar, archons of all kinds, earth elementals, guardian nagas	clear gemstones, silver	white, silver	silver aura, small harmless earthquakes
Beshaba	rats, cockroaches	half-fiendish humans, bebiliths, bodaks, quasits	—	mauve, purple, black	12-foot-tall head with white hair and a maniacal look, a grotesque shadow where none should be, accompanied by faint maniacal laughter
Brandobaris (halfling)	blue jays, crows, mice, raccoons, ravens	copper dragons, pixies, pseudodragons	—	brown, silver	footprints
Callarduran Smoothhands (gnome)	—	earth elementals, xorns	ruby, star ruby, star sapphire	slate gray, red	ring-shaped stone, smooth stones, minor earthquakes
Chauntea	seeds, larks, robins, red hens	sprites, talking trees	—	white, yellow, forest green	flower where none should be that grows and blooms with great speed, motes of light
Clangeddin Silverbeard (dwarf)	cave bears, mountain lions	earth elementals, silver dragons, stone golems	silver, steel	aura of power (amber, red, or white)	earthquakes, rockfalls, earthblood (red liquid seeping from veins of ore)
Corellon Larethian (elf)	—	aasimar, solars, baelnorns, centaurs, dryads, celestial elves, gold dragons, hybsils, lillends, lythari, nymphs, silver dragons, unicorns, song dragons	beljuril, diamond, moonstone, star ruby, star sapphire	blue, silver	blue aura, falling star, rising blue-tinted crescent moon, blue star in the sky

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Cyric	—	nightmares, undead, banelars	—	black, dark purple, silver	bloody wraith (in dreams), cloud of poisonous smoke, a dark space filled with phantom images of whirling skulls
Cyrrollalee (halfling)	brown cats, brown dogs, porcupines, skunks, squirrels, tressyms	light archons, bronze dragons, celestial halflings, formians, guardian nagas, lammasus	—	brown, deep gold, muted green	sense of danger, animated objects, baking aromas
Deep Duerra (duergar)	werebadgers	banelars, dark nagas, earth elementals, earth mephits, helmed horrors, imps, meenlocks, rust monsters	sapphire, silver rings	silver, dark blue	silver crownlike aura, still pools of fresh water
Deep Sashelas (elf)	dolphins, whales	aballins, celestial sea elves, water elementals	aquamarine, beljuril, coral, pearl, water opal	sea green	distant beaconlike light, dancing air bubbles underwater, dolphin-shaped area of water surrounded by silver light
Deneir	calico cats, white dogs with light golden eyes, pinto and piebald horses, gold or yellow flowers	archons, devas, planetars	topaz, iolite, tourmaline, star sapphire	tan, white	glowing nimbus of light around a book, glowing humanlike hand, letters of fire, candles
Dugmaren Brightmantle (dwarf)	—	light archons, aasimar, gynosphinxes	king's tear, pearl	white, silver	blue aura
Dumathoin (dwarf)	—	azers, earth and fire elementals, urdunnirs, undead dwarves	—	brown	sudden lights in darkness, shifting of large rocks
Eilistraee (drow)	silver moths, silver-striped tabby cats	aasimar, light archons, lythari, pixies, silver dragons	mithral, moonstone, silver	silver	distant hunting horn, silvery radiance, harp notes
Eldath	bears, raccoons, stags, daisies, water lilies, water lotuses	dryads, sprites, giant owls, unicorns	aquamarine, clear quartz, blue topaz, sapphire	green, blue	whispering wind bearing messages, green glowing healing aura
Erevan Ilesere (elf)	raccoons, tressyms	aasimar, centaurs, chaos beasts, copper dragons, dryads, celestial elves, hybsils, korreds, nymphs, pseudodragons, sprites, satyrs, song dragons	amber, carnelian, frost agate, jade, ruby, turquoise	black	green haze that causes wild magic effects
Fenmarel Mestarine (elf)	—	—	—	brown, green	subtle omens using wind, leaves, sticks, and animal bones
Finder Wyvernspur	parrots, songbirds	giant owls	Laeral's tear	brown, green	beacon of light, radiant nimbus, a daisy that goes through its entire life cycle in minutes
Flandal Steelskin (gnome)	—	earth elementals, fire elementals, helmed horrors, iron golems, rust monsters, xorns	beljuril, fire agate, fire opal, steel,	red-orange	flames of fire in a hearth, jets of flame on bare earth, small earthquakes, shattering metal
Gaerdal Ironhand (gnome)	—	earth and fire elementals, guardian nagas, helmed horrors, silver dragons, spectators	alexandrite, carnelian, peridot, sapphire, star sapphire, topaz	steel	aura of silver and gold, rumblings and cracklings in earth and stone
Garagos	wolverines, weasels, dire wolves	worgs	red or black gems of any kind	black, red	Blood of the God (fist-sized mist of glowing blood droplets accompanied by wailing and a feeling of danger), the sound of clashing weapons, berserk frenzies
Gargauth	hordes of snakes or poisonous insects	—	—	red, white	amber radiance with an aura of evil, single horn growing from the head of an animal
Garl Glittergold (gnome)	badgers, chipmunks, moles, raccoons, squirrels, weasels, dire badgers, dire weasels	animated weapons	carved gemstones of all kinds	gold	disembodied mouth, cloud of golden particles
Geb (Mulhorand)	brown rats, bears, cave bears, moles, badgers	earth elementals, xorns, rust monsters, stone golems	gold, silver, electrum	gray, brown	cracks forming in walls, earthquakes
Ghaunadaur (drow)	mauve roses that drip blood	darkmantles, black puddings, gelatinous cubes, ropers, ghaunadans, gibbering mouthers, ochre jellies, ooze mephits	amethyst, jasmal, rosaline, violine, yanolite	black, purple, green	purple mist, golden eye, tentacles

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Gond	—	golems, pseudodragons, animated furniture	—	saffron, crimson	forge hammer wreathed in smoke, black eyes wreathed in smoke and accompanied by the distant sound of hammering
Gorm Gulthyn (dwarf)	—	azers, earth and fire elementals, guardian nagas, helmed horrors, silver dragons, spectators	fire agate, fire opal, jacinth, ruby	red, black, bronze	metal gauntlet that strikes objects to make noise, glowing hand
Grumbar	—	earth elementals, xorns, earth genasi	veins of rich metal	brown, gray-green	earthquakes
Gruumsh (orc)	dire boars, boars	fiendish orcs, fiendish ogres	jasmal	black, dark red	glowing spear, fiery aura, single baleful eye
Gwaeron Windstrom	deer, boars, crows, magpies, blue jays	pseudodragons	—	green, red	faerie fire, human footprint with his symbol
Haela Brightaxe (dwarf)	—	celestial dwarves, aasimar	bloodstone, carnelian, jacinth, red orl, ruby, red spinel	steel, scarlet, crimson	aura of silver flames with blue-white and amber sparks
Hanali Celanil (elf)	tressyms	aasimar, dryads, celestial elves, lillends, nixies, pixies, satyrs	gold	rose-hued aura	tinkling chimes, rainbows, sudden blooming of flowers
Hathor (Mulhorand)	hippopotamuses, long-horned cows	celestial elephants	white opals, moonstones	white, silver	sound of an infant crying, shaft of moonlight, compulsion to dance, strange actions by infants and young animals
Helm	—	helmed horrors, spectators	—	steel, red	upright metal gauntlet, closed war helm, glow or vibration on weapons consecrated to Helm
Hoar	—	invisible stalkers, revenants	red tear-shaped gem (favor), powdered Laeral's tear (disfavor)	black, gray	three rolls of thunder, ghostly hand
Horus-Re (Mulhorand)	hawks, gold-colored animals	solars, lammasus, androsphinxes	sunstone, amber, topaz	white, gold	flaming shooting star, the sun, hawk's cry, thunderclap
Ilmater	white doves, white donkeys, sparrows, field mice, daisies, white roses	devas, planetars, solars	—	gray, red	unseen watchful presence accompanied by howling, possession
Ilneval (orc)	dire boars, boars, wolves, dire wolves	nalfeshnees, howlers, nightmares, hieracosphinxes	fire opal, jasmal	red, steel	glowing longsword, sound of swords clashing
Isis (Mulhorand)	lotuses, white rabbits, white doves, white hawks, white donkeys	lammasus, gynosphinxes, unicorns	pink, white, or blue gemstones of any kind	white, gold	ghostly woman rising from turbulent water, benign rainstorm, freak hailstorm
Istishia	fish, dolphins, whales, octopuses	water elementals, tritons, water genasi	—	blue, green	any sort of watery manifestation
Jergal	white-bearded vultures	shadows, spectres, wraiths	—	gray, white	sound of a heavy book being closed
Kelemvor	—	—	—	gray, silver,	floating skull with hood and tattered robe
Kiaransalee (drow)	—	undead of all types, crawling claws, nightmares, quasits, vargouilles, yeth hounds	chalcedony, chrysoberyl, ivory, king's tears, moonbars, tomb jade	black, silver, ivory	whirling skull that becomes a female drow face, chuckling laughs tinged with madness, skeletal hands bursting from the ground
Kossuth	—	fire elementals, salamanders, efreet, fire genasi, azers, smoke mephits, magma mephits	—	red, crimson, orange	any fire of significant size
Labelas Enoreth (elf)	—	aasimar, baelnorns, celestial elves, gold dragons, hybsils, lillends, silver dragons, giant owls, unicorns, white celestial stag	black sapphire, king's tear, ruby, star ruby, sunstone, tomb jade	light gray	mist that causes or reverses aging
Laduguer (duergar)	werebadgers	azers, baatezu, banelars, dark nagas, earth elementals, earth mephits, helmed horrors, meenlocks, rust monsters, monstrous spiders	adamantine, black sapphire, bloodstone, diamond, mithral, silver	steel, gray	flickering dark aura
Lathander	robins, red peacocks, butterflies, aster blossoms	—	—	yellow, red, rose	intense rosy radiance surrounding a person's body
Lliira	butterflies, kittens, robins, sparrows, bluebirds, puppies, gold or white goats, daisies, violets, snapdragons, pansies	aasimar, lillends, devas	opal, agate, rhodochrosite, star rose quartz, jasmal fire opal, diamond	orange, yellow, red	dancing light that can speak, sudden radiance on an object accompanied by joyous laughter, rainbows

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Lolth (drow)	spiders	yochlols, myrlochars, draegloths, araneas, bebiliths, deep dragons, driders, ettercaps, quasits, retrievers, monstrous spiders, chitines, choldriths	amber (with a spider trapped within), black sapphire	black, red, purple	spider-shaped shadow, flickering black mauve-edged aura, cruel feminine laughter
Loviatar	black rats, black spiders, black violets, black and red poppies	baatezu, tieflings, nightmares, hell hounds	jet, ivory, obsidian	black, white, red	flying black whip, flying human female head
Lurue	tressyms, white roses, red roses, daisies	unicorns, pegasi, talking animals	—	white, silver	silvery nimbus around the moon, ghostly silver unicorn
Luthic (orc)	dire boars, boars, bison, cave bear, dire bear	delvers, thoqquas, night hags	king's tear, red tear, star sapphire	brown, black	deep echo, floating clawed hand, sound of crying orc child
Malar	bears, wild hunting cats, wolverines, wolves	beasts of Malar, displacer beasts, fang dragons, leucrottas, evil lycanthropes, owlbears, perytons	—	red, brown, gray, black	cloud of darkness with two red feral eyes, animate beast limb
Marthammor Duin (dwarf)	hawks, hunting dogs, owls	blink dogs, pseudodragons, storm giants	any gems polished by water	gray, maroon	glowing floating mace or hand
Mask	gray horses, gray or black cats, gray dogs, gray goats, crows, condors, gray doves	annis hags, doppelgangers, ettercaps, wererats, werewolves, shadow dragons, shadows	smoky quartz, gray chalcedony, gray and banded onyx	gray, black	drifting amorphous darkness with or without a cowled human head, quiet chuckling laughter, black nail-less hand, shadows where there should be none
Mielikki	hawks, songbirds, wolves	dryads, satyrs, sprites, treants, unicorns	—	green, red	glowing white unicorn that gallops through the air, drifting radiance (blue-white or green, gold, and rust)
Milil	songbirds, white horses, calico cats, red or yellow roses, lilies, peonies, falcons	aasimar, light archons, devas, solars, pegasi	perfect gems of any kind	crimson, gold	haunting music, wordless singing male voice, beautiful radiance surrounding a performer
Moradin (dwarf)	—	aasimar, azers, celestial dwarves, gold dragons, guardian nagas, silver dragons, urdunnirs	—	electrum, silver, brown	white radiance
Mystra	blue jays, sparrowhawks, white cats, dogs, donkeys, horses, mules with blue or mismatched eyes	devas, light archons, guardinals (any), metallic dragons, pseudodragons, pegasi, unicorns	rainbow tourmaline, amaratha, beljuril, blue or clear gems of any kind	blue, white	blue-white glow that illuminates people or objects, graceful female hand surrounded with blue-white motes of light
Nephthys (Mulhorand)	crows, raccoons, pack rats	celestial dogs, celestial lions, celestial elephants, criosphinxes, gem golems	jewelry of all kinds	white, gold	sparkling coin, golden mist
Nobanion	lions, mountain lions, tigers	androsphinxes, dragonnes, lammasus, sea lions	—	gold, yellow, brown	rumbling lion's roar, lion's head outlined in fire
Oghma	—	golems, metallic dragons, lillends	—	white, black, gold	blue-green radiance accompanied by chords of menacing music, blinding white light with or without eyes of fire
Osiris (Mulhorand)	scarab beetles	celestial elephants, lammasus, animated plants	wine-red, ochre, gray, black, and maroon gemstones	white, silver, gray	grinning skull wearing the crown of Mulhorand
Red Knight	owls, eagles, falcons, elephants, warhorses, war dogs	stone golems (in the shape of chess pieces), pegasi	—	red, white	chessboard, ruby chess pieces (favor), white quartz chess pieces (disfavor)
Rillifane Rallathil (elf)	badgers, bears, leopards, mountain lions, owls, porcupines, skunks, snakes, tigers, wolverines, wolves, stags, boars	centaurs, dryads, earth elementals, celestial elves, celestial dogs, grigs, hybsils, lythari, nymphs, pseudodragons, giant owls, unicorns, non-evil lycanthropes	amber, emerald	brown, dark green	a green or amber light, changing of the colors of leaves, trees shedding their leaves out of season
Savras	calico cats, gray cats, lapdogs, fish, birds	spectators	water opal, white pearl, blue quartz	pale yellow	single unwinking eye, vision of the future or past
Sebek (Mulhorand)	crocodiles	werecrocodiles	—	green, brown, black	giant crocodile's smile
Segojan-Earthcaller (gnome)	burrowing animals, dire badgers, dire weasels, dire wolverines	earth elementals, stone golems	gems of any kind (especially diamonds)	gray, dark brown	disembodied mouth, new tunnels
Sehanine Moonbow (elf)	—	baelnorns, celestial elves, lythari, celestial horses, pixies, silver dragons	mithral, moonstone, silver, sunstone	silvery-white, silver	dreams, waking visions, possession, meteor showers, a single falling star

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Selûne	owls	song dragons, good lycanthropes, the Shards	moonstone	blue, silver	trail of dancing lights, moonfire (from *Magic of Faerûn*)
Selvetarm (drow)	spiders	myrlochars, retrievers	—	red	sphere of blackness that explodes into blades
Set (Mulhorand)	jackals, crocodiles, scorpions, hyenas, snakes, poisonous plants	monstrous scorpions, nightmares, hell hounds, hellcats, rakshasas	green, black, or nauseating-shade gemstones of all kinds	green, black, gold	sound of a rattlesnake's rattle or jackal's growl, jackal's skull
Shar	ravens, crows	death tyrants, nightshades,	—	purple, black	amorphous tendrils of darkness, violet auras
Sharess	tressyms, cats	doppelgangers (in attractive shapes), non-evil tieflings, dryads, satyrs	jewelry of all kinds	amber yellow, ruby red	female lips, perfumed scent
Shargaas (orc)	dire boars, boars, bats, dire bats, owls	night hunter bats, spectral panthers, darkmantles, shadow dragons, shadow mastiffs,	black opal, black pearl, black sapphire, star ruby	black, red	enveloping darkness, floating pair of night-black eyes
Sharindlar (dwarf)	—	dryads, celestial dwarves, korreds, celestial dogs, lillends	emerald, moonstone, silver coins	red, blue, silver	amber or rosy warm aura
Shaundakul	squirrels, wolves, gulls, hawks, rabbits	air elementals	—	deep purple, silver, brown	glowing hand surrounded by winds, wind walls
Sheela Peryroyl (halfling)	badgers, bees, butterflies, mice, moles, porcupines, raccoons, squirrels, wild cat, wolverines	dryads, earth elementals, monstrous bees, hybsils, korreds, sprites, pseudodragons, satyrs, treants, unicorns, water nagas	amber (with plant inside)	green	radiant aura (green, blue, or amber), seeds that sprout instantly, benign weather changes
Shevarash (elf)	—	aasimar, ghaele celestials	—	silver, red	bright white flame, torn spider webs, crushed spiders
Shiallia	deer, acorns	korreds	—	white, brown, green	motes of light surrounded by faerie fire
Siamorphe	heraldic animals	heraldic monsters	king's tears	purple, gold, silver	ghostly symbol of state (sword, scepter, or cup)
Silvanus	deer, badgers	treants, dryads, unicorns, satyrs, sprites		leaf green	an oak leaf blown out of nowhere, green glow that quenches fire, stag-horned silent man with shaggy barklike fur
Solonor Thelandira (elf)	black and brown bears, great cats, wolves	aasimar, androsphinxes, centaurs, dryads, celestial elves, griffons, hybsils, lillends, lythari, pixies, treants, unicorns, wemics	—	silver, green	silver-green aura, tinkling of chime oaks, splitting an arrow with an arrow, strange flights of birds
Sune	red doves, chestnut horses, red poppies, roses, rose petals	satyrs, dryads	rubies	deep crimson	phantom caress or kiss, gentle crooning audible to worshipers
Talona	rats, dire rats, black lilies, poisonous herbs/fungi	otyughs, quasits, monstrous spiders	amber, jasper	gray, green	flickering brown and yellow radiance
Talos	—	vargouilles, yeth hounds, quasits	—	black, gold, silver	bellowing laughter in the heart of strong winds, pair of fist-sized storm clouds with lightning and thunder, red lightning
Tempus	eagles, badgers, war horses, war dogs, panthers, tigers	—	—	brown, purple, blood red	visions of dead warriors, white mare (Veiros), black stallion (Deiros), sudden appearance of weapons
Thard Harr (Chult, dwarf)	alligators, bats, crocodiles, dinosaurs, elephants, insect swarms, jaguars, leopards, tigers	dryads, earth and water elementals, celestial wild dwarves, treants	diamond, emerald, gold, green spinel	green, brown	aura of cherry-red light, thudding and snarling sounds
Thoth (Mulhorand)	raccoons, weasels, ferrets, monkeys, sparrows, water birds, nonpoisonous insects	golems	clear and translucent gemstones of all kinds	white, gold	radiance outlining a page, distant cry of an ibis
Tiamat	reptiles, snakes	evil dragons, abishai, dragonkin	precious gems and metals of all kinds	black, gold	thunderbolt from the heavens
Torm	pure white roses	gold dragons, silver dragons, lammasus, pegasi	white diamond	steel	12-foot-tall flying metal gauntlet with a white aura and arcs of lightning, animated weapons, images burned into fabric (usually a gauntlet, shield, or sword)

Name	Animals/Plants	Monsters	Gems/Precious Metals	Colors	Miscellaneous
Tymora	—	celestial lions, unicorns	—	blue, silver	silver bird, silver pegasus
Tyr	war dogs of unusual intelligence and size	—	—	blue, purple, white	echoing gong stroke accompanied by a chorus of male voices, glowing warhammer
Ubtao (Chult)	dinosaurs	—	ivory, gold	green, brown, gold	vision of a placid Chultan male's face, thunderous roar
Ulutiu (slumbering)	fish, seals, walruses, polar bears, caribou, elk, arctic foxes, whales	—	—	white, gray	icequakes, 3-foot-diameter circle of ice floating on water
Umberlee	sharks, jellyfish	sea-dwelling undead, krakens	—	blue, green	wind or waves accompanied by cruel laughter
Urdlen (gnome)	moles	ankhegs, bulettes, earth elementals, earth mephits, gnome vampires, nightcrawler nightshades, purple worms, fiendish gnomes, thoqquas, vargouilles, werebadgers, yeth hounds	—	white, blood red	blurring aura, earthquakes, blood bubbling from the earth, foul odors of blood or sulfur, severe nosebleeds
Urogalan (halfling)	black war dogs, white lilies	celestial dogs, blink dogs, earth elementals, celestial halflings, hound archons	chalcedony, chrysoberyl, ivory, jade, tiger eye agate, tomb jade	white, brown	movements in the earth, stones that speak, earth tremors, visions of black hounds, sounds of baying hounds
Uthgar	black lions, black ravens, cave bears, elk, golden eagles, gray wolves, red ponies, red tigers	griffons, pegasi, treants	—	brown, tan	vision of a battleaxe
Valkur	silver sea gull or albatross (favor), black raven (disfavor), dolphins, whales	—	—	white, blue	aurora borealis, ghostly ship
Velsharoon	scarab beetles, bloodrose plants	crawling claws, flesh golems	black, purple, maroon, rust-red, gray, or bright green gemstones	black, gray	floating skull surrounded by flames
Vergadain (dwarf)	gold-colored cats	copper dragons, ghost dragons, gynosphinxes	gold, jewels of all kinds	gold, deep purple	unseen dwarven singing or music, possession, rolling gold coin, rope
Vhaeraun (drow)	black cats, ravens, dead spiders	air mephits, earth mephits, shadow dragons, yeth hounds, shadows	agni mani, black opal, black sapphire, hematite, black marble, obsidian, black onyx, black pearl	black	flitting black shadow, half-mask of shadows
Waukeen	palomino horses, golden cats, golden lions, eagles, daffodils	citrine, gold nugget	—	white, gold	shower of gold coins, gleaming gold eyes (in dreams), coins found unexpectedly
Yondalla (halfling)	daffodils, black and brown bears, sheep	celestial halflings, gold dragons, guardian nagas, hybsils, lammasus, silver dragons	amber, peridot, serpentine, star rose quartz, telstang	green, brown	golden radiance, sudden welcome or unwelcome changes in the weather
Yurtrus (orc)	dire boars, boars, rats, dire rats	mummies, carrion crawlers, violet fungi, spirit nagas, otyughs, undead	amaratha, zendalure	white	rotting white hands, white putrescent slime, smell of decay

A Faiths and Pantheons Web Enhancement

by Eric L. Boyd

The Leaves of Learning

This bonus supplement, a full description of a temple to Oghma,, god of knowledge, was cut from the *Faiths and Pantheons* sourcebook for space reasons. We offer it here, including color map, NPC stats, and adventure hooks, as a free supplement to the product or for use in your Forgotten Realms® campaign. For more Forgotten Realms bonus material, visit the setting's official website every week: www.wizards.com/forgottenrealms.

The Temple

The slim-spired temple of Oghma known as the Leaves of Learning soars above the streets of Highmoon atop the southern end of Highmoon Hill in Deepingdale. One of the finest libraries east of Candlekeep resides in the stout stone chambers of the central tower, cloaked in the wards to reduce the threat of fire, water, or mold. The Tower of Tomes is flanked by a pair of cloisters that face inward toward a walled, forested garden where cascades of endlessly pumped water babble past many small bowers and contemplation nooks. At the far end of the East Cloister is the Scroll House, where the temple staff dwell amid newly acquired books and scrolls to be repaired and cataloged.

Under the leadership of Learned Father Hasicor Danali (who also bears the title High Atlar), the Binder's clergy have assembled an unparalleled collection of written records of life in the eastern Heartlands, many of them newly compiled, including diaries, war histories, and even campfire accounts from across the region. Clerics keep busy buying and reading new books brought to the temple and going out asking specific questions of the elder folk of the region and recording their answers. The Binder's servants also copy out books and tracts for those who desire them and can afford to pay for their scribing. The Leaves of Learning are also famed for the *Index of Danali*, the inspired creation of the temple's high cleric. The *Index* consists of a strictly ordered compendium of vellum sheets—one for each tome it covers—detailing subject matter and topics of interest. The genius of the *Index of Danali* is that it enables visitors to request exactly the book they wish to pursue; it lays out the information contained in

additional credits

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Lore Lost among the Librams

The Binder teaches us that ideas have no weight, yet can move mountains; they have no height, yet can dominate a nation; and they have no mass, yet can push aside empires. Knowledge is our greatest tool, for ideas are the seeds of creation. Yet like plants grown from seeds, knowledge eventually will wither and be lost if not carefully tended. The mind stores some knowledge, yet the ravages of time exact their toll on individual memories, and death inevitably claims that which has not been shared and remembered. Other knowledge is inscribed in books, yet sheets of vellum are not immune to the toll of passing years and must be copied time and time again. Perhaps the greatest danger posed by books lies in the nature of their construction. Ideas placed within a book will die as if forgotten if that book becomes a dusty coffer, its contents locked away. Like gems, ideas will sparkle only if brought into the light of day. To that end we must make our libraries live, so that no book remains forgotten. It is for this reason that we labor so, to keep all knowledge accessible and all ideas alive.

—Hasicor Danali, Learned Father and High Atlar

each listed volume so clearly, that very little knowledge remains lost or forgotten beneath dusty, unopened covers.

Visitors to Oghma's temple are welcome, and many travelers passing through Highmoon make a point of visiting this famed house of learning. Wizards unfamiliar with the temple's reputation may be disappointed to learn that, as a matter of policy, the clerics here store no tomes of magic or even those discussing arcane matters within the library's walls. (They believe this policy greatly reduces the number of thefts, attempted and successful.) There is always a bard or two about the premises, causing the sounds of gentle harp chords to waft over the gardens. Many inhabitants of Highmoon count themselves as parishioners, and most children born to Deepingfolk in the past decade have spent an afternoon hearing stories of adventure read by one of the temple's bespectacled clerics.

The Leaves of Learning is staffed by kindly old clerics, most of whom are absent-minded and prone to mumbling. They report directly to Danali. Their ranks are supplemented by a growing number of learned monks of the Children of the Passive Voice, an Oghmanyte order dedicated to defending libraries and abbeys. Lord Theremen Ulath also keeps a loyal detachment of the Tower Guard on hand to protect the temple as well. As in the rest of Deepingdale, humans, half-elves, and elves are all found within the walls of the Leaves of Learning, and most are of good alignment.

Within the past few years, Danali's tireless labors have extended his famed *Index* beyond the books found within the Leaves of Learning. Those in search of rare or unique books are increasingly likely to find a record of their last known location and a summary of their contents within the Tower of Tomes, even if that location is as far away as Silverymoon or Calimport. Those who do not wish to walk every last mile of Faerûn's roads in search of some lost bit of lore usually find a consultation of Danali's *Index* invaluable before beginning their search.

Ceremonies

Clerics and monks of Oghma observe two rituals of the faith each day: the Binding and the Covenant. The Binding is a morning service wherein the symbols of Oghma are written in ashes upon a stone altar while a silent prayer of loyalty and praise is made to the Binder. The Covenant is an evening service during which a passage from some work of wisdom is read aloud or recited from memory, a song or poem is offered up to Oghma, and some item of knowledge that the presiding clergy member has learned during the day is spoken aloud to the god and those present. During the latter ceremony Danali has made a practice of reading aloud from each page added to the *Index* that day.

The Leaves of Learning also celebrates all the holy days sacred to the faith, of which Midsummer and Shieldmeet are the two most important. As most contracts, bonds, and the like are signed on these two days, the temple staff stays very busy drawing up such documents in weeks leading up to either Midsummer or Shieldmeet. Most such documents are picked up in person, at which time the claimants make a hefty donation to the church's coffers. Danali traditionally invites the public into the temple gardens on holy days, and many Deepingfolk take the opportunity to stroll in the cool shade among the temple's bowers to the lilting strains of music from an assemblage of skilled harpists.

Services

The Leaves of Learning functions as one of the best libraries in the Dalelands. Almost any type of Knowledge check can benefit from a perusal of the temple's tomes. Characters using the library for its reference books receive a +10 circumstance bonus to any Knowledge checks except Knowledge (arcana).

Under the supervision of at least two members of the clergy, visitors to the Leaves of Learning can peruse tomes within the library for periods of up to a full day upon payment of 15 gp. (Worshipers of Oghma pay only 1 gp, a price that applies only to themselves and not their inquisitive friends.) Although reading and discussion of such books is allowed, copying is not permitted. The temple staff can make copies of selected pages on the following day for a fee of 1 gp per page and double that if the page contains maps, diagrams, symbols, or illustrations that must be reproduced exactly (copying by hand takes 1 day per 100 pages copied). Prices are negotiable for larger works. Books can be copied magically at a cost of 3 gp per page, minimum 50 pages. Doing so requires at least one day's notice but takes only one day for any book up to 500 pages long (which would be a huge book, five times the size of a normal spellbook).

All copies of maps sold by the temple are believed to be accurate or, if they err in some fashion, the best available. The temple's clerics may also be engaged to decipher obscure passages in forgotten tongues, at a cost of 1 gp per hour of labor required, including research time, if any.

The Leaves of Learning is home to some of the most skilled bookbinders in the Dalelands. (See *Magic of Faerûn*, for further discussion of this skill.) As such, wealthy patrons from as far away as Sembia and Cormyr bring books to be restored within the temple walls. The cost runs between 10 gp and 100 gp, depending on the time and materials required to complete the restoration. In cases where no copy of the book in question exists within the library, the clerics usually waive the fee if the owner grants them permission to make copies.

The temple staff also prepares and sells paper (4 sp), parchment (2 sp), and blank books (5 gp, not appropriate for use as spellbooks). Upon request, the temple can create a book appropriate for use as a spellbook, and can even create more elaborate books with covers of wood, metal, or more exotic materials.

Spell scrolls of clerical spells can be purchased at the Leaves of Learning as well, although the clerics remain so busy with other activities that they produce fewer such scrolls than do other temples of the Binder. Typically available divine scrolls include *comprehend languages, detect magic, detect poison, detect undead, divination, find traps, glyph of warding, make whole, read magic,* and *tongues*. Sometimes passing Harpers and bards leave scrolls on consignment with the temple that are available for sale as well, although in very limited numbers. Typically available bard or Harper scout scrolls include *comprehend languages, detect thoughts, identify, locate object, magic mouth, read magic,* and *tongues*.

Hierarchy

In addition to Learned Father Hasicor Danali, the Leaves of Learning houses seven elderly clerics of the Binder and five Oghmanyte monks of an order whose members protect many libraries and abbeys. Among the clerics, four Seekers report to two Lorekeepers, who in turn report to Lorekeeper Venturer Tessele Whitehorn. The leader of the Children of the Passive Voice is Lorewarden Rowan Silvercrown. Both groups in turn report to Danali, although in truth daily life at the temple largely runs itself. The clerics are very set in their ways, and probably would continue their daily activities even if Highmoon was in danger of being overrun by a horde of orcs. Danali largely delegates the temple's security concerns to Rowan, leaving the monks free to protect the complex however they see fit.

In addition to the followers of Oghma, Lord Theremen Ulath (the ruler of Highmoon) keeps a small contingent of Tower Guards at the temple. Guard shifts at the temple last eight hours before the next detail arrives to offer relief. Sergeant Mourn Deepwood, a worshiper of Oghma, commands the guard contingent and lives on site at the temple; the guards live off site.

Finally, Those Who Harp keep a close but informal watch on activities at the Leaves of Learning. There is usually one Harper on or about the premises on any given day. Of late, that Harper is usually Jhenna Iliathor, who all but lives at the temple when she is not away on Harper business.

Learned Father High Atlar Hasicor Danali: Male human Clr9 of Oghma/Dis3 of Oghma; CR 12; Medium-size humanoid; HD 12d8–24; hp 30; Init –1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Atk +7/+2 melee (1d8/19–20, *+1 everbright longsword*); SA Turn undead 6/day; SQ Divine emissary, imbue with spell ability, sacred defense +1; AL LG; SV Fort +7, Ref +3, Will +14; Str 8, Dex 8, Con 6, Int 19, Wis 20, Cha 16.

Skills and Feats: Concentration +4, Craft (bookbinding) +16, Craft (weaving) +12, Diplomacy +8, Heal +7, Knowledge (arcana) +6, Knowledge (geography) +13, Knowledge (the Dales history) +14, Knowledge (the Dales local) +13, Knowledge (the Dales nature) +13, Knowledge (the Dales nobility and royalty) +12, Knowledge (the Dales religion) +14, Perform (glaur, longhorn flute) +5, Spellcraft +9; Craft Wondrous Item, Education (the Dales history, the Dales religion), Forge Ring, Martial Weapon Proficiency (longsword), Scribe Scroll, Skill Focus (Craft [bookbinding]).

Divine Emissary: Hasicor can telepathically communicate with any outsider within 60 ft. who serves Oghma or is of lawful good alignment.

Sacred Defense: Hasicor gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Spells Prepared: (6/8/6/6/5/5/3; base DC 15 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *read magic* (2); 1st—*detect chaos, detect evil, detect secret doors*, divine favor* (2), *doom, sanctuary, shield of faith;* 2nd—*aid*, augury, find traps, hold person, lesser restoration, shield other;* 3rd—*prayer, remove blindness/deafness, remove curse, remove disease, searing light, suggestion*;* 4th—*discern lies, divination*, neutralize poison, restoration, tongues;* 5th—*commune, healing circle, raise dead, scrying, true seeing*;* 6th—*find the path*, geas/quest, heal.*

Danali's Equipment

Everbright: Weapon Property The sun elven smiths of Evermeet know the secret of forging *everbright* into blades. These weapons are as bright and shiny as polished silver. They never tarnish and are immune to corrosive attacks. The weapon flashes with a brilliant light up to twice per day upon the command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

This weapon property first appeared in *Magic of Faerûn*.

Caster Level: 12th; *Prerequisites:* Create Magic Arms and Armor, spellcaster 12th level+, *blindness/deafness, searing light*; *Market Price:* +2 bonus.

Ring of Lore

A creature wearing this ring can cast *legend lore* and *stone tell* each once a tenday with a command word, and may find magical traps created through glyphs, runes, sigils, and symbols with a successful Search check, just as a rogue does.

Caster Level: 12th; *Prerequisites:* Forge Ring, *legend lore, stone tell, find traps; Market Price:* 23,250 gp; *Cost to Create:* 14,750 gp + 680 XP.

Robe of Many Sigils

This garment is a black robe filigreed with mithral threads woven in the shape of dozens of runes and sigils. The spells laid on the robe enable the inscription of spells into the fabric as if it were a scroll.

The wearer can cast the inscribed spells as if using a scroll, although his hands remain free, and he can cast scrolls from any part of the robe, even the back. Inscribed spells can only be cast from the robe by its wearer.

Inscribing a spell onto the robe requires the Scribe Scroll feat and 8 ranks in the Craft (weaving) skill. It otherwise follows the rules for inscribing scrolls. The robe can hold up to 10 inscribed spells at a time. Once a spell is cast from the robe, another can be inscribed in its place.

In addition to its other properties, the robe allows the wearer to read magic three times per day.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, Scribe Scroll, *read magic*; Market Price: 7,300 gp.

In the Stacks

Here is a sampling of titles found within the Tower of Tomes:

Title	Vols.	Published	Author
A Dove at Dawn	1	1329	Ardreth, High Harp of Berdusk
A Harper's Guide	1	1264	Alustriel, High Lady of Silverymoon
A Harper's Song	1	?	Storm Silverhand
A Merchant Master's Life	1	?	Asargrym of Baldur's Gate
A Merchant's Sagacity	1	?	Blackthorn Belgadar
A Merchant's Tale	1	?	Jarn Tiir of Lantan
A Myth Drannan Amphigory	3	1337	Elminster of Shadowdale
A Ranger's Road	1	?	Thaulavvan Tridentstar
A Small but Treasonous Chapbook	1	1359	Albaertin of Marsember
A Treatise toward Unity: Comparisons of the People and Humanity in Art and Life	2	503	Arun Maerdrymm of Myth Drannor
A Warrior's View	1	?	Galgarr Thormspur, Marshal of Maligh
A Wayfarer's Belt-Book of Advice	1	?	Rasthiavar of Iriaebor, Sage
An Old Warrior's Way	1	?	Dathlance of Selgaunt
Ballads and Lore of One Dusty Road	2	1350	Sharanralee
Battered Bones and Scattered Skulls: The Life of a Dwarven Champion	3	?	Rauthglur Ormyndake
The Book of the Coast	1	?	Mespert of Baldur's Gate
Dolorous Days in Daerlûn: My Exile from Cormyr	1	?	Jalduth Mimbraer
Falcon Fun	1	1344	Edwin Narlok of Waterdeep
Folk of Renown	3	?	Glasgert Himlothrith, Scribe of Iriaebor
The Golden Age of Goblins	1	1289	Artur Shurtmin, Loremaster of Berdusk
Harping by Moonlight: Approaches to Life	1	? (c. 1330s)	Elminster of Shadowdale
I Am Reminded: Memoirs of a Dragonslayer	2	?	Aernstag Oeblym of Starmantle
I Harp as I See It	1	1365	Abranthar "Twoquills" Foraeren
Just Another Tome Among So Many: Last Leaves of a Librarian	1	?	Beldrim Bessart of Baldur's Gate
Lessons to Children	7	? (c. 1310s)	Aglasz Jhavildar, Sage of Teziir
Letters to a Sheltered Son	1	?	Oblut Thoim, Master Merchant of Teziir
Lyres, Harps, and Horns: Sixty Years at Court in Suzail and Elsewhere	3	? (c. 1360s)	Aglasz Jhavildar, Sage of Suzail
Musings on the Realms	1	?	Oren bel Dannar, Sage of Triel
My Adventures in the Realms	6	?	Dathlyr "The Hammer" Graybold
My Journeys Around the Sea of Fallen Stars	3	1298	Nelve Harssad of Tsurlagol
None but the Undying: My Days Driving Down Those Who Walk	2	?	Alabaer Dree, Scourge of Undead
Posthumous Musings of a Zhentarim Mageling	1	1350	Destrar Gulhallow
Raging Blades: A Tale of the North	1	?	Halvidon Maeraed, Bard of Elturel
Slumbertime Stories for Sprigs	1	c. 1330s	Syluné of Shadowdale
Speeches of a Most Worthy Sage	1	?	Thargrin "Threeboots" Ammatar
The Steel Princess's Field Guide to Tactics of the Purple Dragon	1	1364	Her Royal Highness Princess Alusair Nacacia Obarskyr of Cormyr
The Strings of a Shattered Lyre	1	1342	Tammarast Tengloves, Bard of Elupar
Talk of the Taverns	1	?	Tasagar Winterwind, Scribe to the Guilds of Selgaunt
Tall Tales: A Ranger's Life	1	?	Amhritar the Tall
Teachings of the Morning's Glory	4	?	Thorndar Erlin, High Priest of Lathander
Thoughts on a Better Faerûn	1	1340	Albryngundar of the Singing Sword
To Harp and to Help	1	1271	Alustriel, High Lady of Silverymoon
To Rule a Realm, from Turret to Midden	1	1346	Ralderick Hallowshaw, Jester
Treatise on Good Wifery	1	1298	Miriam Buttercake of Ashabenford
Treatise on the Flora of the Barren Wastes	1	1313	Gaspaeril Gofar of Arabel
Unholy Rites of Bhaal	3	c. 200s+	Anonymous clerics of Bhaal
Valorous and Vanquished: The Dead Heroes of Faerûn	1	?	Glimmerdarth Gulprin, "the Gnome Sage"
Volo's Guide to Cormyr	1	1367-1368	Volothamp Geddarm
Volo's Guide to the Dalelands	1	1368-1369	Volothamp Geddarm
Volo's Guide to the Moonsea	1	1357-1358	Volothamp Geddarm; unreleased and suppressed by Zhentil Keep
Volo's Guide to the Vast	1	1358-1360	Volothamp Geddarm; unreleased
Volo's Guide to Westgate and the Dragon Coast	1	1360-1362	Volothamp Geddarm; unreleased
Why I Am a Harper	1	1366	Belbradyn Tralaer
The Words of One Dwarf	1	?	Salhmitarr "Sage" Sorndar

*Domain spell. Deity: Oghma. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level), Luck (good fortune 1/day).

Possessions: +2 mithral shirt, +1 everbright long sword, longhorn flute, *ring of lore, robe of many sigils.*

The Learned Father has spent nearly all his life within the walls of Highmoon, yet he rarely emerges from the innermost chambers of the Leaves of Learning. For more than 40 years he has been actively engaged in creating his *Index,* quiet back-room work that has earned him Oghma's strong approval. The Binder has appeared in visions to the church hierarchy time and again, each time instructing his followers to promote this favored cleric. As a result, many Oghmanyte delegations from other temples, including much older and larger ones, come to Highmoon to see the result of Danali's labors. Danali now serves as high priest of the Leaves of Learning.

Danali's position protects him from most dangers, but he seems quite willing and able to defend his beloved library whenever the need arises. He always has a large arsenal of spells available to him by means of his *robe of many sigils,* and he is quite proficient with his elven longsword. (The blade was one of several gifts sent by Queen Amlaruil of Evermeet in thanks for the Learned Father's work in restoring several elven religious tomes lost during the fall of Myth Drannor.)

Despite his severe expression, the balding Danali is quite fun loving and somewhat of an innocent at heart. Of late, he has finally met a woman capable of drawing him out from the stacks, if only for a few hours, and he now spends most evenings in the temple garden accompanying Jhenna Iliathor's harp with his longhorn flute.

Lorekeeper Venturer Tessele Whitehorn: Female human Clr5 of Oghma; CR 5; Medium-size humanoid; HD 5d8–5; hp 17; Init –1; Spd 30 ft.; AC 12, touch 9, flat-footed 12; Atk +3 melee (1d6–1, masterwork quarterstaff); SA Turn undead 5/day; AL LN; SV Fort +3, Ref +0, Will +8; Str 8, Dex 8, Con 8, Int 17, Wis 18, Cha 14.

Skills and Feats: Craft (bookbinding) +9, Gather Information +3, Knowledge (arcana) +5, Knowledge (geography) +12, Knowledge (nature) +8, Knowledge (the Dales history) +8, Knowledge (the Dales local) +12, Knowledge (the Dales nobility and royalty) +8, Knowledge (the Dales religion) +6; Skill Focus (Craft [bookbinding]), Skill Focus (Knowledge [geography]), Skill Focus (Knowledge [the Dales local]).

Spells Prepared: (5/5/4/3; base DC 14 + spell level): 0—*detect magic, light, mending, read magic, resistance;* 1st—*bless, charm person, command, comprehend languages, divine favor;* 2nd—*augury, calm emotions, resist elements, silence;* 3rd—*clairaudience/clairvoyance*, magic vestment, suggestion.*

*Domain spell. Deity: Oghma. Domains: Charm(+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Headband of the Binder

This circlet of blue-green metal is stamped with the blank-scroll symbol of Oghma. In addition to allowing the wearer to *read magic* three times per day, a bard wearing the headband gains a +4 sacred bonus to her bardic knowledge rolls.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *read magic,* creator must be a bard; *Market Price:* 2,600 gp; *Weight:* —.

Possessions: +1 leather armor, masterwork quarterstaff, *circlet of comprehending languages and reading magic* (as the *helm*), *goggles of minute seeing, oil of timelessness,* scroll of *make whole,* scholar's outfit.

In her youth, Tessele Whitehorn was a legendary adventurer, renowned for her wild exploits and her beauty, with a steady stream of men in her life. Eventually, she fell in love with one of her adventuring companions, only to see him die in the jaws of a dracolich on what would be her last adventure. Brokenhearted, Tessele retired to the Leaves of Learning and adopted a life of quiet contemplation for many years. Now in her sixties, she has found joy in the simple pleasure of going out into the community and recording the stories of those who have seen many years.

Although it has been quite some time since she wielded her quarterstaff in combat, Tessele's wits remain keen, as does her knowledge of battle tactics. She keeps her trusty leather armor oiled and insists that her fellows join her in a daily exercise regimen.

Recently, Tessele experienced a series of troubling visions, most of which show a falling star crashing into a great forest, engulfing the trees and the elves who dwell among them in a great conflagration. Unbeknownst to her, her dreams bear witness to the fall of the Lorelands of Uvaeren, an elven civilization dedicated to both magical and mundane knowledge that thrived where Mistledale now lies. Uvaeren's founding and fall preceded the raising of the mythal over Myth Drannor by millennia. What these dreams portend is known only to the Binder.

Lorekeepers (2): Male and female human Brd1/Clr2 of Oghma; CR 3; Medium-size humanoids; HD 1d6–1, 2d8–2; hp 9; Init –1; Spd 30 ft.; AC 12, touch 9, flat-footed 12; Atk +0 melee (1d6–1, quarterstaff); SA Turn undead 5/day; SQ Bardic music 1/day (countersong, *fascinate,* inspire courage), bardic knowledge +8; AL LG; SV Fort +2, Ref +3, Will +10; Str 8, Dex 8, Con 8, Int 16, Wis 17, Cha 15.

Skills and Feats: Craft (bookbinding) +11, Gather Information +3, Knowledge (geography) +8, Knowledge (nature) +6, Knowledge (the Dales history) +9, Knowledge (the Dales local) +9, Knowledge (the Dales nobility and royalty) +8, Knowledge (the Dales religion) +5, Perform +6; Iron Will, Lightning Reflexes, Skill Focus (Craft [bookbinding]).

Bard Spells Known: (2; base DC 12 + spell level; 15% chance of spell failure): 0—*detect magic, light, read magic, resistance.*

Cleric Spells Prepared: (4/4; base DC 13 + spell level): 0—*detect magic, guidance, mending* (2); 1st—*bless, detect secret doors*, entropic shield, sanctuary.*

*Domain spell. Deity: Oghma. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Possessions: Studded leather armor, quarterstaff, *headband of the Binder,* scholar's outfit.

Seekers (4): Male and female human Clr1 of Oghma; CR 1; Medium-size humanoids; HD 1d8–1; hp 3; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Atk –1 melee (1d6–1, quarterstaff); SA Turn undead 5/day; AL LG or NG; SV Fort +1, Ref +2, Will +5; Str 8, Dex 10, Con 9, Int 16, Wis 17, Cha 15.

Skills and Feats: Craft (bookbinding) +7, Gather Information +3, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +6, Knowledge (the Dales local) +6; Lightning Reflexes, Skill Focus (Craft [bookbinding]).

Spells Prepared: (3/3; base DC 13 + spell level): 0—*light, mending, read magic;* 1st—*bless, charm person*, comprehend languages.*

*Domain spell. Deity: None. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Possessions: Leather armor, quarterstaff, *necklace of prayer beads* (*blessing*), scholar's outfit.

Lorewarden Rowan Silvercrown: Female human Mnk4; CR 4; Medium-size humanoid; HD 4d8+0; hp 18; Init +2; Spd 40 ft.; AC 16, touch 15, flat-footed 14; Atk +4 melee (1d8+1, unarmed strike) or +5 melee (1d6+1, masterwork siangham); SA Flurry of blows, stunning attack (4/day); SQ Evasion, fast movement, slow fall (20 ft.), still mind; AL LN; SV Fort +5, Ref +7, Will +8; Str 12, Dex 14, Con 10, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +10, Climb +7, Concentration +2, Craft (bookbinding) +4, Hide +4, Jump +6, Knowledge (geography) +4, Listen +9, Move Silently +8, Perform (glaur) +1, Spot +5, Tumble +9; Deflect Arrows, Dodge, Expertise, Improved Unarmed Strike, Mobility.

Flurry of Blows: Rowan may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at her highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity she might make before her next action. If armed with a kama, nunchaku, or siangham, Rowan makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for her regular attack and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Stunning Attack (Su): Once per round (but not more than 4/day), Rowan can stun a creature damaged by her unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 15) or be stunned for 1 round in addition to suffering normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Rowan makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Slow Fall: When within arm's reach of a wall, Rowan can use it to slow her descent while falling. She takes damage as if the fall were 20 ft. shorter than it actually is.

Still Mind: Rowan gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

Possessions: Bracers of armor +1, masterwork siangham, *cloak of resistance +1,* masterwork glaur, monk's outfit.

Born in Ordulin, but raised in Tegal's Mark, Rowan is the daughter of a bookbinder who instilled in her a love of books and an abhorrence of those who would destroy them. She joined the Children of the Passive Voice at a young age and rose quickly within the order.

In combat, Rowan prefers to quickly size up her opponents before leaping into and out of the fray. She finds that if she concentrates on avoiding an opponent's attacks, her chance to strike a telling blow inevitably occurs. Like most members of her order, she favors "Oghma's quill" (a siangham) as a weapon.

The Lorewarden treats her responsibility for defending the Leaves of Learning very seriously and often finds fault with members of the Tower Guard posted at the temple who do not show the same degree of vigilance. She is somewhat of a mother hen to the aged clerics of the temple, keeping close watch over them when they stray beyond the temple walls.

Children of the Passive Voice (variable): Male and female human Mnk2; CR 2; Medium-size humanoids; HD 2d8+0; hp 9; Init +1; Spd 30 ft.; AC 15, touch 14, flat-footed 14; Atk +3 melee (1d6+2, unarmed strike); or +3 melee (1d6+2, siangham); SA Flurry of blows, stunning attack (2/day); SQ Evasion, fast movement; AL LN; SV Fort +3, Ref +4, Will +8; Str 14, Dex 12, Con 10, Int 13, Wis 16, Cha 10.

Skills and Feats: Balance +3, Climb +4, Concentration +2, Craft (bookbinding) +2, Hide +3, Jump +4, Knowledge (geography) +3, Listen +6, Move Silently +4, Perform (glaur) +1, Spot +5, Tumble +5; Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will.

Flurry of Blows: The monk may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at her highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. If armed with a kama, nunchaku, or siangham, the monk makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for her regular attack and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Stunning Attack (Su): Once per round (but not more than 2/day), the monk can stun a creature damaged by her unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 14) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Possessions: Bracers of armor +1, siangham, glaur, monk's outfit, *potion of cat's grace, potion of cure light wounds,* and *potion of spider climb.*

Sergeant Mourn Deepwood: Male half-elf War2; CR 1; Medium-size humanoid (elf); HD 2d8–2; hp 7; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Atk +3 melee (1d8/19–20, masterwork longsword); or +5 ranged (1d8/x3, masterwork longbow); SQ Half-elf traits; AL LG; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 9, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +3, Ride (horse) +4, Search +1, Spot +1, Swim +1; Weapon Focus (longbow).

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus to Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus to Listen, Spot, and Search checks (already figured into the statistics above).

Possessions: +1 chainmail, masterwork longsword, masterwork longbow, glaur, *potion of cat's grace, potion of cure light wounds* (2), quiver of 20 arrows, traveler's outfit.

Tower Guards (8): Male and female human War1; CR 1/2; Medium-size humanoids; HD 1d8+3; hp 7; Init +2; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Atk +1 melee (1d8/19–20, longsword) or +2 ranged (1d8/x3, masterwork longbow); AL LG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +2, Intimidate +2, Ride (horse) +3, Spot +4, Swim +1; Blooded, Toughness.

Possessions: Scale mail, longsword, masterwork longbow, glaur, *potion of cure light wounds,* quiver of 20 arrows, traveler's outfit.

Jhenna Iliathor: Female half-elf Brd7/Hpr5; CR 12; Medium-size humanoid (elf); HD 12d6; hp 42; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Atk +9/+4 melee (1d8+1/17–20, *Cormanthyrian elfblade*); or +11/+6 ranged (1d8/x3, composite longbow); SQ Bardic/Harper knowledge +14, bardic music (countersong, *fascinate,* inspire competence, inspire courage, *suggestion*) 7/day, Craft Harper

Jhenna's equipment

Rhingalade's Harp
This masterwork harp (+2 circumstance bonus to Perform (harp) checks) is carved with images of a multitude of harpists playing in a chorus. Once per day it can be played to invoke a simultaneous *blink* and *mirror image* spells upon its wielder (both effects end after 6 rounds). Use of this item requires at least 1 rank in Perform (harp).

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *blink, mirror image*; *Market Price:* 5,400 gp.

Salve of Minor Spell Resistance
This salve is based on a drow formula. It requires a full-round action to spread on the skin, after which it grants SR 17 for five minutes.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *spell resistance*; *Market Price:* 1,250 gp

Item, Denier's eye, favored enemy (Cult of the Dragon +2, Zhentarim +1), half-elf traits, Lliira's heart, Tymora's smile; AL NG; SV Fort +3, Ref +12, Will +11; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +9, Concentration +5, Decipher Script +4, Diplomacy +16, Disguise +9, Gather Information +11, Hide +5, Intimidate +6, Jump +1, Knowledge (the Dales local) +9, Listen +6, Move Silently +8, Perform +16, Search +5, Sense Motive +5, Spellcraft +7, Spot +3, Swim +2, Tumble +8, Use Magic Device +9, Wilderness Lore +2; Alertness, Blooded, Iron Will, Martial Weapon Proficiency (composite longbow), Martial Weapon Proficiency (longsword), Skill Focus (Gather Information), Skill Focus (Perform), Track.

Bardic/Harper Knowledge: Jhenna may make a bardic knowledge check with a bonus of +14 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: Jhenna can use her song or poetics to produce these magical effects on those around her:

- *Countersong* (Su): Jhenna can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 ft. of her who is affected by a sonic or language-dependent magical attack may use Jhenna's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.
- *Fascinate* (Su): Jhenna can cause a single creature within 90 ft. that can see and hear her to become fascinated with her. Jhenna's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 7 rounds.
- *Inspire Competence* (Su): An ally within 30 ft. who can see and hear Jhenna gets a +2 competence bonus on skill checks with a particular skill for as long as he or she can hear the music.
- *Inspire Courage* (Su): Allies who can hear Jhenna receive a +2 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear her.
- *Suggestion* (Sp): Jhenna can make a *suggestion* (as the spell) to a creature she has already fascinated. A Will save (DC 17) negates the effect.

Craft Harper Item: This specialized form of the Craft Wondrous Item feat allows Jhenna to create magic musical instruments, Harper pins, and certain potions (*Charisma, detect thoughts, tongues,* and *truth*). This ability replaces the need for any item creation feat for the item. Her caster level for these items is 12. All the normal requirements for an item (such as race or spells) remain the same. All other rules for creating wondrous items or potions apply.

Denier's Eye (Su): Jhenna gains a +2 sacred bonus on saving throws against glyphs, runes, and symbols.

Favored Enemy: Jhenna has chosen the Cult of the Dragon as her first favored enemy and the Zhentarim as her second. She gains the listed bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks, as well as melee weapon damage rolls (and ranged damage rolls for ranged attacks within 30 ft.) made against members of these groups.

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus to Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus to Listen, Spot, and Search checks (already figured into the statistics above).

Lliira's Heart (Su): Jhenna gains a +2 sacred bonus on saving throws against compulsion and fear effects.

Tymora's Smile (Su): Once per day, Jhenna can add a +2 luck bonus to a single saving throw. This bonus applies after the die is rolled and after success or failure of the unmodified result is determined.

Bard Spells Known: (3/4/3/1; base DC 14 + spell level; 20% chance of spell failure): 0—*daze, detect magic, ghost sound, prestidigitation, read magic, resistance*; 1st—*expeditious retreat, feather fall, mage armor, sleep*; 2nd—*cure moderate wounds, eagle's splendor, mirror image, whispering wind*; 3rd—*haste, scrying.*

Harper Spells Known: (2/2/1; base DC 14 + spell level; 20% chance of spell failure): 1st—*change self, charm person, comprehend languages, spider climb*; 2nd—*cat's grace, darkvision, detect thoughts, see invisible*; 3rd—*suggestion, tongues.*

Possessions: +2 elven chainmail, composite longbow, *Cormanthyrian elfblade* (*+1 keen longsword*) with symbol of House Iliathor, *lesser Harper pin* (functions as a *ring of mind shielding*), *Rhingalade's harp, potion of Charisma, potion of glibness, potion of truth,, salve of minor spell resistance,* quiver of 40 arrows.

Jhenna Iliathor is a talented performer whose bardic skills are well appreciated in the southern Dalelands and the cities of Sembia. Like most bards of the region, many suspect she is tied in some ways to the Harpers, although few realize the true extent of her involvement. Jhenna oversees the activities of Those Who Harp throughout Deepingdale and the Lake Sember region, seeking to ensure that the region remains true to the original Dalelands compact with the elves of Cormanthor.

Although no stranger to combat, Jhenna prefers to work through more indirect means, such as gathering information about the Followers of the Scaly Way and then ensuring it falls into the hands of those whose interests are opposed to the Dragon Cult's activities. When combat is inevitable, the Harper favors her bow and spells enabling her to avoid closing with the enemy. Only rarely is she forced to employ her ancestral blade, but, when she does, she wields it with the skill and grace of her elf predecessors.

Of late, Jhenna has been spending a great deal of time at the Leaves of Learning, all but living with the Learned Father. Brought together by their love of knowledge, the two have found themselves unexpectedly drawn to each other.

Initiation

The Binder welcomes all true seekers of knowledge into his church, and the Leaves of Learning is no exception to this practice. All that is required to worship or study at the Leaves of Learning is a true profession of faith in the Binder's teachings (see the discussion below of the *zone of truth* spell that permeates the temple compound) and a willingness to contribute to its storehouse of knowledge. The latter is usually interpreted as the gift of some book or scroll whose contents are not as yet found within the walls of the temple library. However, those who lack the wealth to make such a donation can instead contribute an old tale or bit of song to be recorded by a temple.

Of course, such openness is not without risk, and all who are not well known to the clergy are carefully watched during their stay within temple walls. The Children of the Passive Voice have even been known to discretely follow suspicious persons after they leave the temple grounds to see if they are who they claim, a practice justified by Rowan with a wink as "the further pursuit of knowledge, which the Binder says cannot be a sin."

Allies and Enemies

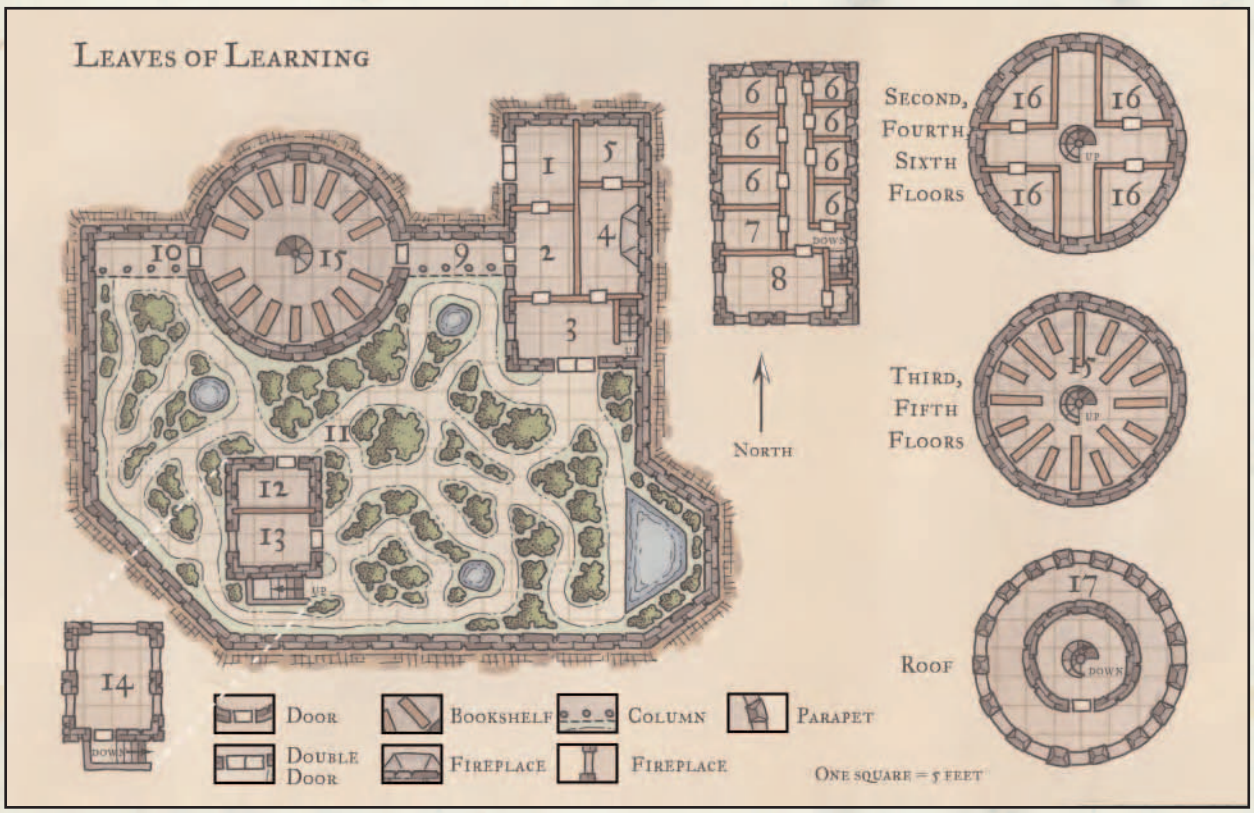
The folk of Highmoon, now a growing, bustling center of culture, are justly proud of the reputation of sophistication that the clerics at the Leaves of Learning have given their town. As such, the temple has earned the strong support of the population, who will brook no plot to undermine their beloved library. Lord Theremen Ulath is also a strong backer of Danali's endeavors, contributing both his political aid and a detachment of troops to ensure the temple's continued success. Those Who Harp maintain a benevolent watch as well over the Leaves of Learning, for Oghma is one of the divine patrons of the Harpers and the temple furthers the preservation of tales and lessons of the past, one of the chief goals of that fellowship.

Despite such allies, the temple is not without its foes, for not everyone is enamored of the continuing spread of knowledge. Thieves are the most common threat, dispatched by Sembian merchant lords, Cormyrian nobles, or various secret societies to retrieve or destroy some obscure bit of lore that might invalidate some claim or reveal some secret of their lineage they might prefer to go undiscovered. Greedy wizards are far less of a threat than one might otherwise imagine, for members of the clergy have widely advertised the fact that they have not a word about magic within their walls.

The greatest long-term threat to the Leaves of Learning comes from an unexpected quarter. The illithids of Oryndoll, a subterranean city that lies deep beneath the Shining Plains far to the south and west of Highmoon, have a highly developed, theologically based culture that incessantly plunders knowledge and hoards it within their temple. The illithids seek to acquire knowledge at the exclusion of all others, and thus oppose the efforts of Oghma's priesthood to disseminate knowledge as widely as possible. Word of Danali's *Index* has recently reached the illithid leaders of Oryndoll, who have recognized the threat it poses to their city's ambitions. As such, the quiet, unassuming temple at the heart of Highmoon has become the unwitting target of the plots of one of Faerûn's oldest cultures.

Map Key

The Leaves of Learning is dominated by the Tower of Tomes, the full bulk of which rises six stories and whose roof is topped by a parapet and a smaller tower spire. The Tower of Tomes overlooks a large forested inner court, dominated by small pools and winding paths. Within the inner court lies a free-standing two-story wood structure known as the Monks' House. A narrow parapet-less wall, two cloisters, and the inner wall of the Scroll House encircle the garden.



1. Entry Hall

Visitors to the Leaves of Learning are greeted in the entry hall of the Scroll House, a simple chamber. When the temple is open for visitors, at least one monk and at least one Tower Guard remain on duty here. At other times, it is only infrequently visited by Tower Guard patrols. The duskwood doors normally stay unlocked during the day and are barred each evening with a stout duskwood bar.

2. Contract Room

The ornate Contract Room in the Scroll House boasts finely carved wood paneling depicting scenes from the holy texts of Oghma. The room itself is dominated by several writing desks surrounded by chairs. Visitors who wish to draw up a contract, deed, or other document are escorted into this room to consult with one of the clerics. Usually at least one of them works in this chamber during the day.

3. Dining Room

The large, wood-paneled dining room looks out into the inner court. In the summer months, the doors usually stay open to let in more light and a small breeze. Two large wooden tables dominate the center of the room. A narrow stairway leads up to the second floor of the Scroll House. This room is usually occupied only at meal times and in the evening, during the winter, for it is one of the warmest rooms in the house. Otherwise, the Tower Guard patrols here infrequently.

4. Kitchen

A large walk-in fireplace and two preparation tables dominate the Scroll House's kitchen. The walls and ceiling are hung with cooking implements and fresh stores. The door between this room and the dining room usually stays open, both to allow easy passage by tressyms into the pantry (see area 11) and because cooking at the temple is a communal affair with a great deal of traffic between the kitchen and the dining area. Several clerics and/or monks occupy this room prior to each of the three daily meals, but otherwise the Tower Guard patrols it only infrequently.

5. Pantry

The Scroll House's dark, cool pantry is used to store foodstuffs. As the Leaves of Learning lies within a large town, the inhabitants of the temple do not need to store large amounts of food here. Most of the foodstuffs are roots or grains of various sorts. The door to this room usually stays open to allow the tressyms of the garden to hunt rodents that make their way in here. The Tower Guard patrols the pantry infrequently; otherwise residents visit this room only when meals are being prepared or during food delivery.

6. Cleric's Quarters

Seven chambers on the Scroll House's second floor serve as quarters for the venerable clerics who live at the temple. Aside from the rooms above the kitchen, they can get quite cold in the winter, as they lack fireplaces. Each room is adorned with a bed, a simple bookshelf filled with the books the clerics are currently studying, a dresser for storing possessions, a wash basin, and a small stone altar. Chamber pots lie under each bed. Most quarters are empty except at night, when their inhabitants are reading or sleeping.

7. Danali's Quarters

The Learned Father's quarters are identical to those of the other clerics; they occasionally house Jhenna Iliathor in addition to Danali. It is the only bedroom with a window opening onto the inner court. With a bit of pluck, it is easy to step out of the room's window onto the roof of the East Cloister. The Learned Father is known to take a blanket out and look at the stars on perfect summer nights, despite the admonitions of the Lorewarden.

8. Binding Room

The largest room on the Scroll House's second floor is used for cataloging and repairing newly acquired tomes and scrolls. Much of the temple's bookbinding work is performed here as well. Four large workbenches, piled high with a riot of books and scrolls, dominate the room. During the day, one of the monks and at least two of the clerics are usually found within. At night, wandering guard patrols visit it infrequently.

9. East Cloister

A simple portico connects the Scroll House to the Tower of Tomes. Four pillars run along the south edge of the East Cloister, enabling passersby to look into the forested inner court. Each pillar is carved with elaborate scrollwork that intertwines with the carved vines that adorn the underside of the cloister roof. During the day, this portico sees a lot of traffic as clerics, monks, and visitors pass back and forth between the Scroll House and the Tower of Tomes. At night, a Tower Guard is usually stationed on the roof of the East Cloister, in part to deter Danali from risking a fall in order to reach this place.

10. West Cloister

A simple portico identical to the East Cloister, but less trafficked, connects the Tower of Tomes to the west wall of the temple. Several wooden reading benches make the West Cloister a quiet contemplation nook. It is rarely unoccupied during the evening, as some of the clerics or monks usually avail themselves of the quiet seclusion. At night, one of the Tower Guards is usually stationed on the roof of the West Cloister, reached by climbing the branches of a nearby tree.

11. Inner Court

The forested inner court is dominated by beetle palms, gleaming blueleafs, arrow-straight duskwoods, vinelike helmthorns, curving hiexels, squat laspars, towering phandars, roseneedle pines, giant weirwoods, and even a single transparent chime oak, transplanted from the east starwood of Cormanthor. Beneath the trees are an even wider variety of flowers, bushes, ferns, and other plants. The wide variety of species is greater than one might find naturally in such a small area, but all are native to the Dalelands or Cormanthor. Although the followers of Oghma are not the equals of Chauntea's clerics, they do know a fair bit about tending to vegetation, and most of the clerics and monks spend several hours each day outdoors working on their forested garden.

A maze of narrow paths loops through the walled forest, connecting the cloisters, the Scroll House, the Monk's House, and the Reflection Pool. Small bowers lie within each glade of trees, and wooden benches sit beside each pool, offering opportunities for peaceful contemplation, writing, or casual reading. A network of hidden pumps built by a Gondar engineer ensures that a network of tiny streams interlaces the paths of the inner court.

Several wild tressyms escaped here after being brought to Deepingdale from Eveningstar by Cormyrian traders to be sold in the High Market. Now they make the inner court of the Leaves of Learning their home. They are much beloved by the inhabitants of the temple and have been known to alert one of the inhabitants when a visitor is doing something suspicious or on those rare occasions when an interloper makes it over the temple walls.

The Tower Guard patrol the inner court in pairs of two both the day and night, a tour of duty said to be one of the most pleasing guard rotations in all the Dales.

12. Tool Storage

In the northern half of the Monks' House's first floor, temple residents store gardening implements and other tools used to maintain the temple grounds and buildings. It is only rarely occupied or visited by patrols.

13. Guest Chamber

Although nominally a chamber for honored guests, in practice this room within the Monks' House quarters the sergeant of the Tower Guard. It is adorned in a fashion similar to the clerics' quarters (see area 6). Sergeant Mourn Deepwood is found here most nights, but guards visit the room only infrequently.

14. Monks' Quarters

The second floor of the Monks' House serves as both sleeping quarters and a training room. The monks each have a simple pallet that they roll up every morning before exercising. The floor of the room is covered in hay, and simple training weapons—clubs, daggers, kamas, light crossbows, nunchakus, quarterstaffs, and sianghams—adorn the walls. At night sleeping monks occupy this room, and in the early morning the Children of the Passive Voice practice their daily training regimen here. Otherwise, few visit it except the occasional guard patrol.

15. Tower of Tomes: Shelving Floors

The first, third, and fifth floors of the Tower of Tomes are known as the Shelving Floors. Each level contains a metal spiral staircase leading up through a hole in the center of the floor (except the first floor) to a hole in the center of the ceiling. The rest of the floor is taken up by rows and rows of bookshelves, each stretching 15 feet high. Book ladders line each shelf, enabling the temple inhabitants to reach the topmost shelves. At the end of each shelf is a coffer filled with neatly cataloged vellum sheets, part of the legendary *Index of Danali*. (Copies of all sheets comprising the *Index* that were completed through the end of the last tenday are stored at the Tower of the Rising Moon in Highmoon as well.) During the day, these floors are regularly visited by the clerics as well as wandering patrols of the Children of the Passive Voice. At night, only the monks pass through, making their rounds.

The first Shelving Floor has smaller stacks than those above it. Two duskwood doors, barred from within by a duskwood bar at night, lead out to the East and West Cloister.

16. Tower of Tomes: Reading Floors

The second, fourth, and sixth floors of the Tower of Tomes are known as the Reading Floors. Each level contains a spiral metal staircase leading up through a hole in the center of the floor to a hole in the center of the ceiling. The rest of the floor is divided into four chambers and a cross-shaped hallway. Every wall, even within the Reading Rooms, is lined with bookshelves, stretching up to 15 feet in the air. Book ladders line each shelf, enabling the temple inhabitants to reach the topmost shelves. Within each room and at the end of each hallway is a coffer filled with neatly cataloged vellum sheets, part of the legendary *Index*. At the center of each Reading Room is a wooden table and several chairs. Visitors to the library are brought to one of the Reading Rooms, allowed to consult the appropriate sheets of the *Index*, and then brought the book they request to peruse. During the day, these floors are regularly visited by the clerics as well as wandering patrols of the Children of the Passive Voice. At night, only the monks pass through, making their rounds.

17. Tower of Tomes: Roof

The roof of the Tower of Tomes consists of a small chamber at the top of the spiral staircase leading up from below. The room is dominated by various sacred, nonmagical relics of the Binder and serves as a private chapel for the inhabitants of the temple during religious services.

A single door leads out on to the parapet, from which one can look out over Highmoon. Atop the small chamber is a slender spire that reaches some 30 feet above the parapet. Two members of the Tower Guard are usually stationed atop the parapet at night or during the day. From the parapet they can easily signal for reinforcements from the Tower of the Rising Moon or from the Lord's Barracks down the hill, using a glaur.

Breaking In

Most folks find that access to the fabled libraries of the Leaves of Learning is most easily achieved by knocking on the temple's front door during the day and being admitted by one of the resident clerics. Although the cost of perusing tomes within the temple's archives is steep for most people, it is not enough to make pilferage a reasonable alternative for the risk.

Those who do attempt to breach the temple's wards or infiltrate the grounds by posing as a visitor find that the entire structure lies within the area of a *hallow* spell to which a *zone of truth* has been fixed, making false professions of faith in the Binder's teachings difficult. The inner and outer walls of the temple are carved with runes, many of which are nonmagical but some of which act as *glyphs of warding*, usually triggered by someone trying to scale the wall or pass through an area without speaking the proper pass phrase. *Glyphs* on the external walls and in common areas usually trigger *cause fear* or *hold person*. *Glyphs* in areas of the library restricted to the clergy might trigger *blinding/deafness* or *hold person* without the proper pass phrase. Should intruders cause an alarm to be raised, the simple sounding of a glaur (many of which are hung decoratively about the temple) brings guard reinforcements running from the nearby Tower of the Rising Moon and even summons the Watchmen of Highmoon up from their barracks down the hill.

Infiltrating the Leaves of Learning is particularly troublesome given the closeness of the small-knit community. One approach might be to join the Watchmen of Highmoon and hope to be assigned to the Tower Guard, a process that could take months. Even then, it might not succeed, for senior members of the Tower Guard claim most rotations at the Leaves of Learning. Another approach might be to masquerade as an elf of the Semberholme region. Sometimes the Fair Folk slip out of the nearby woods late at night, uncomfortable at the thought of entering Highmoon during the hustle and bustle of daytime activity, and make a midnight knock on the door of the temple. Because of such cultural differences, Danali has instructed the clergy to admit the Fair Folk at all hours.

This gives rise to the possibility that a sleepy guard might forget to request an oath to the Binder from the midnight visitor or nod off instead of supervising the visit appropriately. The dream of many a would-be thief is to sneak into the dungeons beneath the Tower of the Rising Moon and make their way up into the temple via a long-forgotten tunnel. However, if any such tunnel exists, it has never been found.

Adapting the Temple

Temples of Oghma are found within many major cities and not a few large towns as well, and the Leaves of Learning can be easily moved to such locales simply by renaming the temple's inhabitants as appropriate for the region. The temple could be turned into an abbey set in the wilderness as well, but, if so, its defenses should be significantly enhanced, perhaps by placing it within a larger enclosed structure staffed by many defenders.

The Leaves of Learning is easily adapted to other faiths as well, particularly those of a more scholarly aspect. All the comments about other locales above apply to temples of other faiths as well. Simply update alignments, favored weapons, and dogma. If the temple lies in a wilderness area or belongs to a less benevolent faith, replace the spell *glyphs* with more deadly spells as well. If the faith is of a chaotic bent, replace the monks with rogues or fighters.

Azuth: The Patron of Mages instructs his clerics to gather and archive all manner of spells, so that no workings of the Art are lost when a wizard dies or vanishes. The temple becomes a repository of arcane knowledge and precious spells, with attendant security to match. Replace the Children of the Passive Voice with wizards and sorcerers, some of whom are arcane devotees.

Deneir: The Leaves of Learning can serve as a temple of the Lord of All Glyphs and Images almost without change. Simply replace the Children of the Passive Voice with the more militant members of the Preservers of the Ordered Way.

Milil: The Leaves of Learning also can serve as a temple of the Lord of Song. Simply restrict the library's contents to poems, songs, and eloquent speeches, and replace the Children of the Passive Voice with the fighters, paladins, and bards of the Harmonious Order.

Shar: The Mistress of the Night's temples contain many secrets of the Shadow Weave and are guarded by monks of the Dark Moon order. The temple becomes a forbidding fortress cloaked in darkness and stalked by shadows and other shadowy horrors in the night.

Waukeen: Some temples of the Merchant's Friend operate as contract houses, where bills of sale, deeds, wills, and contracts are stored and archived so as to promote the orderly pursuance of commerce. Simply replace the Children of the Passive Voice and the Tower Guard with hired mercenaries, and restrict access to the temple to those whose business requires access to specific pieces of documentation.

Getting the Players Involved

The Leaves of Learning can serve as an important resource for characters based in the Dalelands, western Sembia, or northern Cormyr. Initially, the temple can serve as a storehouse of information for characters seeking adventure in the surrounding region, providing reasonably accurate maps leading to partially explored dungeons and spellbooks to wizards just starting their adventuring career. Later, characters might sell books they have acquired in dusty crypts or abandoned mansions or exchange such tomes for useful scrolls. They might also use the temple's library to learn more about allied or enemy groups, such as the Cult of the Dragon or the Harpers, whose paths they have crossed. And finally, the threat the illithids of Oryndoll pose to the Leaves of Learning might slowly enmesh the characters, as mysterious attacks against the temple slowly increase, forcing ever-heightened security measures and undermining the role the temple was meant to serve.

A Misleading Map

The Binder insists that his clergy only sell copies of maps that accurately depict their subject or, if known to contain inaccuracies, represent the best available depiction. Late one afternoon, a member of the Company of the Silver Shaft discovers an old map tucked within the pages of a volume he paid to peruse and then manages to hide it under his shirt after his venerable escorts nod off in the midst of their duties. At dawn the following morn, the Company of the Silver Shaft is off to plunder the lost elven city of Tsornyl in the woods north of Highmoon and east of Lake Sember.

Word does not reach Danali until the following afternoon that a drunken member of the company let slip the group's "discovery" to a tavern wench at the Oak and Spear. The Learned Father immediately recruits the first available band of adventurers he can find to chase after the Company of the Silver Shaft. Danali explains that the map is an old fake designed over a century ago to lure adventurers to their deaths in the heart of the Darkwatch and that its presence in the book was overlooked during cataloging. Letting it leave the temple, even if it was stolen, is a sin in the eyes of the Binder that must be immediately remedied by warning the unlucky thieves of the peril they face. (Whether or not they heed that warning is not Danali's concern.) Of course, since the temple does not have a true map of the Darkwatch, if the characters would mind compiling one during their pursuit, Danali would be doubly grateful and willing to reward them accordingly.

Spellfilchers in the Night

Despite widely circulated reports that the Leaves of Learning contains no tomes of arcane lore, there are always wizards who believe such rumors simply indicate that all manner of books of magic lie hidden within the spired tower of the Leaves of Learning. Of late, a rumor has been spreading through streets of Highmoon that Danali has made an exception for the collection of spell tomes amassed by the late Rhauntides, despite more truthful tales that sage's legacy now lies in the dungeons beneath the Tower of the Rising Moon. By chance, the characters learn of an apparent infiltration attempt by a noted sorcerer/rogue from Saerloon and have the opportunity to foil the attempted theft. Assuming they succeed, Danali hires them to supplement the tower's guards until such talk dies down, and, over the next tenday, no fewer than 12 separate wizards or their agents attempt to seize Rhauntides's library from the Leaves of Learning.

Inkshadow

Although the Leaves of Learning contains no tomes of arcane lore, the knowledge it does contain can be dangerous to possess nonetheless. Several days ago, the temple received a consignment of books from House Ithivisk of Selgaunt in payment for several contracts rendered that cemented a trade alliance between the Sembian merchant house and the Silverhand House coster of Highmoon. Among the dry accounts of trade agreements and daily life dating back more than a century was a small book, long forgotten. Titled *Songs of the Bitter Heart,* the book contained the dark and melancholy songs of Esvele Ithivisk, the long-dead great-aunt of the current patriarch. In cataloging Esvele's writings, one of the clerics briefly paged through the book before showing it to Jhenna Iliathor to get the bard's opinion. Jhenna agreed that the book was of little import, and Esvele's labors were promptly cataloged, shelved, and forgotten.

Unbeknownst to Jhenna and the cleric, both were afflicted by a supernatural contact poison known as *shadowspawn* that lay latent within the chapbook's ink. Prompted by the whispers of Shar, Esvele had concocted the poisonous ink as a trap for the lover who had spurned her, in hopes he would suffer as much as she after reading of her travails. Esvele's plot never came to fruition, however, for her former lover died at sea before she could deliver him the book. Esvele herself died soon after of a wasting disease, and her book was shelved away unread.

Shadowspawn affects only warm-blooded creatures, disjoining their shadows from them as they sleep. Each night at dusk the victim falls into a tortured slumber, temporarily losing 1d6 points of Strength. They cannot be awakened until dawn. During this time their shadow transforms into the undead creature of the same name and stalks the surrounding area. All successful attacks against the shadow are reflected as bloody wounds upon the victim's body and inflict like amounts of damage. If the shadow is destroyed by any means, the victim is dead. If the victim is ever reduced to 0 Strength, they are dead and their shadow becomes a free-willed undead creature. Daily application of spells such as *lesser restoration* and *restoration* can keep the victim alive by restoring lost Strength, but do not end the ravages of *shadowspawn*. Only by casting *negative energy protection* and *neutralize poison* on the victim can the supernatural poison's ravages be ended, a cure known only to certain followers of Shar.

On the night following the chapbook's arrival, both Jhenna and the cleric fall ill and cannot be awakened. Meanwhile, their shadows begin stalking the residents of the temple. Danali destroys the cleric's shadow before the tie between each shadow and victim is realized, causing the cleric's death. Once they realize the danger, Danali orders the other inhabitants to flee the temple, leaving only himself to watch over his beloved. The cycle continues over the next several days, as Jhenna grows progressively weaker and Danali cannot find a cure. Then one night several of the temple's *glyphs of warding* are triggered and Danali observes several people fleeing into the darkness. Knowing that the elderly clerics of the temple and Tower Guard are not up to the task, the Learned Father instead recruits a band of adventurers brave and trustworthy enough to guard the temple against interlopers while fending off Jhenna's shadow without killing it. He then closets himself in the temple library in the desperate hope of finding a cure. Unbeknownst to Danali, the interlopers are monks of the Dark Moon order who have been instructed by their dark mistress to recover the long-lost book, considered a sacred text by the faithful of Shar. They return the following night prepared for the temple's wards and engage the characters in a running battle through the Leaves of Learning. If the characters determine the object the intruders seek or track them back to their master, Danali has a hope of discovering the chapbook's poisonous secret and curing his beloved.

About the Author

Eric L. Boyd is a name well known to Realms fans for his work in the previous edition of the campaign setting as well as the new edition. Eric coauthored *Faiths & Pantheons* and is currently detailing the human ethnic groups and dwarven subraces for a future FORGOTTEN REALMS sourcebook.